

Mega Man FAQ/Walkthrough

by NeoChozo

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===== MEGA MAN =====
===== (ROCKMAN) =====
===== STRATEGY GUIDE =====
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Welcome to the Mega Man Network walkthrough and strategy guide for MEGA MAN, the first title in CAPCOM's original MEGA MAN series. This text document covers all of the stage guides and other pertinent information for completing this title. Use the index below as a reference guide, and visit Mega Man Network's MEGA MAN games section for more information on this game as well as information and walkthroughs for the other games in the series.
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== 1. INTRODUCTION:

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MEGA MAN was released for the Nintendo Entertainment System (NES), though the title has been ported to numerous other platforms over the years, including the MegaDrive (SMD), PlayStation (PSX), PlayStation 2 (PS2), PlayStation Store (PSS), PlayStation Portable (PSP), the Xbox (MXB), the GameCube (GCN), i-Mode Mobile Platforms (IM), and more recently, the Wii Virtual Console (WVC). Refer to the setup manual for more detailed information on your individual platform.

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== 2. ABOUT THIS GAME:

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MEGA MAN was a different kind of platformer for its day. Originally developed as an arcade game, this game allows you to choose your own path through the game by giving you a "Stage Select" where you could defeat bosses in any order. Additionally, by defeating these bosses you gained special weapons that you could use to beat other bosses easier. This play on the Japanese-style game of "janken", or our version of Rock-Paper-Scissors, added a very innovative method of playing a game. This game is also the only MEGA MAN game to feature a scoring system. Each level has a certain amount of clear points, and enemies will drop items that give you a score bonus at the end of each stage. Overall, this first game ended up being something of a sleeper hit. Japanese gamers didn't get much into it, and the horror that greeted North American players with the infamous "Bad Box Art Mega Man" wasn't that enticing either. Still, MEGA MAN set the stage for a multiple-series franchise that kept on innovating many new features as it went along.

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== 3. THE STORY SO FAR:

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It is the year 200X. Dr. Light and Dr. Wily, partners in robotics, have designed new humanoid robots called "Robot Masters" for the betterment of humanity. One of these is designed to work in icy environments, while another is designed specifically for tree-felling. Dr. Light even has household robots, who he named Rock and Roll, to assist him around the lab. But before these Robot Masters can be successfully shown to the public, Dr. Wily turns rogue and steals the initial six, reprogramming them to cause mayhem and destruction. Wily announces will take over the world, leaving Dr. Light powerless to do anything about it. Until Rock volunteers to be transformed into a battle robot, that is. Undergoing a conversion process, Rock is outfitted with special armor and a plasma cannon and becomes MEGA MAN. He sets out to stop the Robot Masters and end Dr. Wily's schemes.

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== 4. RECOMMENDED ORDER:

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This first game gives you six Robot Masters to fight. Each Robot Master is weak to another's weapon, so you will start off with one using your regular weapon, and circle around in a "loop" until you are where you started. You can start with Bomb Man and go from there so you don't have to return to get the Magnet Beam... but Guts Man's stage is a lot easier if you already have it. You can tackle these six Robot Masters in any order, but this one listed is easiest to follow.

BOSS	WEAKNESS	WEAPON OBTAINED
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Cut Man	Arm Cannon/Super Arm	Rolling Cutter
Elec Man	Rolling Cutter	Thunder Beam
Ice Man	Thunder Beam	Ice Slasher
Fire Man	Ice Slasher	Fire Storm
Bomb Man	Fire Storm	Hyper Bomb
Guts Man	Hyper Bomb	Super Arm

NOTE: Some of the names differ in translation from the Japanese version to the

North American version. If you are using this walkthrough for the Japanese version, ROCKMAN, the name differences are as follows:

Mega Man	-	Rockman
Dr. Light	-	Dr. Right

The Robot Master names mostly remain the same, except for the "man" convention; i.e. Cut Man is Cutman, Elec Man is Elecman, and so on.

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== 5. WEAPONS AND ITEMS:
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Each defeated Robot Master yields another weapon to your arsenal. These weapons are useful for more than just defeating more bosses, so experiment with the weapons a bit and you might have an easier time. It should be noted, however, that the names provided here came as a result of later ports or remakes. In the original game, your weapons are notated only as a single letter indicating the name of the defeated Robot Master, i.e. the Rolling Cutter is acquired from Cut Man, so it is annotated as a [C].

WEAPONS

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1. ARM CANNON

Mega Man's standard weapon can fire up to three shots at a time. These are small energy bullets and don't do a lot of damage on their own.

2. ROLLING CUTTER

Gained from Cut Man, this weapon allows you to throw a scissor blade in an arc that will boomerang back to you.

3. THUNDER BEAM

Gained from Elec Man, this weapon allows you to fire a powerful bolt of electricity that will thread and wind up, down, and forward.

4. ICE SLASHER

Gained from Ice Man, this weapon allows you to shoot ice arrows forward that will freeze things.

5. FIRE STORM

Gained from Fire Man, this weapon allows you to briefly surround yourself with fireballs, then you will throw them forward in a large wave.

6. HYPER BOMB

Gained from Bomb Man, this weapon allows you to fire a black bomb in an arc. It will detonate after a preset time limit. Vary the timing of your bombs to inflict the most damage.

7. SUPER ARM

Gained from Guts Man, this weapon allows you to lift heavy objects and throw them slightly forward.

ITEMS

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1. MAGNET BEAM

Found in ELEC MAN's stage, this item allows you to create temporary platforms to help you reach higher/farther areas.

2. YASHICHI

This item, found only once in the entire game (unless you are on Easy Mode of the MEGA MAN ANNIVERSARY COLLECTION) will completely refill your LE and WE meters. Sort of like the later games' Super Tanks.

3. SCORE BALL

Found in every stage, these are dropped by defeated enemies, and add a total of 1,000 points to your score for each one collected at the end of a stage.

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== 6. WALKTHROUGH:
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The game walkthrough itself is broken into segments that comprise the "stages" of the game. Each stage walkthrough will take you through that stage, past the Robot Master, and go over any extra information. You can revisit stages here, but be warned: the Robot Masters also respawn so you have to fight them again (keep in mind, also, that your score resets to zero if you kill off your extra lives to get out of a stage). The scoring system, for that matter, appears to be somewhat broken (at least in the copy of the game I'm playing to write this) - sometimes Cut Man's stage is worth 90,000 points at the start, other times it's worth 50,000 - it all seems to change on a dime. I'm not exactly sure what the determination is behind this. Anyway, the walkthrough will begin at the first recommended stage.

6A: CUT MAN'S STAGE

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Climb the ladder at the beginning and head right while dealing with the swooping robots. At the end of this section, you'll find a ladder, so climb it and take out the wall clingers. Keep heading up while getting rid of these enemies. Further along the way, these sections will get more and more complicated, but you should be able to adapt. At the top, you'll have to deal with a scissor throwing robot - you can easily deal with this by simply running to the right so the scissor blades don't hit you. Right afterwards you'll run into some hopping robots - eliminate them and continue on. The next area is a long vertical ascent filled with Suzy robots that fly vertically and horizontally. Clear each room of the enemies and head up. Once you reach the top, you'll find another scissor robot. Go past it to reach some more swooping robots, then grab the large LE refill and head down the ladder. Be very careful through this area as there are spikes that you really don't want to land on, so take the ladders. As you move on, you'll find another blue Big Eye. Just run at it and keep going when it makes a large leap so you don't get stomped. Afterwards, keep going and you'll reach the boss gate. Head inside and take out the cannon robots to reach the second boss gate that leads to Cut Man.

BOSS BATTLE: CUT MAN

Cut Man tends to stay on the offensive during this battle. Still, he has an easy pattern that you can memorize to help make this fight easier.

1. ROLLING CUTTER: He will throw his scissors in a boomeranging arc at you. Jump on the initial throw and the return path.
2. RUNNING: He runs around his room constantly, so jump over him.
3. JUMPING: Get away from his jump paths; he can damage you easily.

If you have the Super Arm, you can chuck the blocks in the room at him for a very easy victory; otherwise you'll have to stick it out with the Arm Cannon. Your Arm Cannon shots will push him back, so this is a good thing since you only need to jump his Rolling Cutter attacks. He shouldn't give you many problems.

Defeating Cut Man rewards you with his Rolling Cutter [C]. Now return to the Stage Select and select Elec Man's stage next.

6B: ELEC MAN'S STAGE

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This mostly vertical stage is quite difficult. From the start, you'll need to use the Rolling Cutter to destroy the sliding robots so you can ascend the

first section. Keep defeating these the same way every time you encounter them. Head up the ladder, and do the same to reach the next ladder. Here you will see two electrical blocks. Avoid the electrical bolts and keep going up to the next area. Next, you have to ascend a very long ladder while avoiding the green electric shooters that float down. They're tough, and may require a bit of practice to get it right. At the very top, there are two paths. Stand near the ladder and jump so you can reach the first vanishing block, and keep going to the upper right and go up the ladder. Go across the next set of vanishing blocks and grab the WE refills, then go down the ladder and repeat this section. Go up this time and climb the next ladder. Once you get to the top, there will be a short horizontal section. Go to the edge and drop to grab the large LE refill if needed, then make a careful jump out to the right and pull back left to get back to the ledge above you. Cross these platforms to reach another ladder. Go up and you'll again find two paths. Take the right-hand one since it's a bit easier. You'll encounter more of the green electricity shooting enemies, but deal with them the same as you did before, and avoid more of the blocks that shoot out electrical currents. Climb it carefully and head into the next section.

MAGNET BEAM

This is protected by blocks that either require the Thunder Beam to destroy or the Super Arm to remove. Unfortunately you don't have either of these weapons, so you'll have to return to this stage to get it. Once you do have it, you'll have an item that lets you create stepping platforms to reach higher or far off areas.

Continue making your way up the next long ladder while avoiding the next set of electric enemies and head up top. Avoid the hopping robots and the blocks with electrical currents and you'll reach the top. This part is another small horizontal area exactly like the last one. Climb the ladder and avoid more of the same enemies you've already encountered. At the very top, you'll run into another Big Eye. Run towards it and slip underneath it when it makes a big jump and you'll reach the boss gate. Enter it and climb the ladder while avoiding the electric currents, and you'll reach the second gate leading to Elec Man.

BOSS BATTLE: ELEC MAN

Elec Man can be pretty difficult. His attacks do a lot of damage, and he doesn't stay still very often. Know what attacks he has so you can better prepare.

1. THUNDER BEAM: He will fire this in one of three directions, and it will take off a large chunk of your LE.
2. JUMPING: He jumps somewhat erratically, so don't let him crash into you. Elec Man's attacks can cause a LOT of damage, but so do yours, and you have a bit of an advantage since he stops to use his. Let loose a Rolling Cutter right after the battle starts and hop up on the blocks to avoid his first Thunder Beam. Jump back down and fire another one, and repeat this same strategy. Your weapons knock him back a bit, so you don't really need to worry about him creeping up on you. Two or three hits should finish him off.

Defeating Elec Man earns you the Thunder Beam [E]. Return to the Stage Select and grab the following:

- Make a return trip to Elec Man's stage so you can grab the MAGNET BEAM.

Remember, you'll have to face the boss a second time.

Once you have it, return to the Stage Select and head for Ice Man's stage.

6C: ICE MAN'S STAGE

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Despite how straightforward it is, Ice Man's stage is still a rather difficult one to get through. At the beginning destroy all the enemies that come across your path by shooting them in the head - otherwise they separate and fly after you. Drop into the water and take out the penguin robots while dodging the sliders as well. Once at the end, drop down and grab some LE, then head into the tunnel to reach the first vanishing block area. Take out the slider on the ground with the Rolling Cutter so you can concentrate on the blocks. Once you get past it, you'll reach another one. Get past this one easily by standing near the right-hand edge, and step onto the first two or so blocks to give yourself some height, then use the Magnet Beam to create a ledge so you can jump up and go on to the right. This next section can be somewhat aggravating - you have to ride platforms that travel at somewhat erratic paths WHILE not getting shot out of the air AND while not running into any flying penguins. It's a bit tricky. Grab the WE refill if you need it halfway through, and keep crossing to the other side while constantly firing your Arm Cannon. You'll reach solid ground at the end; head to the right and drop down another tunnel. Grab the LE and WE refills and drop down again to confront a Big Eye. Handle it as you have the others and run straight to the boss gate. Enter it and destroy the penguins while making your way to the second gate that leads to Ice Man.

BOSS BATTLE: ICE MAN

Ice Man is very predictable, but his speed can give him an advantage. Know what attacks he will use in order to make this fight a bit easier.

1. JUMP/FLOAT: He jumps in the air, but settles down slowly, making it hard to aim any attacks at him.
2. ICE SLASHER: While he's in the air, he will fire a stream of Ice Slasher arrows at you. Find the spots in between them and dodge.

Take the fight to him and hit him with three Thunder Beams to take him out. Or... you can use one Thunder Beam and let it hit him three times - see Section 7's explanation of the Action Freeze trick. Keep jumping or otherwise maneuvering around his Ice Slashers and get him up close to beat him.

Surviving the encounter with Ice Man gives you the Ice Slasher [I]. Return to the Stage Select and head for Fire Man's stage next.

6D: FIRE MAN'S STAGE

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Fire Man's stage looks a bit complex, but it's actually pretty easy. Take out the cannon robots here and head to the right, crossing a series of platforms and ladders. Avoid the lava balls as they rain and home in on you, and avoid the fire waves that shoot out of the floors. Get to the ladder at the end and climb it. Head up this next set of ladders, and watch the timing of the blocks shooting fire (like from Elec Man's stage), and get past them. If you need a recharge, use the ladder to keep scrolling the LE refills onto the screen (remember this is the only Mega Man game that this can be done in). Next, avoid the fire shooters and head down the ladder. Deal with a few more of the raining lava balls and maneuver through another ladder and platform series similar to what was seen at the beginning of this stage. At the end of the stage, keep scrolling the fireballs onto the screen and wait for them to fall - you can shoot these for score balls and LE refills. Once you are done, enter the boss gate. Avoid the ceiling-based cannons and head to the second gate that leads to Fire Man.

BOSS BATTLE: FIRE MAN

Fire Man is pretty easy; he just storms you with constant attacks while running back and forth. Memorize these and cool him off with the Ice Slasher to make this easier.

1. FIRE STORM: He fires these waves off consistently.
2. JUMPING: If you get too close, he'll leap backwards.

This isn't too complicated. You can rapid-fire the Ice Slasher to cause easy damage, but you want to watch his Fire Storms and jump over them, then move to the right so the stationary fireball doesn't get you. His attacks come pretty fast, but you can still dodge them.

Fire Man's defeat gives you the Fire Storm [F]. Return to the Stage Select and head next for Bomb Man's stage.

6E: BOMB MAN'S STAGE

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You'll start off this stage moving to the right. Destroy the hoppers that get in your way, then be careful as you traverse the pits so you don't get hit by the enemies that fly out of them. Continue making your way through this section until you reach some robots that pop out of the ground. Destroy these and climb the ladder. Up here, destroy the four red robots that spew energy bullets at you, and keep going up. Up top, take on the Sniper Joe. Keep heading to the right and destroy the missile-like enemies that shoot out of the pits from a distance - they explode into pieces that can damage you. Deal with more of the red cannon robots and the remaining enemies in this section. Climb the ladder and jump across the blocks to the next ladder and climb up it as well. Traverse the spikes section carefully while defeating the enemies that orbit you - even if you're hit by an enemy and then hit a spike trap you will instantly die. There is no "temporary invincibility" in this game. Avoid the orbiters shots as they shoot in a circle, which is potentially dangerous if you're in the wrong place. From here, continue heading to the right, destroying the next Sniper Joe and the rest of the orbiting enemies and you'll find yourself at the boss gate. Inside, take out the cannon enemies, then fall down the long shaft while holding Left to avoid the enemies here, and you'll get to the second gate that leads to Bomb Man.

BOSS BATTLE: BOMB MAN

Bomb Man has a pretty easy pattern that you can take advantage of. His attacks are also limited, which means you will be able to damage him more than he can hit you.

1. HYPER BOMB: He throws these bombs at you, but their blast radius is small and you can easily run away.
2. JUMPING: He leaps and bounds around the room, making it hard for you to get him.

Defeating him is also relatively simple. Let him toss a Hyper Bomb, then run away and wait for him to jump. He throws three bombs in a row, so do your best and dodge them before attacking. Try to hit him with the Fire Storm after he jumps, and stay close so your orbiting fireballs do a bit more damage. You might take more damage this way, but it finishes the fight a little faster.

After Bomb Man's defeat, you'll gain the Hyper Bomb [B]. Now return to the Stage Select and head for the final Robot Master, Guts Man.

6F: GUTS MAN'S STAGE

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His stage is short, but tough. Start off by destroying the three Mettools at the beginning, and get ready for the hardest part of the stage. You have to

make it across a wide chasm while maneuvering on some platforms that are very tricky to stay on. The idea is to cross it from platform to platform while not getting dropped. Every time a platform crosses a break in the path, it'll flip, so you have to be extremely quick-witted to make it through. It'll take some practice, but don't get too frustrated. Or just ignore the entire last paragraph and use the Magnet Beam to get across. *shrug* However you do it, afterward you will run into a section afterwards with heli robots and miner robots. When you get to the split, take the middle path and fall while holding right to grab the large LE refill. Then drop back to the left so you don't land on the spikes. Continue down and you'll find another Big Eye. Run past it and you'll make it to the boss gate. Enter it and eliminate the small Mettools as you make your way to the second gate. If you're low on LE, keep scrolling the Mettools onto the screen for refills. Once you're finished, head to the second gate that leads to Guts Man.

BOSS BATTLE: GUTS MAN

Guts Man is really easy with the Hyper Bomb, and pretty hard otherwise. Know his attack patterns and end this fight quickly.

1. SUPER ARM: He uses his strength to lift blocks and hurl them at you.
2. GROUND QUAKE: When he jumps and lands, the earth will shift, throwing you off your balance.

Keep in mind that the Hyper Bombs are time-delayed, so try to predict where he'll land so the explosions catch him. Other than that, avoid his jumping attack and his rock chucking and you'll beat him with a few hits.

Guts Man's defeat gives you his Super Arm [G]. After this, make sure you grabbed the Magnet Beam, because you'll need it in Dr. Wily's stronghold, Skull Castle. Get ready.

6G: SKULL CASTLE, STAGE 1

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This first part of the stage is quite annoying. You'll face three Big Eyes in a row, so you had better be good at either defeating them or avoiding them by this point. Keep going to the right and you'll reach the castle entrance - use the Super Arm or the Thunder Beam to eliminate the blocks. Use the Ice Slasher to freeze the fire towers in places where you can jump up the set of staggered ledges and reach the ladder at the top. Grab the large LE in the next room with the Magnet Beam, and make your way up to the next area. Take out the hopper robots and proceed to the ladder at the right. Go down and cross the spike section while defeating the flying bullets, then go down to another section reminiscent of Ice Man's stage. Cross the floating platforms while avoiding the spikes, and use the Magnet Beam at the end to reach the solid ledge. Grab the WE refills and head up the ladder. This next room outright requires the Magnet Beam; use it to make stair ledges through the room. At the top, head to the right through the passageway to reach the boss.

BOSS BATTLE: YELLOW DEVIL

This boss is an absolute terror. During the fight, watch out for its disintegration move where it separates into little blocks and flies across the screen. You have to do this at the start anyway, and hit the eye when it forms. You can make it easier using the Action Freeze trick described in Section 7: Secrets and Tips. If you do it right, you'll eliminate the Yellow Devil in a single hit; two if you aren't that fast.

Surviving this onslaught advances you to the next level of Skull Castle.

6H: SKULL CASTLE, STAGE 2

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From the platform where you start off, advance to the right and carefully eliminate the Green Helis in your path. Jump from platform to platform while taking them out until you reach solid ground. Hop over the invisible floor just inside and grab some WE refills, then fall down into the next room for a rematch with CUT MAN. This time, just hammer away with your Arm Cannon and jump his Rolling Cutters - you shouldn't have to dodge his jumps if you keep firing. Once you beat him, head down the ladder to reach another platform segment. This area has the bombs that fly out of pits and explode in a spread pattern, so avoid them as you cross until you reach solid ground again. This time, the invisible floor is further to the right. Grab the WE if you can, and fall down for a rematch with ELEC MAN. Hit him hard and fast with the Rolling Cutter again, and drop at the end to reach a segment with ladders leading down. This area is crawling with Suzies, so take them out as you go down with the Rolling Cutter for an easier time. Eventually you'll deal with some wall cannons too; eliminate them while avoiding their spread shots and grab the WE refills as you go. At the very end, drop down the last ladder to reach the room with the boss.

BOSS BATTLE: COPY MEGA MAN

Dr. Wily will scan your specs and create an exact copy of you for this fight. What can make this fight tricky is that your copy will do exactly what you do, and will switch weapons when you do. You're in for a bit of a fight if you choose to stick it out with the Arm Cannon. All of your weapons will do slight damage, but for some reason he'll inflict more. To beat your copy easily, use the same trick you used with the Yellow Devil to keep freezing the action while you paste your copy with the Thunder Beam. It'll take a few rounds (probably three), but at least you can escape unscathed.

Surviving this stage advances you to the next level of Skull Castle.

6I: SKULL CASTLE, STAGE 3

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This stage is exceptionally short. Start off by destroying the Suzy robots and head down the pit. Use the Thunder Beam to destroy the ceiling cannons and avoid what Suzies you can as you make your way down through the next few rooms. Eventually you'll reach a large tunnel; head to the right until a large tidal wave comes through and starts pushing you to the right. Keep firing the Arm Cannon to take out the penguins and the flying bullets, and if any drop WE refills, hold left until you can access your subscreen so you can select a weapon to refill. Keep doing this until you reach the end of the tunnel. Going through the small passage to reach the boss.

BOSS BATTLE: CWU-01P

The key to this fight is not to use the four blocks in the room until you have destroyed some of the drones. Stick to the left side of the room so the first drone doesn't come down on you, and use the blocks as platforms to avoid them as they circle the room. Use the Arm Cannon to eliminate the first three drones, then use the Super Arm and throw blocks at the last four. The drones drastically increase in speed as you destroy them; this is why saving the blocks for the end is best.

Get past this battle to advance to the final stage of Skull Castle, and the final battle with the evil Dr. Wily!

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This stage is pretty short, as well. Jump over the ledges to get to the ladder, but you'll have to contend with some floating electricity shooters. Make your way up and use the Super Arm or Thunder Beam to get rid of the blocks, but you'll need the Magnet Beam to reach the large WE refill if you don't destroy them from the top down. Go through the short staggered maze and you will find a small rehash of the broken platform area from Guts Man's stage. Jump out to the small block to the right and wait for a platform. Ride it until you reach the break, then leap out to the platform above you. Use the Magnet Beam to reach the next ledge at the upper right and wait on the ladder for the platform to start making its way to the right again. Drop onto it and ride it near the end to grab the YASHICHI item that refills all of your LE and WE, then jump back on and grab the extra life. The platform will be making its way back left, so use the Magnet Beam to make a ledge for you to reach the ladder again. Climb up and head right to reach a small portal which will take you to rematches against the remaining Robot Masters, in the following order: BOMB MAN, FIRE MAN, ICE MAN, and GUTS MAN. This part can be rather hard since they come one after another and you get no break or LE refills in between. Once you beat one, step back to the portal to ascend to the next level and fight the next boss. Consider stopping Bomb Man with the Thunder Beam/Action Freeze trick instead of the Arm Cannon or Fire Storm, then use the Ice Slasher to cool down Fire Man. Try to do this while taking a minimum of damage so you can easily take out Ice Man. Stand in the portal and waste Guts Man with the Hyper Bomb as he makes his way towards you. Once all four have been beaten, you'll ascend to the top level. Head to the right and grab the WE capsule to reach the final boss gate.

BOSS BATTLE: WILY MACHINE (PHASE 1)

Wily's Machine doesn't do much in this phase except fire energy shots in an arc at you. The Rolling Cutter seems to do a bit of damage to the red outer shield, but why worry about that when you can jump up and fire the Thunder Beam while using the Action Freeze trick? This way, you will take out Dr. Wily's shield with ease. Once you've destroyed the shield, you'll move directly into the second phase, so quickly switch to the Fire Storm.

BOSS BATTLE: WILY MACHINE (PHASE 2)

Once the shield is destroyed, you have two options. Again, use the Rolling Cutter if you plan on attacking from a distance, or use the Fire Storm up close and hit Wily with the brief orbit of fireballs for a bit more damage. The main threat here is the orbs Wily fires that circle you for a moment and then strike. You can also repeat the Thunder Beam/Action Freeze trick for a slightly easier victory, but it takes a few rounds since the Thunder Beam doesn't cause *that* much damage. Just make sure you aim at the flashing part at the front. Keep at it and you'll defeat Dr. Wily once and for a...

I might as well not even finish that. You already know that there are 1.3 billion more Mega Man games after this one. Anyway, defeating Wily destroys his ship and he falls to the ground, begging for mercy because of his stupidity or something. Mega Man takes him into custody, and then heads for home as the credits roll. During the journey, he transforms back into Rock, and how far away does Dr. Light live, anyhow? It seems he's running for a few miles. Anyway, all this robot destruction has made him weary, so hopefully, Roll or Dr. Light brought some coffee when they come out to meet Rock as he arrives.

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== 7. SECRETS AND TIPS:
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MEGA MAN has a few things here and there that count as extras in the game. There aren't a lot, but they're worth checking out.

1. ACTION FREEZE TRICK

This a classic trick that works only in the original NES version (other ports and re-makes don't by default include it, but there is a modified version of it in the MEGA MAN ANNIVERSARY COLLECTION). Press the Select button after firing a weapon to "freeze" the action without bringing up your subscreen. Then keep hitting it over and over again to unfreeze and refreeze the screen. The bonus of this is that every time you unfreeze, it's as if your weapon had just been fired, and thus will crawl across the screen, inflicting damage with each successive hit. You can EASILY obliterate Ice Man, the Yellow Devil, Copy Mega Man, and Dr. Wily with this trick.

2. MAGNET BEAM TIPS

The Magnet Beam will only consume WE when you first press the fire button. As you hold it, the platform gets longer and longer. You can also build staircases by creating multiple platforms at once.

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== 8. LEGAL:
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This walkthrough must always be shown in full form, unaltered, with credit given to the author, and a link to Mega Man Network (<http://www.themmmnetwork.com/>) must be provided. You are free to use this for personal use, but if you wish to host it on another website, you must e-mail me first with a request for permission. Copyright (C) 2012 Timothy Jones (NeoChozo). Some rights reserved. All rights, including the copyrights of game, scenario, music and program are Copyright (C) Capcom Co., Ltd.
