

# Mega Man FAQ/Walkthrough

by Humanvegetableonline

Updated to v1.01 on Oct 5, 2004

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Megaman X7 IS REALLY REALLY BAD.

```
=====  
Megaman 1 for Nintendo  
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Copyright 2004 Humanvegetableonline  
Version 1.0 - 5/26/04 - 5/31/04  
Version 1.01 - 10/3/04  
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```

Dedication  
This guide dedicated to DesertEagle and Daniel K.

Introduction  
This is my fourth guide so don't complain much. Megaman ONE. And remember people... I NEVER EVER RE-READ MY GUIDES... And I don't know any Megaman enemy names so I will give their descriptions.

About this game  
A fun action game. I saw this movie for NES. The guy didn't get hit once and dodged everything. He also abused the multi hit glitch. I mean ABUSED.

Copyright Stuff  
Do not use this guide unless you ask me. If you wish use it then you know what to do. My Email and AIM are up there. These websites are allowed to use this guide.  
- <http://Neoseeker.com>  
- <http://Gamefaqs.com>  
- <http://wogaming.com>

- <http://cheats.de>
- <http://faqs.ign.com>

Version 1.0  
Guide Complete.

Version 1.01  
Added more info about weapons.

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=====  
1.0 - Basic Stuff  
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-----  
Controls  
-----

B = Shoot  
A = Jump  
Start = Weapon Selection Screen  
Select = Pause

-----  
Items  
-----

Round Yellow Items (Energy Tanks)  
Heals HP depending on size.

Oval Blue Items (Weapon tanks)  
Restores weapon power depending on size.

Megaman's Head (One up)  
Extra life.

Orange Circle (Bonus Points)  
Gives 1000 bonus points at the end of the stage.

Pinwheel (Restore ALL)  
Restores all weapons and Energy.

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Notes  
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### Multiple Hits Glitch

When a boss is hit, it starts blinking. When it blinks, it is invincible until it stops blinking. A glitch in this game allows you to hit a boss multiple times with just ONE shot. When you hit a boss, it will blink. Before the shot goes through the boss completely, press pause, wait till the boss stops blinking, unpause, let the shot hit again, quickly pause, wait till the boss stops blinking and so on. This trick is your key to an easy victory.

### Infinite Blocks Glitch

Please tell me if it works. There must be two bricks for this. Stand next to another block while holding a block with Gutsman's weapon. Stand NEXT to the block and press "B" incredibly fast. You will strangely shoot blocks that come out of no where. If you wish to see this then AIM me.

### Boss Damage

For bosses, I will type a weapon and then how much damage it does. Like this...

- Weapon = Minimal Damage (1 Damage to the boss)
- Weapon = # (Number of hits it takes to kill a boss.)
- Weapon = Little Damage (About 2-5 Damage)

=====  
2.0 - Intro  
=====

Dr. Light made Megaman... That's all I know...

Dr. Light made Megaman in 20XX to defeat Dr. Wily and his plans for world domination.

If I were Megaman, I would have gut Dr. Wily up like a FISH! But since this game isn't rated M, we have to not "Kill" and "Gut".

=====  
3.0 - Boss Stages  
=====

Bosses should be fought in the order:

- 1 - Gutsman
- 2 - Cutman
- 3 - Elecman
- 4 - Iceman
- 5 - Fireman
- 6 - Bombman

When you pick a boss, they say "Clear Points". The clear points are random. They are always 50K, 60K, 70K, 80K, 90K, or 100K. To me, the points mean absolutely nothing.

Basically its...

Gutsman > Cutman > Elecman > Iceman > Fireman > Bombman > Gutsman

It's like rock, paper, and scissors. Circle of life, man.

Bombman - Gutsman  
/                    \

```
Fireman           Cutsman
  \               /
    Iceman - Elecman
```

=====

### 3.1 - Gutsman

=====

-In the Japanese Rockman Battle Network anime, Gutsman would always end a sentence with "gutsu".

Head right and kill all three of those yellow helmets. When you're on the cliff, wait for the moving green platform. Remember that when a green platform touches a break in the wires, you will have to jump. Here's an example:

Green Platform on a regular wire

```
  M
  M <--- Megaman
  ---
=|----- <--- Regular wire
  ^
  Break in wire
```

Green Platform next to the break

```
  M
  M
  ---
====|-----
  ^
```

When this part of the platform is next to the break, jump.

Green Platform on a break

```
  M
  M <--- Megaman jumping

====||====
  |
  | <--- Platform facing downwards making it impossible to stand on
```

When you see the 2nd platform in the middle of the screen, carefully jump on it after it has passed the break in the wire. Then jump over two breaks in the wire then jump on the 3rd moving platform. Be careful on this one, you can fall easily. You have to time the jumps. Now after you are off the platforms, move right and watch out for the green flying heads. They will dive towards you on the ground. To avoid them, jump around. Head right and drop down and move right. Kill two miners then watch out for the one on the small ledge. Kill him, then move right and kill that miner and jump down. Do not just JUMP DOWN DIRECTLY or else you will hit spikes and die. Try to move more left. And as you move down flying green heads will try and hit you. Here's a map of the jump

After fighting the miner, you will jump down here.

V

```
|           |
|           |
|  ##      |
|##  ##   | ### ### ### ### ### ###  #
|##  ##  ## | #  #  #  #  #  #  #  ##
```

```

|## ## ## | ### # ### ## ## # # #
|## ## ## | # # ## # # # # #
|## ## ## | ### ## # # ## ## # # ##
|## ## ## |
|## ## ## |
|## ## ## |

```

```

|## ## ## |
|## ## ## |
|## ## ## |
|
|      H |
|      ## | ### ## ## ## ## ## ## ##
|hh     ## | # # # # # # # # #
|##     ## | ### # ### ## ## ## # # #
|##  w  ## | # # ## # # # # #
|## ##    | ### ## # # ## ## ## # # ##
|##^##    | h = small heal
|spike#  ## | H = Big Heal
|   ###  ## | w = small weapon restore

```

```

|#####  ## |
|
|      ## | ### ## ## ## ## ## ## ##
|      ## | # # # # # # # # #
|l      ## | ### # ### ## ## ## # # ##
|## ##    | # # ## # # # # #
|## ##    | ### ## # # ## ## ## # # ##
|## ##    | h = small heal
|##      | l = 1UP (dunno if you can get it just by jumping)
|##   h   ^^|
|##  -----|
|##  |
|##  |
|      VV
|      Go down!

```

When you go down, you will be greeted by a large blue jumping eye. Watch out for this because if he touches you, you lose a quarter of your life! Just run past it and head right and enter the boss gate. Inside the gate, you will head down a path and fight four yellow helmets. Then head all the way right to fight Gutsman.

```

-----
Gutsman
-----

```

- When Gutsman jumps, jump before he lands. When he lands when you're on the ground, you will be stunned for a short moment.
- Always stand on the two rocks.
- Whenever Gutsman receives a rock, he'll throw it at you. When the rock hits something (You, or another rock), it will split into four pieces. You can easily jump over the large rock before it turns into four pieces.
- Regular buster does a good amount of damage to Gutsman.
- Buster Shots = 14

- Bombman's weapon = 3
- Cutsman's weapon = Minimal Damage
- Elecman 's weapon = Minimal Damage
- Fireman's weapon = 14
- Gutsman's weapon = Useless
- Iceman's weapon = Useless

=====

### 3.2 - Cutman

=====

-In the old english megaman show, Cutman talked strangely. Awesome American voice actor.

Go up the ladder to your left and head right. Watch out for the flying blue heads. When you have headed all the way right, avoid getting hit by the red wallguns and climb the ladder to the next screen. Head left, climb the ladder, dodge the red wallgun's bullet, head right and up the ladder to the next screen. Kill the wallgun to your left, climb the ladder, kill the upper-right wall gun and then upper-right ladder to the next screen. Dodge all the bullets, climb the ladder to the next screen. You can see that there's this weird box like structure near you. Run past it because cutman's scissors will jump out of it. Head right, and fight the blue hopping enemies. Head right till you encounter red wallstickers. You can easily kill them with 5 shots and their movements are predictable. Climb the upper-right ladder to the next screen. Avoid the wallstickers and climb the upper-right ladder to the next screen. Avoid the four wallstickers and climb the upper-left ladder to the next screen. Kill the two wallsticks next to you and climb the upper-left ladder to the next screen. You can see the weird box-like structure. Run right and watch out for the flying blue heads. When you're all the way right, get the energy tank and climb down the ladder. Do not jump down or else you'll get stunned immediately, fall into a bed of spikes, and die. Now watch out for the flying eight shooter and climb down the ladder below to the next screen. Avoid the eight shoot and climb down the ladder below to the next screen. Watch out for the Large jumping red eye. Head all the way right and into the boss gate. You will fight 3 five shooters. Head all the way right to fight Cutsman

-----

Cutsman

-----

- Cutsman jumps often.
- The buster shot does a crap load of damage.
- Cutsman throws his scissor that acts like a boomerang. Only shoots one at a time.
- Scissors can be easily avoided by jumping over.
- Buster Shots = 10
- Bombman's weapon = Little Damage

- Cutsman's weapon = Minimal Damage
- Elecman's weapon = Minimal Damage
- Fireman's weapon = 10
- Gutsman's weapon = 2
- Iceman's weapon = Useless

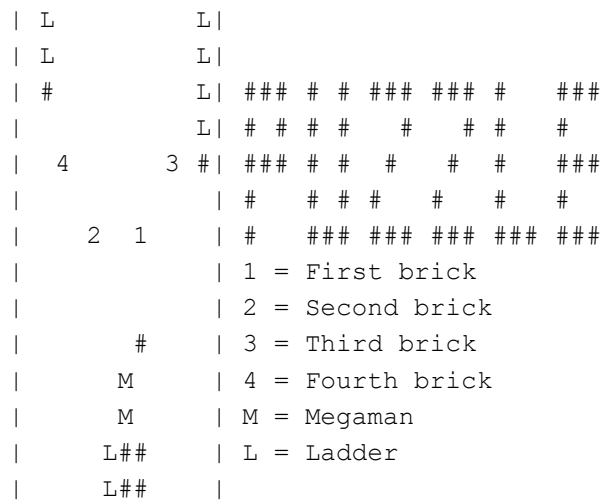
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### 3.3 - Elecman

=====

Press start and equip cutman's weapon. Now kill the three spiked floor enemies with cutman's weapon. Then climb the upper-right ladder to the next screen. Kill the two floor sliders then climb the upper-left ladder to the next screen. watch out for the blocks with the two blue balls in it because they shoot out thunder. When they both stop shooting, quickly jump on top of them and climb the upper-left ladder to the next screen. Climb the middle ladder to the top but watch out for the flying green thunder shooters. You can wait for all of them to come then you can climb safely. Climb up to the next screen. Keep on climbing and shoot a flying green thundershooter the moment you see it and climb up to the next screen. This is tricky so I'm going to draw something for you folks.

The bricks stay for a second then disappears.



Climb the upper-right ladder in this area to the next screen. Wait a little bit. When you see a brick appear stand on it. When you see another brick appear to the left on it, immediately stand on it and so on. Now climb the upper-left ladder to the next screen. Head right and then climb the upper-right ladder to the next screen. Wait out for the flying thunder shooters. Climb the upper-left ladder to the next screen. Kill the floor sliders with cutman's weapon and climb the upper-left ladder to the next screen. Climb the upper-left ladder. You can now see this weird object being blocked by three blocks. Use Gutman's weapon and remove the three blocks to obtain Platform Maker. Climb the upper-left ladder. Kill the floor sliders and climb the upper-left ladder to the next screen. Watch out the the two balls shooting lightning horizontally. Climb the upper-left ladder to the next screen. Head right and climb the upper-right ladder to the next screen. Avoid the lightning balls and climb the upper-left ladder to the next screen. Run past the large red jumping eye and run into the boss gate. Go right and up the ladder. Watch out for the lightning balls and head all the way up

to fight Elecman.

-----  
Elecman  
-----

- Elecman shoots strong bolts of lightning bolts that are easy to jump over.

- Elecman does not jump often.

- Buster shots = Minimal Damage

- Bombman's weapon = Little Damage

- Cutsman's weapon = 3

- Elecman's weapon = Minimal Damage

- Fireman's weapon = Minimal Damage

- Gutsman's weapon = Little Damage

- Iceman's weapon = Useless

=====  
3.4 - Iceman  
=====

Go right until you dive into some waters. During your way, you will encounter green men. Shoot them in the head for an instant kill. When see waters, jump in it and head right. You will encounter flying penguins that fly from right to left. Easy enemies. Head all the way right, get the life if you want to, and then jump down to the next screen. Since you have the Platform Maker from Elecman's stage, use it to climb to the top with ease. But if you did not get it then look below.

First kill the spiked floor slider because it will get annoying. Then jump on the first block, then second, then third and so on. These blocks only appear for two seconds then they disappear.

You will drop from here.

V

```

|          | | ### # # ### ### #   ###
|          | | # # # # # # # # #
| ## 7 | | ### # # # # # #   ###
| ##    | | # # # # # # #
| ##    | | # ### ### ### ### ###
| ## 6 | | 1 = First brick
| ##    | | 2 = Second brick
| ## 5 4 | | 3 = Third brick
| ##2    | | 4 = Fourth brick
| ## 3 | | 5 = Fifth brick
| ## 1 | | 6 = Sixth brick
| ## M | | 7 = Seventh brick
| ## M | | M = Megaman

```

- -----  
^

You need to go here.

After you go down, you'll have to solve another jumping brick puzzle. If you have the platform maker then USE IT!!



You will drop here.

```

VV          You need to go here.
| |##      VV ### # # ### ### #   ###
| |##      GG # # # # # # # # #
| |        OO ### # # # # # #   ###
| | 3 4    AA # # # # # # #
|          LL #   ### ### ### ### ###
|
|1          1 = First set of blocks
| 2        ## 2 = Second set of blocks
| 7 6      ## 3 = Third set of blocks
|          ## 4 = Fourth set of blocks
| 1 5      ## 5 = Fifth block
|M 2       ## 6 = Sixth block
|M 3 4     ## 7 = Seventh block
|##        ## M = Megaman
|##        ##
-----

```

Jump the blocks in this order:

- First bottom block
- Second bottom block
- Third bottom block
- Fourth bottom block
- Fifth block
- Sixth block
- Seventh block
- Second upper block
- Third upper block
- Fourth upper block
- Goal

After this puzzle, head right. You'll have to jump on the shooting platforms to go right. Or you can easily make it across with the Platform maker. When you're all the way right, drop down while moving left to get the lup and then drop down to the next screen. While you're dropping down, hold left and you can get drop down to this area where you can get some energy and weapon energy back. Exit bottom-left to the next screen. Watch out for the large red jumping eye and head all the right into the boss gate. Head all the way right to fight Iceman

```

-----
Iceman
-----

```

- Iceman's attack takes quarter of your life.

- Iceman moves back and forth and shoots the same attack pattern over and over again like this.

```

----- ### # ### ### ### ### ###
|          I | # # # # # # # # # #
| <        < | ### ### # # ### ### # #
| <        < | # # # # # # ## # #
| M <      < | # # # # # ### # # # #
----- < = Iceman's attack
  ^      ^      M = Megaman
  ^      ^      I = Iceman
  ^      You must jump and land between the attacks.

```

You must jump over here.

- Buster Shots = Minimal Damage
- Bombman's weapon = 7
- Cutsman's weapon = 14
- Elecman 's weapon = 3
- Fireman's weapon = Minimal Damage
- Gutsman's weapon = Useless
- Iceman's weapon = Useless

=====  
 3.5 - Fireman  
 =====

Go right, up the ladder, fight the five shooter, go left, up the ladder, go right, shoot the three five shooters, down the ladder, go shoot the five shooter, go left, down the ladder, and then right. Do not fall into the lava please. The rising fire does not do that much damage and they can be frozen with Iceman's weapon. By frezing them you can stand on top of them for a while. The floating fire heads also do that much damage to you but they're enemies and can stun you while you are jumping over some lava causing you to DIE. Now head up the upper-right ladder to the next screen. Climb both ladders, go left, make a jump to the left ladder and then climb to the next screen. Go right, avoid all the fires, and jump down to the next screen. YOU can freeze these fires and you won't get hurt if you touch them. Avoid the fires, go left, climb down the ladder to the next screen. This is a dangerous area. You can fall in the lava and die. Use Iceman's weapon to help you freeze the rising fires. Go all the way right and climb the upper-right ladder to the next screen. Go left, climb the ladder, and use the platform maker to easily avoid the damage to reach the upper-left ladder. If you don't have the platform maker, you have to walk past these falling fires. If you got hit, don't worry because it doesn't take that much energy off of you. Climb the upper-left ladder to the next screen. Watch out for the flying blue missles. If you hit them when you're close to them, they will explode and you will take some damage. Go right, avoid the floor slider, go down the ladder, go left, go down the ladder, go right, avoid the floor slider, go all the way right, avoid the rising fires in front of the boss gate, and go into the boss gate. You will fight four ceiling five shooters. Run all the way right to fight Fireman.

-----  
 Fireman  
 -----

What a tough boss. Shoots large fire waves at you rapidly. You better has Iceman's weapon damn it.

- After a fire wave passes you, it leaves a small fire on where you're standing.
- Buster Shots = 14
- Bombman's weapon = Minimal Damage
- Cutman's weapon = 14
- Elecman's weapon = Minimal Damage

- Fireman's weapon = Minimal Damage

- Gutsman's weapon = Useless

- Iceman's weapon = 7

=====

### 3.6 - Bombman

=====

Go right and watch out for the red hoppers. There are also bombs that fly up in the air then explode into four smaller bombs which fall, land, and explode. Here's an example of how to dodge them.

B< - This bomb will never hit Megaman from where you are

```

  ##      ##      ## # # # ### ### ###
  ##      M##     ## # # # # # # #
  #####   #####   ##### ### # # # # ###
  ##B      ##     ## # # # # # # #
#####   #####   ##### # # # # # # #
#####   #####   ##### M = Megaman
  ##      ##     ## B = Flying Bombs
  ^

```

This bomb will hit Megaman from where he is standing.

Continue to go right, avoid the five shooters, climb the upper-right ladder to the next screen. Dodge everything those four wall guns shoot. Climb the upper-left ladder to the next screen. Go right, and you will encounter a Mr. Shield. You can freeze him while he is jumping with Iceman's weapon. While he is frozen, you can just shoot him to death. Continue to go right. You will encounter flying missiles and wallshooters. Continue to go right, you will encounter spiked floor sliders. Just kill them with a boss weapon. Climb the upper-right ladder to the next screen. watch out for the flying missiles and climb the upper-left ladder to the next screen. Watch out for the dangerous eight shooters. Go right, you can lean right while dropping down to get the one up but you have to fight a Mr. Shield. Drop down to the bottom and head right. Fight the Mr. Shield in front of the Boss gate and then go through the boss gate. Here's a hint for avoid all the wallstickers.

```

##### # # # ### ### ###
##### # # # # # # #
      ## ### # # # # ###
      ## # # # # # # #
      M## # # # # # # ###
      ## M = Megaman
##### L ## L = Ladder
##### L ##
      ## L ##
      ## L ##
      ## L ##
      ^

```

Don't climb down the ladder. Just drop down here and don't move.

Go all the way down to fight Bombman

-----  
Bombman  
-----

An easy boss. Stands still and slowly throws bombs at you. Attacks are very easy to dodge. Just move towards him or away from him.

- Bombs have a big explosion.
- Bombman only jumps to move to the other side of the area.
- Buster shots = 14
- Bombman's weapon = Minimal Damage
- Cutsman's weapon = 14
- Elecman's weapon = 14
- Fireman's weapon = 7
- Gutsman's weapon = Useless
- Iceman's weapon = No damage

=====  
4.0 - Wily Stage  
=====

It can be activated when all six bosses have been defeated.

AND GET THE FRIGGEN PLATFORM MAKER (See Elecman's stage)

Clear Points 200,000

=====  
4.1 - Wily stage Part 1  
=====

Go right. You will encounter a large jumping eye. Equip Iceman's weapon. When he jumps high, FREEZE HIM and then just run by. When you reach all the way right, your path will be blocked by blocks. Use Gutman's weapon to move them away. You can also use Elecman's weapon but that's just a waste. Go right a little bit more and you'll encounter a tricky part. You can easily jump over each and over one but you'll have to quickly walk to the edge and jump. Or you can freeze the fires at the right moment. Climb the upper-right ladder to the next screen. Get the energy tank if needed. Climb the upper-left ladder to the next screen. Quickly equip Elecman's weapon and kill the hoppers above. Go right, take the lower path, use gutman's weapon to remove the blocks, climb down the lower-right ladder to the next screen. Go right, drop down, go go right, jump over all the spikes, avoid the flying missiles, drop down, go left, climb down the ladder to the next screen. Jump from flying shooting platform to flying shooting platform to advance. Or you can just use a platform maker to go from left to right. It is a bit more dangerous though because if the platform wears off, you're screwed. When you are all the way right, climb the upper-right ladder to the next screen. Use the platfrom maker to get to the top. Now drop down and then use the platform maker again to reach the upper-left ladder. On the next screen, go right. You will fight a yellow blob. I think it's called Yellow Devil.

-----  
Yellow Devil  
-----

The hardest boss ever!!! You can only attack his eye and that only

appears after he's done doing his ultra fast blob relocation attack.

- The Yellow Devil is made up of 19 pieces
- The eye sometimes appears in different places of his face.
- The Yellow Devil has two attacks. They are shooting eye and flying blob.
- Elecman's Weapon + Multi Hit Glitch = OWNAGE
- Buster Shots = 14
- Bombman's weapon = Useless
- Cutsman's weapon = 14
- Elecman's weapon = 7
- Fireman's weapon = 14
- Gutsman's weapon = Useless
- Iceman's weapon = Useless

=====  
 4.2 - Wily Stage Part 2  
 =====

Go right, and watch out for those green heads. Those green heads can stun you in mid-air, causing you to fall to your death. Stop when you see two weapon energy tanks. It's a trap. Here's a map of what to do.

```
##### # # # ### ### ###
##### # # # # # # #
      ## ### # # # # ###
M     ## # # # # # # # #
M     ## # # # # # # # ###
####  WW## M = Megaman
#####HH##### W = Weapon Energy Tank
#####HH##### H = A hole that looks like a floor.
<><> <><>
^^^^  ^^^^^
GOOD BRICKS
```

Go through the hole to fight a familiar foe. It's Cutsman! Use Fireman's weapon on him, kill him and walk all the left so that you can go to the next screen. Go right and watch out for the five shooters. When you see two weapon energy tanks stop! It's yet another trap. Here's a map of what to do.

```
##### # # # ### ### ###
##### # # # # # # #
      ## ### # # # # ###
M     ## # # # # # # # #
M     ## # # # # # # # ###
####  WW## M = Megaman
#####HH##### W = Weapon Energy Tank
#####HH##### H = A hole that looks like a floor.
<><><> <>
^^^^^^  ^^
```

Now drop down the hole to fight yet another familiar foe. It's Elecman! Use Cutman's weapon, kill him, and then walk all the way left to drop down a hole to the next screen. Go right, watch out for the exploding bombs, and then climb down the ladder to the next screen. OOO. ONE UP SIGHTED! Equip Elecman's weapon and with ONE shot, kill all three wall stickers. Use the platform maker to reach the one up. Climb the lower-right ladder to the next screen. Kill the wall stickers with Elecman's weapon and then climb the lower-right ladder to the next screen. Use Elecman's weapon to kill the three wall stickers. Then climb the lower-left ladder to the next screen. Stand under all four wallguns and when they are all exposed, use Elecman's weapon to kill all of them. Climb the lower-right ladder to the next screen. Use Elecman's weapon to kill the wallgun and the three wall stickers. Climb the lower-left ladder to the next screen to fight Megaman Clone.

-----  
Megaman Clone  
-----

- Whatever you use, it uses. If you're using Cutman's weapon, it uses Cutman's weapon.
- Elecman's weapon + Multi hit glitch = Ownage
- Use Fireman's weapon. It's easier to dodge.
- Buster shots = Minimal Damage
- Bombman's weapon = Minimal Damage
- Cutman's weapon = Minimal Damage
- Elecman's weapon = 14
- Fireman's weapon = 14
- Gutsman's weapon = Useless
- Iceman's weapon = Useless

=====  
4.3 - Wily Stage Part 3  
=====

Avoid the wall stickers and jump down the the next screen. Avoid the wall stickers and five shooters and then jump down the the next screen. Jump over both wall stickers that are headed your way and jump down to the next screen. Quickly move left, while dodging everything, and go to the next screen. Go right and water will appear. The water will slowly push you right. Go right and you will encounter flying penguins and flying missiles. Go all the way right to fight Multi Bubbles.

-----  
Multi Bubbles  
-----

- They move in a clockwise circle around the area.
- Infinite blocks glitch is good here (read Basic stuff section)
- The bubbles shoot three times while moving, stops shooting for a while,

then shoots three times again.

- The bubbles come at you one at a time.
- There are seven bubbles and they come out one at a time. Every time you kill a bubble, the next bubble is faster.
- The order is orange, blue, green, purple, dark orange, brown, red.
- You only have four blocks. Use Gutman's weapon to kill the purple, dark orange, brown, and red bubbles.
- Buster shots = 10
- Elecman's weapon = 5
- Bombman's weapon = 3
- Iceman's weapon = Useless
- Cutman's weapon = 6
- Fireman's weapon = 4
- Gutman's weapon = 1

=====  
4.4 - Wily Stage Part 4  
=====

Climb the upper-left ladder to the next screen. Watch out for the flying green thunder shooters. Continue to climb up the ladder to the next screen. Use the platform maker to get the weapon energy tank above the blocks. Go past the bricks, go right and kill or avoid all the five shooters. Keep going right until you come to a place with a spiked floor. When you see a moving platform, just jump on it and ride it. Midway on the ride, you'll have to jump. Just use the platform maker to get to the other side of the break in the wire. You can get off the platform and climb the ladder. But you should continue to ride the moving platform so that you can get the One up and the pinwheel (Full recharge of everything). Now get your way to the teleporter on the upper-right side of the screen. You will now fight Bombman, then Fireman, then Iceman, then Gutsman, and then WILY!!!

REMEMBER TO USE THE MULTI HIT GLITCH!!!

- FOR Bombman USE Fireman
- FOR Fireman USE Iceman
- FOR Iceman USE Elecman
- FOR Gutsman USE Bombman

After you kill all of them, go right. There's an weapon tank. Recharge Fireman's weapon.

-----  
Wily Robot First Form  
-----

- Moves back and forth and shoots easy to dodge balls at you.
- Aim for the red ball in the front of the robot.

- If you shoot any weapon at the highest point of your jump at the robot thingy, it will do minimal damage times two.

- Buster shots = Minimal Damage

- Bombman's weapon = Useless

- Cutsman's weapon = Minimal Damage

- Elecman 's weapon = Minimal Damage

- Fireman's weapon = 7

- Gutsman's weapon = Useless

- Iceman's weapon = Minimal Damage

-----  
Wily Robot Second Form  
-----

- Aim for the red part on the front of the machine.

- Shoot balls that flying towards you in a spiral motion. Jump over them.

- Elecman's weapon + Multi hit glitch = Owange

- Buster shots = Minimal Damage

- Bombman's weapon = Useless

- Cutsman's weapon = Minimal Damage

- Elecman 's weapon = Minimal Damage

- Fireman's weapon = Minimal Damage

- Gutsman's weapon = Useless

- Iceman's weapon = Useless

=====  
5.0 - Ending  
=====

Megaman has ended the evil domination of Dr. Wily and restored the world to peace. However, the never ending battle continues until all destructive forces are defeated. Fight, Megaman! For everlasting peace!

STAFF

PLANNER  
A.K

CHARACTER DESIGNER  
Yasukichi

CHARACTER DESIGNER  
Tom Pon

CHARACTER DESIGNER



Inafking

CHARACTER DESIGNER

A.K

PROGRAMMER

H.M.D.

SOUND PROGRAMMER

Chanchacorin Manami

SOUND PROGRAMMER

Yuukichan's Papa

PRESENTED BY CAPCOM U.S.A,

(Press start to increase score or beat a boss again)

NOW GO PLAY THESE GAMES...

Megaman 2 - Nintendo (The Best)

Megaman 3 - Nintendo (Forgot)

Megaman 4 - Nintendo (Forgot)

Megaman 5 - Nintendo (Forgot)

Megaman 6 - Nintendo (Rush Suits)

Megaman 7 - Super Nintendo (Hard ass last boss)

Megaman 8 - Playstation 1 (Good Ending. Megaman was ...)

Rockman and Forte - Super Nintendo and Gameboy Advance (Hard but awesome)

Megaman X - Super Nintendo (The one that started the awesome X series!)

Megaman X2 - Super Nintendo (Own as X)

Megaman X3 - Super Nintendo (SOO COOL! Own as ZERO! GOLDEN ARMOR!)

Megaman X4 - Playstation 1 (Cool anime. Bad megaman Voice acting.)

Megaman X5 - Playstation 1 (

Megaman X6 - Playstation 1 (The mysterious hunter IS ZERO! Capcom tries so hard to hide it... YOU SEE A GOD DAMN ZERO HELMET IN THE MANUAL!

Capcom didn't translate the voices so it's Japanese but I don't care as long as it's a good Megaman game and it is.)

Megaman X...what comes here... ahh doesn't matter anyways.

Megaman Zero - Gameboy Advanced (Too cool)

Megaman Zero 2 - Gameboy Advanced (Too cool. Bit hard)

Megaman Zero 3 - Gameboy Advanced (Don't understand Japanese.)

Battle Network isn't like Megaman so I'm not listing it.

GET MEGAMAN ANNIVERSARY EDITION FOR PLAYSTATION 2!!!! YEAH!!!

and gamecube.....

=====

6.0 - Enemies

=====

Enemies listed in order of encounter.

-----

Gutsman

-----

Yellow Helmet

Buster shots = 1

Shoots 3 shots at a time. Kill it while it is shooting at you.

Flying Green Head

Buster shots = 1

Dives towards you. Shoot when they are about to hit you.

Miner

Buster shots = 10

They throw pickaxes at you. Dodge and shoot them 10 times.

Large Blue Jumping Eye

Buster shots = 20

Jumps around. If he touches you, you lose quarter of your life.

-----

Cutsman

-----

Flying Blue Head

Buster shots = 1

Dives towards you. Shoot when they are about to hit you.

Red Wallguns

Buster shots = 1

Shoots 3 shots one at a time then hides behind a protective shell.

Cutman's Scissors

Buster shots = Cannot be determined

Blue Hoppers

Buster shots = 1

They jump towards you.

Red Wallstickers

Buster shots = 5

They stick on walls and after a few seconds they fly towards to another wall.

Flying Eight Shooter

Buster shots = 1

Shoots in eight directions and hides in a protective shell.

Large Red Jumping Eye

Buster shots = 20

Jumps around. If he touches you, you lose quarter of your life.

Five shooters

Buster shots = 3

They stay low, pop up and shoots in 5 directions at the same time.

-----

Elecman

-----

Spiked Floor Sliders

Buster shots = Cannot be determined

They slide left and right on the floor. Can be defeated with Cutman's and Elecman weapon. Jump rapidly to avoid them catching up to you.

Flying Green Thundershooters

Buster Shots = 1

When they are on the same horizontal level as you, they shoot 2 bolts of lightning.

Red Hoppers

Buster Shots = 1

They jump towards you.

Large Red Jumping Eye

Buster shots = 20

Jumps around. If he touches you, you lose quarter of your life.

-----

Iceman

-----

Green man

Buster shots = 1-3

Walks towards you and shoots slowly at you. Shoot in the head for instant kill.

Spiked Floor Sliders

Buster shots = Cannot be determined

They slide left and right on the floor. Can be defeated with Cutman's and Elecman weapon. Jump rapidly to avoid them catching up to you.

Flying Penguins

Buster shots = 1

They fly up and down from right to left.

Red Wallstickers

Buster shots = 5

They stick on walls and after a few seconds they fly towards to another wall.

Shooting Platform

Buster shots = Cannot be determined

They fly around and shoot horizontally. You can stand on them.

Large Red Jumping Eye

Buster shots = 20

Jumps around. If he touches you, you lose quarter of your life.

-----

Fireman

-----

Five shooters

Buster shots = 3

They stay low, pop up and shoots in 5 directions at the same time.

Rising Fire

Buster shots = Cannot be determined

Floating Fire Heads

Buster shots = 1

They rise up into the air and then they float in one direction towards the ground.

Flying Blue Missles

Buster shots = 1

They move up and down from right to left. Be warned though. It will explode when destroyed and you will take damage if you're too close.

Spiked Floor Sliders

Buster shots = Cannot be determined

They slide left and right on the floor. Can be defeated with Cutman's and Elecman weapon. Jump rapidly to avoid them catching up to you.

-----

Bombman

-----

Red Hoppers

Buster shots = 1

They jump towards you.

Flying Exploding Bombs

Buster shots = Cannot be determined

They fly up and then they explode into four small bombs that fall, land, and explode.

Five shooters

Buster shots = 3

They stay low, pop up and shoots in 5 directions at the same time.

Orange Wallguns

Buster shots = 1

Shoots 3 shots one at a time then hides behind a protective shell.

Mr. Shield

Buster shots = 10

Guards himself with a shield. Vulnerable without shield and while jumping. You can use Iceman's weapon to freeze him and then you can just shoot him to death.

Flying Orange Missles

Buster shots = 1

They move up and down from right to left. Be warned though. It will explode when destroyed and you will take damage if you're too close.

Spiked Floor Sliders

Buster shots = Cannot be determined

They slide left and right on the floor. Can be defeated with Cutman's and Elecman weapon. Jump rapidly to avoid them catching up to you.

Flying Eight Shooter

Buster shots = 1

Shoots in eight directions and hides in a protective shell.

-----

Wily stage Part 1

-----

Large Jumping Eye

Buster shots = 20

Jumps around. If he touches you, you lose quarter of your life.

Red Hoppers

Buster shots = 1

They jump towards you.

Flying Missles

Buster shots = 1

They move up and down from right to left. Be warned though. It will explode when destroyed and you will take damage if you're too close.

Shooting Platform

Buster shots = Cannot be determined  
They fly around and shoot horizontally. You can stand on them.

-----  
Wily Stage Part 2  
-----

Flying Green Head  
Buster shots = 1  
Dives towards you. Shoot when they are about to hit you.

Five shooters  
Buster shots = 3  
They stay low, pop up and shoots in 5 directions at the same time.

Flying Exploding Bombs  
Buster shots = Cannot be determined  
They fly up and then they explode into four small bombs that fall, land, and explode.

Blue Wallstickers  
Buster shots = 5  
They stick on walls and after a few seconds they fly towards to another wall.

Blue Wallguns  
Buster shots = 1  
Shoots 3 shots one at a time then hides behind a protective shell.

-----  
Wily Stage Part 3  
-----

Red Wallstickers  
Buster shots = 5  
They stick on walls and after a few seconds they fly towards to another wall.

Five shooters  
Buster shots = 3  
They stay low, pop up and shoots in 5 directions at the same time.

Flying Penguins  
Buster shots = 1  
They fly up and down from right to left.

Flying Missles  
Buster shots = 1  
They move up and down from right to left. Be warned though. It will explode when destroyed and you will take damage if you're too close.

-----  
Wily Stage Part 4  
-----

Flying Green Thundershooters  
Buster Shots = 1  
When they are on the same horizontal level as you, they shoot 2 bolts of lightning.

Five shooters  
Buster shots = 3  
They stay low, pop up and shoots in 5 directions at the same time.

=====

## 7.0 - Weapons

=====

### Megaman Buster

Ammo - Infinite

Power - Weak

Comment - You have an infinite amount of this weapon. USE IT!

### Bombman's weapon

Ammo - 14

Power - Powerful

Comment - You throw a bomb, wait a few seconds, and then it explodes.

When it explodes, there's a big blast.

### Cutsman's weapon

Ammo - 28

Power - Weak

Comment - You can only shoot one at a time. The weapon goes a distance then it comes back to you. You'll have to get used to aiming it.

### Elecman 's weapon

Ammo - 28

Power - Medium

Comment - This weapon is good for clearing a line of enemies. It's very useful for the Multi Hit glitch. It shoots like this...

```
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|  
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```

### Fireman's weapon

Ammo - 28

Power - Medium

Comment - Surrounds you with a fire aura for a second and it shoots one small fireball towards a direction.

### Gutsman's weapon

Ammo - 14

Power - Medium

Comment - Pretty useless but powerful. Read the basic stuff about the infinite blocks glitch.

### Iceman's weapon

Ammo - 28

Power - Weak

Comment - Stuns enemies so that they stand still for a short period of time. I use it to stun those jumping big eyes so I can run past them and not fight them. It's pretty useless against most bosses.

### Platform Maker

Ammo - 14

Power - Weak

Comment - Shoot to create a temporary platform. You can make the platform as long as the screen. You can use these platforms to get across large gaps quickly.

=====

8.0 - Credits

=====

Dedicated to DesertEagle415AE

Credits to...

CjayC for Gamefaqs.

Capcom for the Megaman.

Daniel K. for no reason.

And you people for the supporting my guide.

"Get in the van. I have candy."

-I was playing a counter-strike game and I saw someone using this name-

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|HH| |HH| \/
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