

# Mega Man FAQ/Walkthrough Final

by Gbness

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"I'll tip my hat to the new constitution...

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MEGA MAN 1  
An FAQ/Walkthrough  
For the Nintendo NES  
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...take a bow for the next revolution." - The Who

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-!NOTE!-

This guide, as you will soon see, is a fair size. Seeing as how this takes effect, you will most likely be lost in trying to find out what you want to read. There is one way to get to it, instantly. Press Ctrl + F, and then look for whatever you want. Let's say you want to go to the Basics section. Type in "4. Basics", and then you'll go to the basics section, instantly! Pretty neat, eh?

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== 1. INTRODUCTION ==  
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Yes, I know that I do far too many guides for my own good, you don't have to tell me yet again. So anyways, this guide here was originally part of a Mega Man Anniversary Collection guide that I was doing, but I decided to split it up, cuz, well, if I didn't it would take forever to finish. So yeah, I'm back once more to grace you with my most excellent appearance. It's Richard Beast, and odds are you might have read my Mega Man 3 or Mega Man 5 guides, the former having co-authored with Psycho Penguin. So I need no introduction.

The guide itself is moderately straightforward. You have the first three sections which are about me, and then the next five sections which are all about you... uh huh. You've got game basics and a listing of all the weapons, then a walkthrough which goes from the six robot masters to Dr. Wily's castle, then after that, a chart which will tell about how many hits of each weapon it takes to kill enemies (yes, I do rock), a shortcut to bosses, and then just some shout outs I have to give. So with that, excuse my babbling, and enjoy the guide.

- Richard "Gbness" Beast

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== 2. LEGAL DISCLAIMER ==  
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You are NOT permitted to put this FAQ on your site without my permission first. All you have to do is email me or IM me saying you want this FAQ on your site, then you can tell me your site and the chance is high that I'll let you. But if you put this FAQ on your site without my permission I swear you will regret it. If I let you, not ONE word should be changed from this FAQ! NOT ONE! Got it? Good. Also, make sure that no money is involved. If you want this FAQ to be sold on eBay, then just forget about it, man. And don't sell this guide either, or pay people to use it, or you'll be in such big trouble you don't want to think.

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

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== 3. CONTACT RULES ==  
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You can e-mail me if there is a question you wish to ask that hasn't been answered in the guide, but I REALLY don't want to bother answering questions that have already been done, answered, and done again in the guide, if it isn't too much trouble. Feel free to tell me if there's something I've forgotten, however.

My e-mail address is richard\_power1000 [at] yahoo [dot] com. Except, replace the [at] and spaces with a "@" symbol and the [dot] and spaces with a period; I have to write like that so I don't get a dozen spam bots e-mailing me and getting me viruses. Just be polite in the e-mail, don't talk like "omg wtf rich ur gides r t3h su><0rz & how du i beat peace of taste", and don't ask something that's already been answered in the guide, and I'll respond.

And don't bother sending things like:

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

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

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

"I hope you fall down the stairs and break every bone in your body!"

"u su><0rz, eVrYtInG BoUt u sUx, dIe ass!!!!!!1"

I will laugh at such e-mails and delete them. So... if you're not just playing a friendly joke on me or something, don't bother with that crap cos I've been through with it too much.

Okay, that's enough for that. My AIM name is rbeast288; sorry, I don't have MSN or YIM. The list is closed, but I'll add you if you ask politely via e-mail. I like chatting with people, but try not to overdo it on AIM if I add you to my list. Since I am busy a majority of the time and all.

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== 4. BASICS ==  
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You can figure these out in ten seconds by looking at your NES controller, but because I am writing a guide:

- Up: Climb up (ladder)
- Down: Climb down (ladder)
- Left: Move left
- Right: Move right
- A: Fire
- B: Jump

As for the game itself, you are a fighting robot named Mega Man, out to defeat Dr. Light's six creations which have been taken over by Dr. Wily: those are Bomb Man, Guts Man, Cut Man, Elec Man, Ice Man, and Fire Man. Everytime you beat one of these six, you'll obtain one of their weapons, and another robot will definitely be weak against that weapon. Since you're not in Mega Man 4 yet, that's probably it. You're armed with an arm cannon for now, so get out and beat some mechanical ass.

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== 5. WEAPONS ==  
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MEGA MAN'S WEAPON  
=====  
MEGA BUSTER  
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You may or may not believe it, but Mega Man's weapon is probably the best in the game. No weapon, not even the Ice Slasher or Rolling Cutter, can rival the speed of the Mega Buster. No weapon, not even the Fire Storm, Super Arm, or Thunder Beam, can add up damage like the Mega Buster can. While not being as strong as the Hyper Bomb, at least you can always fire it and have lots of accuracy. =) This is what I used for almost every stage in the game, with the exception of the bosses, obviously.

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BOMB MAN'S WEAPON  
=====  
HYPER BOMB  
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Bomb Man's weapon is, in all honesty, one of my least favorite weapons. While the weapon packs a REALLY good punch and is great against Guts Man and has its uses in Ice Man's stage, the problem is that it's thrown onto the ground in front of you. In three seconds, the bomb will blow (seriously). If you're using this on something that moves, it is nigh on worthless. I didn't personally spend much time with it.

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GUTS MAN'S WEAPON

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SUPER ARM

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The Super Arm is more of a "support" weapon than an attacking one. While the Super Arm is used for lifting large blocks, it's not often used for throwing them at enemies; rather, it's used to clear the path. It can still get a good deal of uses for attacking purposes, though, especially in Cut Man's stage. The only fault is that the Super Arm in itself can't damage an enemy. There need to be blocks around to lift, unfortunately. =\  
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CUT MAN'S WEAPON

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ROLLING CUTTER

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Cut Man's weapon is arguably one of the best in the game. On the second battle with Dr. Wily, he'll stand no chance against the Rolling Cutter. What it will do is throw a pair of scissors forward, which will cut anything in its path, and then it'll come back to you like a boomerang, although it has a limited amount of uses. It's best against Elec Man, who is definitely one of the tougher enemies in Mega Man.  
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=====  
ELEC MAN'S WEAPON

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THUNDER BEAM

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HOLY \*\*\*\* MAN THIS WEAPON IS STRONG! Yes, although it was better when Elec Man used it, the Thunder Beam will kill a majority of things that get in the path, particularly the Yellow Devil (or Rock Monster) and Ice Man. The only problem is that the blast is fairly slow, but it'll go in various different directions. If you're up against tough enemies or a lot of them, Elec Man's weapon is the one to choose.  
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=====  
ICE MAN'S WEAPON

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ICE SLASHER

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This is the only weapon in the entire game that Mega Man can use better than its respective master. The Ice Slasher will freeze anything in the way, including all those annoying flames in Fire Man's stage, and Fire Man himself! Fire Man's very weak to this weapon. Definitely one of the better weapons, as it's quite agile and will go in whatever way you wish. It can also freeze Guardians, a very nice addition in Dr. Wily's first stage.  
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FIRE MAN'S WEAPON
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FIRE STORM
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Very cool, very helpful weapon, and it turns Bomb Man from a sleepwalk into a hilarious joke. Fire Storm will surround Mega Man with flames, creating an effective shield. If you hit Bomb Man with this, it has quite a humorous result, as he falls down in a few hits of these. The Fire Storm can shoot in front of you and a bit around of you, making it a fairly versatile weapon. Also good if you're close to an enemy.

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== 6. WALKTHROUGH ==
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Now here we are beginning our game of Mega Man! Here is a listing of what every robot master is weak against, showing you how to progress:

- Bomb Man is weak against Fire Storm (Fire Man) or Mega Buster (Mega Man).
Guts Man is weak against Hyper Bomb (Bomb Man).
Cut Man is weak against Super Arm (Guts Man).
Elec Man is weak against Rolling Cutter (Cut Man).
Ice Man is weak against Thunder Beam (Elec Man).
Fire Man is weak against Ice Slasher (Ice Man).

This is the order I recommend you progress, as Bomb Man is one of the weakest robot masters in the whole game, if not THE. It's also recommended you do Guts Man's stage before Elec Man, since if you don't you'll have to go back there later and beat Elec Man for the second time. Anyway, let's hop to Bomb Man's stage, and get going!

=====
6a. BOMB MAN
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Level Difficulty: Medium
Boss Difficulty: Easy

Bomb Man's stage is an average difficulty one, although it shouldn't be too bad. Anyway! This is the first stage of all of even the Anniversary Collection, but you should still be able to get through with minimal problems. First of all, the path ahead of us is quite linear. All you have to do is walk forward, until some kind of small robot on legs starts chasing at us! Ahh! Use the Triangle button to rapid fire at it when it jumps, and it should be easy to continue from there.

After about three or four more of those, you start finding gaps in the road. That's where you'll need to jump, to find some more of these annoying Hoppers (my official name for them). Like before, keep shooting at them to find another gap, this one being a bit more interesting. Shortly after it comes to view, a bomb will appear from inside and explode into four pieces, which is what can damage you. It's best to rush ahead and try and get past the first two pieces of debris, since space is spread out more between two and two.

Once you go forward a bit, another bomb will split up. Do what you did earlier and jump to the next ledge on the right, continuing while dodging another bomb splitting into four. After it does that, jump over to another long ledge, this one having three turrets set upon it. These things can take quite a beating, but they have little going for them. Keep shooting, even before they open up, which

is the only time they can be hit. When that happens, they'll be gone before they can shoot.

You'll find a shiny blue object on the right! Sorry, but you cannot use it, since you don't have any weapons. These things restore the energy of your weapons, very useful! After taking three turrets out, hop to the platform on the left and then to the ledge on the right, then climb up the ladder. Four different kinds of turrets can be found on the left side. Ignore them for now and head up the ladder you're on.

From there, shoot at the third turret (going from down to up). Jump up and begin to climb down the ladder, and on the way, blast away at the fourth turret. You'll probably be shot as you climb down the second ladder, but eh well. So long as our real bodies aren't injured! You'll fall off the ladder, so shoot at the first turret and grab the health pellet to the right. That will restore a bit more than 1/3 of our health. Know these when you see them.

Destroy the last turret, then you can continue up the second ladder and to the left. Climb the next ladder, and we get an introduction to one of the most annoying enemies in, hell, even MMAC in general: Shielded Gunners. You can only attack when their shields are down, and when they are, they will attack you. They have a pattern and can be timed in Mega Man 2-6, but not in Mega Man 1 and Mega Man 7. All you can do is wait for them to lower their shield. You will get hit, but sacrifices must be made.

Alright, this part is annoying. We have to make some jumps while some turrets are guarding them and penguins are bombing at us! You'll have to be a little patient around here. Wait where you are and eliminate the penguins that come along, and then wait for the turret to spit some fire out. Afterwards, hop down to that platform and shoot the turret down to pieces. Repeat this about three times, and move on...

Head right to find some platforms with Moving Thorns on them. Yeah, they're ALIVE! However, they're not nearly as damaging as real thorns. They can't be destroyed unless you have the Rolling Cutters or the Thunder Beam, and we have neither. How's about we ignore them for now? Jump over to the right and fall into the small ditch. Jump out of the small area with the three ledges, then climb up the ladder on the right and proceed up the next ladder on the top ledge.

This is our first encounter with spikes. They will kill you if you jump into a pit of spikes, so obviously, you have to avoid them. Here, we have a ladder right above some spikes, and two ways to get to the ladder. You can climb up the ladder you got onto this screen with, turn around and kill the penguin that tries to bomb forward at you, and then race yourself past the platforms and climb the ladder. Or from the bottom ledge, you can jump to the ladder, shoot the penguin, and simply climb up.

Alright, I hope you're ready. This is where the stage difficulty goes from easy to medium. There will be a small enemy covered with armor floating above a pit of spikes, which can be crossed with three tiny little platforms. However, if the small enemy shoots at you, you may very well fall off the platform and into the spikes. They know of no mercy. However, I have devised a strategy that I hope will help you. First of all, ripple fire at the small robot.

When it opens, it's gone. Jump to the first platform and another one appears! Yes, there's an unlimited number. Still on the first platform, destroy the robot and hop to the second platform, and jump out of the way when it shoots. Now hop to the third platform and then away from those bloody spikes! Once you're there, you can fight another Shielded Gunner by jumping over to ledge on the right

after climbing the ladder. You'll get an extra life for it, so make your own decision of whether or not you want to fight it.

Either way, whether the Shielded Gunner is gone or not, you can head to the right and find a gate. Oh, I wonder what that is? Kill the Shielded Gunner patiently to find out. When you're inside, jump onto the ladder, but don't climb yet. Fall to the right and then some enemies there will miss you trying to hit you. While falling, grab the ladder around the bottom and continue climbing, then wait for the robots to cling to the wall on the right. Then you will fall into a small chamber... where a boss awaits you!

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BOSS FIGHT: BOMB MAN || DIFFICULTY: EASY  
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There is no realistic difficulty in Bomb Man. Even without the Fire Storm, he poses no threat whatsoever. He is incredibly slow to attack, needs about 10 hits to go down, and can be very easily avoided. What he'll do is occasionally jump around, throw a bomb to the floor and then let it blow, then throw another one or jump around some more. Don't get me wrong, his bombs are very powerful. However, it's very easy to see where they will land and then immediately avoid them.

Every time Bomb Man throws a bomb, run away and then when the bomb misses, turn around and shoot at the poor robot. He will either try to jump at you or throw another bomb. You'll have to watch out for him if he tries to jump at you, since that's also very damaging. If he does do this, you will be able to get a few good hits at him before he starts throwing a bomb and you need to run, all the same. Repeat first running away from Bomb Man and then landing some hits on him, and collect that orb of his!

You can now throw bombs, a fairly useless ability. They're really slow, but there is one who's slower...

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6b. GUTS MAN  
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Level Difficulty: Easy  
Boss Difficulty: Easy

Guts Man's stage can be slightly difficult at the very start of it, although after that it becomes one of the easiest in the game. Start by heading a bit to the right and you'll meet up with a very classic enemy to the whole Mega Man franchise: a Metool. They're designed a little different than what they are in future titles, though. They will hide in their shells, eventually open their eyes, and shoot in three directions. You will have to shoot it then.

After killing that Metool, as well as two others, you will reach the tough part of the stage: a lift going from one side to another on a rail. Don't understand what I mean? You don't have to. Anyway, wait for a lift to appear on the track to your right, and jump on it. Look down, and you may see two lifts on tracks I named these: Shaky Lift and Track to Death. They're dangerous, as they have thin areas in the track! What I mean is, there you will be dumped.

Nothing like that will happen on the first track, however. Wait for the lift to reach the end of the line, and then go back. Now jump to the lift below. When the left part of the lift reaches the gap, JUMP! The lift dumps anything on it into the void below, including you. After that jump, you'll reach the end of it, where you'll have to make another jump. The lift then turns back and makes you

jump even quicker. Be sure to time it well.

As the lift heads back, check the one below. Do not jump to it when it's about to get to any of the five gaps in it; that's a recipe for disaster. Instead, around the time this lift gets to the first gap again, jump to the third one. You'll have to make five jumps this time around, but this one isn't hard since by now you're definitely used to this crap. When it reaches the very end of the rail, jump to the path on the right. NOW WE'RE OUT OF THE MAYHEM PATH AND BACK ON THE EASY PATH!

Right above you are three Gnawers. These robots have teeth at the bottom of them and like to charge at you from above, but they fly. They're not really worth jumping to and dealing with, so just head to the right and ignore them. After that you will find Construction Workers along the path, which fight a lot like Shielded Gunners, but are a lot easier. Seriously, all you will need to do is wait for them to lower their shields, and hold the triangle button right on them... my god, that works. ^\_^

After the Construction Workers are done for, you'll find yourself jumping across spikes. Ahoy, mateys! Another Construction Worker be upon us! Keep at your side of the ledge and shoot, you'll have no problem. Move across the platforms and then at the end, you'll meet yet another Construction Worker, but this is the last one. The Hyper Bomb can easily take him out. After defeating him, jump to the first platform on the right, then to the left and into the ditch...

Fall on the platform to the left. If you have the Hyper Bomb or any other weapon with a relatively low amount of ammunition, switch to it, and then fall down to the left. When you land on the next platform, refill any weapon that's slightly down on energy, with the pellet. After doing so, fall into the ditch on the right but hold the left button down. Now try and jump to the far platform on the left, which carries an extra life. You may fail, but it's alright since you'll be out of this stuff quickly.

Below, you'll find an enemy that didn't make its appearance in Bomb Man's stage: a Brain Hopper (the Navi mode in MMAC shows the name). I do NOT recommend taking these guys on, since they're extremely strong. Three hits, you're a goner. It can take a hell of a lot of damage, so it's best to head under them when they jump. Plus, why bother when the gate to Guts Man is right behind the Brain Hopper anyway? The gate is easy enough. There will be several Metools in the way around here. Shoot constantly and you'll kill them as soon as they open their shells. It gets better from there!

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BOSS FIGHT: GUTS MAN || DIFFICULTY: EASY  
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Guts Man has to be one of the most shallow, stupid, and easiest bosses that's ever been in a game. He's just as easy as Bomb Man, if not easier. What he'll do the whole fight will be jumping across the room, driving Mega Man off of his feet and bringing a boulder down from the ceiling into his arms. Then he will throw the boulder at the rocks below Mega Man, and they will break into several pieces of debris in which Mega Man will need to avoid. To avoid it, stay between the two rocks and jump to the edge of the second when the rock is thrown. Easy.

With this method, you are very unlikely to take a hit. Guts Man has to be one of the slowest bosses in the entire history of gaming in terms of movement, so that'll leave time for the Hyper Bomb to go off, although I feel the Mega Buster to work better, although it'll take 13 hits instead of 3 from the Hyper Bomb. When Guts Man jumps, shoot him. When he throws a boulder, nail him with a bomb. And we have gotten through the official most weird boss fight.



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6c. CUT MAN  
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Level Difficulty: Easy

Boss Difficulty: Easy

The definite first thing you'll see in this stage is that it's full of Super Arm blocks, but don't waste time with them. Instead, take a small left and climb up the ladder there and head right. Remember the Gnawers from Guts Man's stage? Well, they're back here to play. Three of 'em will come after you, so wait for them to get at an angle from you and then shoot at them. Now jump to the next ledge.

Ignore the Super Arm blocks again. Three more Gnawers want to chew on 'dat, so give 'em something to chew on, rather than you (like your arm cannon!). Jump to the Super Arm block and then further down to find some turrets upon the wall. We can't hurt them until they open, so stand on the step on to the right and wait for the turret there to open, and then shoot. Climb up the ladder on the left while turning right to take out the turrets when they open, and jump to the platform on the right and climb up!

On the right is one of those turrets, so do what you did last time to destroy it. Jump to the left to continue after that, then climb the ladder to the left and destroy the turret on the step, then destroy another one up the next step and climb the next ladder. Over here... take a left and jump-climb up the ladder on the left. Destroy the turrets on the right in a couple seconds' time, then hop up the stairs on the right, which will lead us to another ladder. Just like last screen... \*sigh\*

Ah well, just avoid the turret below, jump over to the left and climb up the ladder, then just take the steps on the right and climb up to the next screen, and we're PAST the turrets. Good, cuz it's coming back in one second anyway. Fooled you. The machine right up ahead will generate scissors to fly out, but just run past and you won't get hit (that is, don't stop). And at the right, what I call Eyeball Turrets (told you about the new turrets) will move up and down. So yeah, not really turrets, but just jump up and climb ladders.

You may want to use the Super Arm to lift these blocks and hurl them up at the Eyeball Turrets here and there, but meh, not if you don't want to. You've basically got three more screens filled with Eyeball Turrets, none of which are that hard. The usual formula works of jumping around, using one of three weapons to damage them, and climbing up the ladders will work. Just be careful around the tight corner at the end, where they surround you. Take them out quickly, and you'll reach another machine which generates scissors.

No problem getting past it, right? Dash past it, to get ambushed by some more Gnawers. Am I the only one who thinks this place is really linear, by the way? Whoops, a line of meaningless drivel. Climb down the ladder right up ahead, where you'll find one of those enemies that spits bullets out in several different directions. Jumping is usually very effective in avoiding the bullets, but they aren't that dangerous to begin with. Use the platforms to get out quickly, but don't fall in the spikes. That really hurts.

After that business is over with, you'll end with the Cut Man gate behind a Brain Hopper. Fortunately though, you have the advantage of having some Super Arm blocks to throw, so use them to either throw or dodge, and you'll emerge from that victorious. Right beyond it is the gate, which has some usual, boring everyday turrets. Blah, I ain't got no time for that. Press on, and prepare to

do battle with the scissor dude himself.

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BOSS FIGHT: CUT MAN || DIFFICULTY: EASY  
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Cut Man is one of my favorite robot masters to fight, mainly because he goes down so easily (easier than Bomb Man or Guts Man) and is plenty of fun to fight, with a nice pattern. But back to Cut Man's going so easily! To destroy him in a couple seconds, jump off the Super Arm blocks and pick them up. Wait for Cut Man to get out of the way, and then throw the block at him to pick off half of his health. Haha! Now repeat with another block and throw it at Cut Man to destroy him. Poor, poor Cut Man. :(

Of course, it's just as easy with the buster. Cut Man can throw a pair of scissors forward, which will damage you if it connects. However, you can really delay Cut Man by hitting him. He'll be pushed back and will then throw a pair of scissors. You can hit him a few more times, but try to jump over the scissors twice, as they will act like a boomerang. Continue to fire at Cut Man while jumping over the scissors carefully and watching out for his jumps, and you won't take but a hit.

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6d. ELEC MAN  
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Level Difficulty: Medium

Boss Difficulty: Hard

Despite being "medium" along with Bomb Man and Fire Man's stages, Elec Man easily takes the cake as being almost as annoying as Ice Man's stage and probably the most frustrating one yet. Elec Man's stage has two paths you can take to get to the end of the level, lots of electricity outlets that try to buzz you off (har har) and by far the hardest robot master in the game. So now that we're ready, let's get started.

Elec Man's stage definitely starts out annoying enough, with some robots guarding the platforms going along this room. The platforms are arranged so that one is directly above you, with the first one being on the left, the second on the right, the third one on the left, and the final one on the right. You have to make long, good jumps to the different platforms if you wanna get there. I would begin with eliminating the robots with the Rolling Cutters, however. After that, start jumping!

Make the jumps as long as you can, and you'll do it. Once you're at the ladder on the other side, climb to the top and destroy both robots with the Rolling Cutters. Now jump to the platform on the left, then to the ledge on the left, and then start climbing! The next screen isn't much different, except this time there are some platforms with electricity coming out of the right sides of them. If you wish, you can fall down the ladder on the right, although that doesn't stop you from needing to avoid these platforms and their electricity.

If you fall down the ladder on the right, you'll get a large energy pellet, not bad! But as for this screen, first wait for the electricity to stop in both outlets. Keep in mind that the outlets CANNOT be destroyed, no matter what you do. After jumping to the first platform, quickly get to the second and then climb up that ladder there. And on the next screen... yes. We are still climbing up that ladder.

Seems pretty easy to get to the top, yes? That's until you get almost to the top

and robots hereby named the Zappers (they zap you while climbing the ladder, trying to knock you off) appear. If you get zapped by one of them, they fly off and let you fall down until you can gain grip again on the ladder. You'll be damaged and heavily distracted. Keep on shooting to the left as they appear, and quickly climb up so the ones that appear below you can't get up and bother you. After the three that appear from the top are gone, climb to the next screen.

Too bad. It's the same old ladder. More Zappers will appear, in the same formation as before. They come in a pair of six, with three attacking from the top of the ladder and three of them from the bottom. Do what you did earlier and then climb up to... a single tiny little platform? ...The hell? Two ladders can be found on the right, so I guess it had to be time for blocks to appear and disappear everywhere. This is easy enough. Continuously jump into the air, waiting for a block to appear below you. It's alright if you can't make it, since you'll learn from your mistakes!

You want the ladder on the right. A block appears above you, then one will appear to the left. At the same speed as that one appeared, the first block disappears and is replaced with one on the right, which will let you jump to the ladder on the far right. Alright, so after a block appears to the left, wait half a second and then jump to the upper-right, and then to the ladder. Simple enough. Start climbing, and avoid the goodies on the left. You really don't need them.

A line of blocks will then appear in front of you, these ones being MUCH easier to cross than the previous few. It's in a simple straight line, and the blocks even appear in order! When one appears in front of you, walk there immediately and then you'll easily get to the ladder on the left. Start climbing up, and you'll find that we're at a checkpoint, halfway through Elec Man's stage. Be warned. The fun starts here.

The blocks here, fortunately enough, are solid ones that are easily crossed. Simply jump to the one on the right (you can jump to the left and get the large health pellet there if you want), then twice more to the right, then to the left, then to the ladder above, ignoring the platform on the right. Now you can climb up the ladder there! The next area is quite fun, since it's split in two, the paths come to a meeting, then the paths split up again, leading to Elec Man.

First of all, stay where you are and wait for more Zappers to come along, and then you can shoot 'em. Now, choose either ladder you want. I personally like the one on the left more since it's more open, it's quicker, and it has less stuff to avoid (I hate electricity outlets) but it's your choice. After making sure the Zappers are gone, climb up the ladder. On the next screen, you'll find more robots to the left, and electricity outlets to the right. Either way, you know the drill.

After using the Rolling Cutters, jump and climb up the ladder on the left. Or if you're on the right, head to the right and continue climbing. On the next screen, no matter what path you took, there are no spikey robots or electricity outlets. There are Zappers! Shoot when they get near, as usual. After that, the paths will meet up. Take a left if you took the right path, and then climb the ladder. Alright, there's an object over there, I wonder how to get it...?

Easy. Use the Super Arm. Lift all the blocks and throw them to pieces, and collect the Magnet Beam there. This isn't a weapon for simply attacking enemies; it's a weapon that will help you climb up by creating platforms. You cannot proceed in Dr. Wily's castle if you don't have the Magnet Beam, so you must collect it! Anyway, the next two ladders will follow in exactly what the last two paths did: there will be electricity to avoid in the right path, and robots to defeat in the left path.

Whichever path you take, it'll be almost identical to that of the previous few screens ago. You'll find some robots or some electricity, depending on the ladder you took, and then there will be more Zappers to destroy. Yawn. At the top of either ladder, you'll find a ledge that leads onward, but you cannot proceed if you took the right path and didn't get the Magnet Beam. And the left one is easier. Minus ten points for the path on the right.

There are small Hoppers around here which can knock you off a ladder, so climb quickly. If you took the left path, a Hopper will probably fall down the ladder and the other will be harmless! On the other hand, the right path will make them a little more dangerous. And if you took the right path, you have to first use your Super Arm to throw the block away, and then use the Magnet Beam to climb to the ledge above. Oh, how troublesome that be! Anyway, good luck. Climb up the next ladder.

Man are we getting repetitive here. This screen is exactly the same as the one that led to the checkpoint (with the solid blocks you had to jump in midair) except for the energy pellet, which isn't there. Simply jump over to the ladder on the right, then climb up. The next screen features electric outlets, as usual, this time on top of platforms. After they stop, quickly jump across them and climb the ladder on the right. Once you're at the top, you find a Brain Hopper.

You have to have energy enough to survive one of its attacks, otherwise you have to start all over again from the beginning of the ladder paths, unless you can time the Brain Hopper. Either way, good luck. Once inside, start climbing the ladder. It's made up of three screens, one is harmless, one has electricity flowing out of the outlet in the middle, and after that, two other outlets will buzz at you. Avoid this carefully, and repeat the exact same thing with the next screen! Now we're finally at Elec Man.

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BOSS FIGHT: ELEC MAN || DIFFICULTY: HARD  
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Elec Man is nearly impossible to beat, unless you have the Rolling Cutters. Why is Elec Man almost impossible to beat? He's even quicker than Cut Man, for your information. He can definitely jump on top of you and slaughter you to pieces. Speaking of slaughtering, he can also use one VERY hard to dodge attack called the Thunder Beam (which you get after this fight!) which will go in all directions except behind him. The Thunder Beam is really tall, so it'll be hard to jump over it.

With the Super Arm, Elec Man is definitely POSSIBLE, although then you'll get a huge battle field and 20 difficult hits you have to make before Elec Man can make three easy hits. It'll be all up to you then; it's important to go under Elec Man to avoid his jumps, jump a lot so you don't get electrocuted, and shoot when you get the opportunity. It'll be a long, tough fight, but it's not at the impossible mark. With the Rolling Cutters, however, you don't even need a strategy. Simply "cut" off 1/3 of the health by throwing it at him while really close to him, and let it go back. Throw it some more and you win!

You've now gained what's arguably the best weapon in Mega Man 1: the Thunder Beam. Not ultimately vital, but a hell of a useful weapon all the same.

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6e. ICE MAN  
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Level Difficulty: Medium

Boss Difficulty: Medium

Ice Man's stage is easily the most annoying in the game. Lots of blocks that appear and disappear greet you here, and then it gets even worse from there! Blast that! The first half of the stage, however, is quite easy. Head forward and whoosh! A swooping robot wants you! No, not that wanting. I mean he wants Mega Man's robotic chassis! To take it out, jump and fire at the head. Don't even look at the abdomen. When the head's gone, the robot is.

Head forward and then what do you know? Two more swooping robots. Fight 'em off with your good ol' buster, and jump into the lake. Yeah, you're now passing underwater, but the thing that's crazy is that you cannot jump any higher in this splashin' wet mess. There will indeed be annoying Springbots on the way, but even more annoying are Penguins that try to crash into you! They, however, can be taken out with rapid arm cannon fire.

Keep on the small underwater platforms, so that Springbots can't hit you. Keep jumping, and when a Penguin comes by, use either your arm cannon or the Thunder Beam. After you get to the other side, head to the right and fall into the small hole and take a left. Use the Thunder Beam to take out both of the small box robots along the way, and restore any health that's been lost with the energy pellet. Now, proudly fall into the ditch on the right!

This is already a checkpoint, although what's really annoying in Ice Man's stage has yet to come. First of all, use the Thunder Beam to take out the robot on the floor so it doesn't get in your way. After that, wait for a block on the left to appear. Not on the very far left, but to the left of the room nonetheless. After that, a block on the VERY far left appears. Jump there. After that, make a jump as far to the right as you can go, even though a block's not already there. Trust me! It'll appear before you land!

When you're there, wait for a block to appear at the far right, and then jump there. Now wait about two seconds and jump as far to the left as you can. Behold; a block will appear there! Jump to the platform on the far upper-left and fall in the hole there to find yet another puzzle. This time, due to overcomplexity, I will draw an ASCII map for you, so you can easily do this puzzle.

```

                [9]  [ GOAL ]
            [8]
                [7]  [6]
                    [5]
        [1]  [2]
                [3]  [4]
[ START ]
```

Simple enough, this is. You CAN always start from 4, although I listed the first three just in case. Keep in mind that if you start from #1, you will have to make really good jumps, since other blocks will appear above you (and no, you can't jump to them). Of course, the Magnet Beam could always help you out here. :) Anyway, make those simple jumps until you reach #4.

Once you're at #4, jump up and slightly to the left to get to #5, and then make a small jump to the left to reach #6. Now jump far to the left and get on #7, and then jump plain in the air and #8 will appear there. Now make a simple jump over to #9 and then to the goal, outside of the time-consuming disappearing block crap, and entering the life-risking, platforms-in-the-sky crap! Man, this stuff sucks!

In midair, there are a bunch of platforms which must be jumped across, which will every now and then shoot to their left and right simultaneously. If you get hit, you could fall off. There are a total of eight platforms which you'll have to jump. There's not really a whole lot of strategy, except to wait for a platform to move near you and then use the Magnet Beam (if necessary, of course) to get there. Halfway through, you can recharge the Thunder Beam or Magnet Beam with the weapon energy pellet, if you wish.

The next four jumps, sadly, are much tougher to make than the first four, since you'll have penguins bombing forward. Use the Thunder Beam to quickly eliminate them when they draw near, and the Magnet Beam to help you walk forward. After you reach the other side, start to fall down the ditch, but hug the left side of the wall. Doing that, you'll land on a small ledge with an extra life. After collecting it, simply fall further into the ditch.

Follow the path to the left and you'll find several energy pellets, some for health and some for weapons. Afterwards, fall to the right and then into yet another ditch on the left to find a Brain Hopper. Again, walk under it when it gets close and possibly attack it from behind it, if you have enough time. Inside the boss gate, use the arm cannon and KEEP IT GOING! Penguins will start bombing in, so you wouldn't want to get injured. After the gate at the other side...

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BOSS FIGHT: ICE MAN || DIFFICULTY: MEDIUM  
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I deem Ice Man to be the toughest of the six bosses, except for Elec Man. Much like Elec Man, Ice Man can kill you in three hits with his Ice Slasher. Fortunately, he's even easier to kill with the Thunder Beam than Elec Man was with the Rolling Cutter. First of all, Ice Man can fire his Ice Slasher six times at once. If you want to avoid it (in which you'll have to) you have to jump over it.



This is an ASCII of how Ice Man fires the Ice Slasher. The farther to the left the attack is, the quicker that wave will get to you. First of all, shoot at Ice Man rapidly while trying to avoid them. Jump over the first wave, and fall between the first and second. The fourth and fifth ones will then come. After they do come, jump over the fifth and hug the right button, avoiding the sixth. While doing this, fire at Ice Man with the arm cannon.

If you have the Thunder Beam, Ice Man won't touch you. You can even cheat by pressing select a lot if you want, so Ice Man will die before he barely even shoots. Ice Man's pattern will always repeat itself, so there's no need to worry about that. You can do it without getting hit, but you'll have to concentrate on avoiding the damn ice waves while firing. Once Ice Man's defeated, grab one of the best weapons: the Ice Slasher. With that, we can now leave and head on to Fire Man's stage.

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6f. FIRE MAN  
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Level Difficulty: Medium

Boss Difficulty: Medium

Fire Man's stage is probably the longest of all the stages, although not necessarily the hardest. Besides the bright red walls of the stage and the burning lava below you, a thing that will stick out is some turrets up the ladders on the right. Start by climbing the one on the right when the turret above you stops firing. When you're at the top of that ladder, destroy the turret before it gets another chance and then head to the bottom of the ladder on the left.

Climb up and move to the right, shooting at the turrets on the way. There are three in the way which you'll need to shoot at, being the very kind man you are. :) At the end of that path, climb down the ladder and take out yet ANOTHER turret in the way, then you can finally climb down and be past all the damn turrets! The next part of this stage is quite interesting. Pillars of fire will be started at certain ignition points, and flame bombs will erupt from the magma below. It's hell, I tell you.

Wait until some bombs appear from the lava, and immediately annihilate them with a quick use of the Thunder Beam. Jump to the platform on the right and wait for a fire to start there. Now sit there and wait for it to go out, and jump to the right and climb up the ladder! If you want the energy pellet on the left, take out any bombs that appear and then jump over there. Not tough at all. If you do that, then jump back and climb up the ladder.

On the left you'll see two pillars of flame, and energy pellets behind both. Time the fire and get the energy pellets if you want, and then just make your way to the ladder on the left. You'll see two more pillars of flame blocking the passage forward, so use the Ice Slasher to freeze the flame or time it so you can pass through. Or you can use the Magnet Beam to reach the ledge at the top and collect some extra weapon energy pellets.

Below you are thirty walls full of ice that burn if anything comes along that is warmer than -100 degrees Celsius. Actually, it's a bunch of walls of fire going horizontally instead of vertically. There are also fire bombs appearing from the magma, although we're all used to that by now. Whichever place you are, jump to the ledge below and then to the one on the right, while using the Thunder Beam to take care of the fire bombs. Jumping to the right should be no problem.

Jump to the ledge on the right and climb down the ladder, landing right to the left of a fire wall. Ah? Freeze it if you wish, then simply avoid another one of these and fall into the ditch on the very left side. Hug to the right a little bit so you are less likely to fall into the magma below, and we land on a lone little platform above molten lava! However, you can always jump to the left side of the platform on the right, before bombs or flame hit you.

Take out some bombs with the Thunder Beam or freeze the flames with the Ice Slasher if necessary, then jump to the ledge on the right and walk forward, jumping to another platform over molten lava. Wait for bombs to appear if necessary, and then jump over to the right side of the room, where you'll find a ladder to climb! A note is, doesn't the sewage on the right look rather weird? Flames being dumped into an ocean of fire. What is the world coming to?

And that is what we have to dodge on the next screen. Flames will be going through the sewage plant, and WILL hit if you try to pass through, in which you'll have to. If you do, make sure you time the fire just right and head over to the other side of the room at the exact time that's needed. Or you can take a much easier path by using the Magnet Beam to climb up the wall and then moving on without being hit in the sewage. You gotta hold something to my genius.

Up above, we find two things that really, really annoyed us: the swaying robots from Elec Man's stage and Jet Bombers from Bomb Man's stage. The Jet Bombers come first. Climb up the steps on the right and fire at the Jet Bomber when it comes along, then once you're at the top of the ledge, head forward and constantly keep shooting in case another Jet Bomber comes along. There, we got past that. At the end of the path, unfortunately, is a swaying robot. Use the Thunder Beam this time around!

Once you wipe it out, head down the ladder and destroy the next robot. On a side note, I think the layout of this final part of Fire Man's stage is quite like the beginning of it. At the bottom, destroy yet another one of them, and climb up the ladder on the right to refill your Ice Slasher or Thunder Beam! Ah, nothing like a weapon energy pellet. The rest is simple. Jump across the platforms while waiting for bombs to appear, and when they do come, taking them out with the Thunder Beam is no problem.

Jump over to the right, to find that the boss gate is guarded by two walls of fire. No problem, freeze the first one if you like, and get past the second one. The boss gate itself couldn't be easier, even with the arm cannon. But why use that when we have the Thunder Beam? Simply use it as soon as you see a turret in view, and the Thunder Beam will destroy it. And now, simply enter the boss gates to fight Fire Man.

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BOSS FIGHT: FIRE MAN || DIFFICULTY: MEDIUM  
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The battle with Fire Man requires that you're always there attacking, showing no mercy. Fire Man's Fire Storm is extremely difficult to dodge, although it's not anywhere near as powerful as Elec Man's Thunder Beam or Ice Man's Ice Slasher. Fire Man can shoot walls of fire very quickly at you, and if you do manage to avoid one of them, the one after that is likely to hit you before you land and make another jump.

Fire Man will never quit FIRING (haha, am I hilarious or what?) at you, except for an occasional brief break that last for about one second after shooting a bunch of fire walls. This means that you too have to be aggressive. Equip that Ice Slasher and get as close to him as you can. First of all, get off a few hits at him with your cold, cold Ice Slasher. Fire Man will definitely hit you, but just let him! You'll be invincible for a second or two, allowing you to get off about two more hits at Fire Man.

Repeat the pattern after that, but it's important that if you have the arm cannon, you keep shooting at him at all possible times. In a straight fight, it all comes down to who is firing more often. But if you are, you will just barely win the battle. With the Ice Slasher, it's much easier. After a simple battle, collect the orb he drops, and now we can go on to Dr. Wily! Unfortunately, we have three stages to go to before him...

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6g. THE YELLOW DEVIL  
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Level Difficulty: Medium  
Boss Difficulty: Very Hard

If you think this level is difficult, you ain't see nothin'. The boss at the end of this is ultimately hard, probably the toughest in the whole Mega Man NES series. However, I can't go on about how tough the boss is, can I? Start by equipping the Ice Slasher and heading right, and we see a Brain Hopper. Great.



However, to freeze it, just hit it with the Ice Slasher, then jump and blast it down. Move on!

Head straight forward, finding little to nothing but a regular path in front of you. And just like before, a Brain Hopper comes along. Use the Ice Slasher and the arm cannon to destroy it like you did the last, and walk along until you reach some steps, with another Brain Hopper on top! Wait until it drops to the step right above you and then hit it with the Ice Slasher and jump shot at it like you've done several times before. From there, you can safely proceed to a dead end!

Foiled you, didn't I? Switch to the Super Arm and throw those blocks away, until we find something from Fire Man's stage: the flames. This time, you have make a bunch of jumps from platform to platform, with the ceiling above you and flames below you. When the flames stop, run and try to just about fall but then jump to the next platform. Repeat this again and then make a simple jump while avoiding the next pillar of flame, and then you can climb up the ladder.

Once you're up there, continue to the right while destroying the bouncy robots along the way, until you find three more blocks along the way! Ignore the bouncy robots there and perhaps use Guts Man's brilliant weapon to destroy them, but you'll reach a ladder there anyway. In the next room, something from Ice Man's stage comes back to challenge us: jumping across living platforms. That makes three stages this place has in common with: Ice Man's, Fire Man's, and Cut Man's.

This is no harder than it was in Ice Man's stage. Like before, the Magnet Beam comes in handy, although I wouldn't overuse it. Just be careful of the spikes on the ceiling while using the Magnet Beam when needed, and you'll reach two weapon energy pellets and a ladder. Make sure the Magnet Beam is completely juiced up, and then you can climb up. What now? A wall blocking the way up to another section of the room, which has a ladder that's at the very top of the room.

For the first time, we HAVE to use the Magnet Beam. Head to the far right side of the room and use a Magnet Beam on the wall to the left, then jump slightly and put another magnet on the wall to the right, and then use a couple more until you can climb the wall to the other side of the room. Jump slightly and press the fire to put a magnet there, then jump and put another one to the right, then another one should get you to the ladder. After that, simply walk into the next room.

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BOSS FIGHT: YELLOW DEVIL || DIFFICULTY: VERY HARD  
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Rarely do I give a boss the gleaming title of "Very Hard". If one boss in all of the original Mega Man deserves to be called very hard, it's the Yellow Devil. Simply put, you don't get tougher than this in Mega Man. If you beat this, you can easily get past anything else that Mega Man 1, or the whole series throws at you. Anyway, enough of me going on. More about the boss!

The Yellow Devil attacks like this: first of all, several blocks will appear from the left, and move over to the right to form a robot made of rock. There are five rows of rocks: two lower on the floor, and three above. You'll have to jump over the lower ones and not jump over the higher ones. Sound easy? Well, if we were doing this twice or so, yes it would. However, no less than 19 blocks will quickly fly to the right, making the Yellow Devil, and we have to dodge all of them no less than seven times. Yeah, you heard me right.

Get hit a total of seven times, and you're a dead guy. Fine enough as it is, but

we're forgetting what happens when the Yellow Devil is formed. Once it is, you will have to do everything right, including hitting it at the exact time with the Thunder Beam (if you don't get it on the first try then enjoy dodging blocks again) and avoiding the Yellow Devil's attack, which is worth twice as much damage as a block attack.

First of all, let's take care of the Yellow Devil pulling itself together. Head to the middle of the stage, and when the first block comes along, you'll have to jump over it. Fine enough. Take a small jump to the right afterwards, since if you jump too high you'll get hit by the next block. After that one builds a part of the Yellow Devil, jump over the next block. One that's really high in the air will fly to the right, so ignore that. Same with the next one. The one after that, jump.

The Yellow Devil's next attack will pass over you, and the one after that will REALLY pass over you! It's a conspiracy! Unfortunately, the next part can be really tough. Two blocks, one in the bottom row and one in the one after it will come at you. This can be really tricky and might take several tries, but do it by first making the highest jump you can over the bottom block, and then hit the left button to avoid the next attack.

Make a small right after that, since if you're too high up the next attack will hit. The next two blocks are far over you, so no need to trouble with that. After those, jump over the next block, then just avoid jumping into the next three attacks. One attack will sweep the ground as it goes, and then the last block will make up one of the Yellow Devil's arms. Dodging these attacks is a lot harder than I make it sound, and it may take up to thirty tries to get used to doing it and being able to beat the Yellow Devil.

The attacks will also come in really fast. Make sure you use the guide, think fast, and act fast. When the Yellow Devil's full body is formed, a small eyeball will appear, so that's where you shoot. Yep, shoot a robot right in the eye! What a proud person you should be! \*ahem\* The weapon to use is the Thunder Beam. Very weak, but the strongest and best weapon that we can use. You may wish to fire the beam before the eye appears, since the Thunder Beam is so damn slow.

Once the devil has been formed for a second or two (giving you time to only hit it with the Thunder Beam once... grrr...) it'll split up again, and then reform at the other side of the room. It will reform in the exact same way that it formed in the first place, so look to the strategy above but just switch "left" with "right" and "right" to "left" in the strategy. After this, it's all about talent and skill. There's no more I can give you and tell you unless you wish to cheat.

If you do cheat, I can't say I don't blame you, but if you do indeed choose to... this requires timing, but not so much as some other stuff here can. When the Thunder Beam hits the eyeball, press select. Press it again. The Yellow Devil gets hit again! Press it again. And again. And again. Doing this, you can destroy the Yellow Devil and allow it to form once. Yeah, it's cheap, but if you use it, you're really not much of a cheater.

Good luck, if you get past that then you have beaten Mega Man's hardest boss. Time to move on...

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6h. THE CLONE BATTLE  
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Level Difficulty: Medium  
Boss Difficulty: Medium

Yes, this is a very interesting stage, but we have no time to marvel at anything that's nice in this stage; we've got awhile to go until the boss. First of all, when you begin, do NOT move. Two Gnawers will come from the sky and near the platform in front of you, and could easily catch you mid-jump and make you fall to your death below. Wait for them to come, shoot 'em down, and then jump to the next platform.

More Gnawers will come at you, so if they get near, fire. After you jump a couple more platforms, two more robots will appear. Take them out with whatever weapon you wish, then jump another platform and a few more of those annoying ass Gnawers want to play! God... anyway, make a few more jumps while fighting off those creatures, then you'll find two energy pellets to the far right side and a dead end. Isn't that a bit strange?

Walk to the energy pellets, but don't bother bringing out another weapon. You'll fall first, and then have to face none other than... Cut Man? That's right, the robot who seems to have a sexual attraction to scissors is back. The only problem is that there are no blocks who can lift with Guts Man's Super Arm this time around. So you'll have to take him on with the Mega Buster. What I'd do was shoot immediately, then he'll throw a pair of scissors. Jump over the scissors, then shoot him again, jump over them again, shoot him and he'll fall back.

Be careful when Cut Man jumps at you, and make sure you keep an eye out for Cut Man's jumping. He'll fall directly below the highest point of his jump, giving you time to make sure you aren't there. Continue firing when he lands, and repeat the hefty process of shooting. After 14 hits, Cut Man will disappear. He's gone, and not once will we have to fight him again. Hip hip hooray! To get out of this room, fall through the invisible piece of floor to the left.

It's just a single platform below you, so move on to the right, watching out for the turrets below you. Yanno, those things are really cakewalks because you can just use the Thunder Beam, which will blast down below you. Jump on over across the platforms, constantly blasting whatever is below you with the Thunder Beam, and on the other side is another path with nowhere to go. Just walk to the end of it, where you will drop down and come face to face with da man. Da Elec Man, dat is.

Elec Man's actually easier now than he used to be, mainly because the floor is more even. You don't even have to cheat here; you can just launch out some Rolling Cutters, and the wires will be out. Jump over the Thunder Beam if he happens to shoot it, but he'll be more likely to run at you and hurt you that way, which is much weaker than the Thunder Beam. He'll be dead before you know it. And you can just go through the invisible floor, and it's your average ledge. You're jumpin' from here.

Of course, there has to be some obstacle, and here it's those little bombs from below jumping out and exploding. Remember then from Bomb Man's stage? Probably not, but jump through carefully and you're more than good to go. Just as soon as you can get to the other side of this room, fall through the pit at the other side of this room, and you're in the checkpoint room. And at the bottom, head to the left and use the Magnet Beam below the extra life.

You'd be lying to yourself if you say that you don't want this extra life, plus whenever you die it'll return. So that's just awesome. From here, whip out the Thunder Beam and fall over to the right, blasting the enemies there to oblivion. Yeah, they're the same old, same old, just much easier with the Thunder Beam. Fall down the pit from there, and the next area is just the same. Blast every single enemy there is, and in the next room, they're a bit more cramped together. Easy still.

For this, either the Fire Storm's shield, the Thunder Beam, or the Hyper Bombs will work well, so you have an open choice here. And once you can finally get outta that hellhole, you'll end up falling with four turrets over to the right. These are a bit harder to take out, but a good strategy might be to stand under them and use the Thunder Beam, so that the shockwave will head up and take them all out. Treat yourself by climbing up the ladder on the left and collecting the large energy pellet, though. It's just a ladder or two later, ignoring turrets and other stuff, until you fall to reach the boss.

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BOSS FIGHT: MEGA MAN || DIFFICULTY: MEDIUM  
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Some people believe that this is the hardest fight in the whole game. I think it's one OF the hardest, but it's not nearly as hard as the Yellow Devil. So anyway, this clone of you is a tough nut to crack, and I'll say right now that he is an exact copy of you. If you change a weapon, he'll change to that weapon himself. So you and he will always use the same weapon, and whatever is strong for you will be strong for him.

But anyway, the clone is far superior to you. Speed is equal, power is far superior, and he's even more intelligent, as him running into you will hurt YOU and not him. Yargh. But you have me, so it's two versus one. TAKE DAT! The first thing you have to do is decide what weapon to use. If you don't want to cheat, then pull out the Thunder Beam. If you do want to cheat to get past this fight, then just use your arm cannon. So in effect, you're fighting Elec Man for the third time. Or yourself. Whatever.

Without cheating, stay at one side of the room (away from him), and use the Thunder Beam wisely. Hit him with everything you have, as his health is a bit limited to something like the Thunder Beam. Make sure you dodge him, and run away very quickly when he reaches you. Cheating or not, pausing is useful, because doing this at such a fast paced rate can be considered suicidal. And if you ARE cheating, then the very quick arm cannon will make short work of Mega Man.

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6i. THE BUBBLE BOT  
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Level Difficulty: Easy  
Boss Difficulty: Medium

This stage is extremely short, but I'd definitely recommend ignoring all of the enemies. They are all mere wastes of time, although the Thunder Beam can probably destroy all of them in one hit. After (not) destroying them, jump into the next ditch, and we're treated to another batch of them, and a turret that appears on the ceiling. This time, you can destroy anything on the ground, and then ignore the turret on the ceiling and jump into the ditch.

In the next room, there are, like before, a bunch of turrets. The Thunder Beam works very nicely here, since you won't need it in the boss battle. Keep walking right and shooting anything in the way recklessly, since the next half of the stage is VERY easy and short. After proceeding through that, just jump into the next ditch and then we find an even longer tunnel than the previous one. Walk forward through this yellow-colored tunnel until it all turns blue.

Yep, the tunnel's now been flooded with water and will be washing you forward. Not even if you push back will you be able to turn back; if you push forward,

you'll run like mad, as if Oprah Winfrey had appeared in skimpy clothing on your bed. Whoops, sorry. Penguins will be around this path trying to ambush you, although the Thunder Beam makes short work of them, just like most things we've fought before. As long as you've got the right button held down, you'll just head right while shooting the Thunder Beam ahead of you until you reach the boss gates.

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BOSS FIGHT: BUBBLE BOT || DIFFICULTY: MEDIUM  
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OMG the early Bubble Man! Well, maybe not, but this boss will fight in a large group of bubbles. First of all, there are four Super Arm blocks in the middle of the room, a door at the upper-left of the room, a door on the upper-right, and a door on the ceiling. The Bubble Bot isn't exactly one boss, but rather seven. A bubble will randomly come out of one of the doors, and then when it's destroyed, 1/7 of the boss health will disappear. The bubbles themselves are dangerous and as they go along, get faster and faster.

A bubble will die in one hit from the Super Arm blocks. That means to use them, right? WRONG. The first three bubbles, obviously, are the easiest ones. Why waste the best for the worst when you'll be slaughtered by the last three bubbles. The Thunder Beam works well against the bubbles, but do not use it, since it can blast the Super Arm blocks away. The arm cannon should definitely suffice. Also, pray that the bubbles will come in from the middle.

Stay at the right side of the top Super Arm block. If a bubble comes from the left door, shoot it as it comes out, then move right and dodge its fire. Shoot when it gets on the left and right sides, and it's done. From the middle, it's even better. Wait for it to land, and then continue shooting at it as it moves to the left. Then when it goes to the right, head to the left side of the top Super Arm block and shoot it from the right side. It should be dead before it gets to the bottom.

From the right, however, it gets worse. It'll head from the right to left, so it WILL hit you. Still, take the opportunity to shoot, then go to the left side and block and shoot some more, then when it goes to the right, shoot it while it's over there. Then it should be gone. After three of them are gone, take the top Super Arm block and when one of them gets near, throw it. It's gone! Repeat with the bottom ones while making CAREFUL throws, and then we have this battle won!

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6j. THE FINAL BATTLE  
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Level Difficulty: Medium  
Boss Difficulty: Medium

From a newbie's point of view, this would be a hard, hard stage. Fortunately, you've beaten Elec Man's, Guts Man's, and the Yellow Devil's stages, which this level is pretty much jumbled together from. I do, however, recommend that you cheat here, especially if this is your first time playing Mega Man. Fire Man (whom you will have to fight here!) will be a great pain in the neck unless you cheat, and although Dr. Wily is already easy, it'll make the level quite a bit easier.

Wait a little bit standing still to find some Zappers which have come to buzz us off. No problem, jumping on the platform to the right and using the Thunder Beam should take a couple of them out, and a few more in the air are easily destroyed by jumping. Once they're gone, jump to the next platform and then to the ladder

on the left. Climb up quickly and we find another pair of six Zappers! Memories of Elec Man's stage come back, eh? Once again, the Thunder Beam gets it done.

Climb up yet again to get six more Zappers to come after you. Use the Thunder Beam or the arm cannon to eliminate them, and finish climbing up until we reach ground again! Yes, ground. That means three Super Arm blocks would have to be in the way. Grab the middle block, throw it away, destroy the top block by jumping off of the block and then hugging the block and then throwing it out of the way, and grab the weapon energy pellet. Not bad!

Head right and more memories of Guts Man's stage will return! Yes, statues of Guts Man are everywhere. Fortunately, none of them will attack. Head right, laughing at the statues, but not laughing at the turrets on the way and jumping and firing the Thunder Beam at them on the way! Seriously, lots are on the ceiling, but the Thunder Beam will eliminate them instantly. There's also a turret on the floor, but that's no problem.

After reaching the end of the hall, jump and climb up the ladder, take a left and climb up the one there, then take a right and NO THE HORROR! WE FIND THE LIFTS FROM GUTS MAN'S STAGE! God damn am I sick of Guts Man. However, this isn't quite as hard as you might think. Switch to the Magnet Beam and jump to the lift when it comes to pick you up, then you can allow it to head right. When it reaches the gap in the rail, use the Magnet Beam and jump over to the ladder. Make your decision: do you want an extra life and your energy/weapons refilled or do you want to quickly go to Dr. Wily?

If you chose the first option, as soon as you get to the ladder you'll have to jump when the lift gets below you. After that, wait for it to head right and jump off at the right time to gain the two items (preferably the one on the right goes first). The one on the left is obviously an extra life, but the one on the right is a special item that restores your health and weapon energy. Very nice!

Wait for the lift to come back to you and then jump back, and when the lift moves to the left, use the Magnet Beam if necessary to get back to the ladder. There will be a teleport at the end of the path, which will bring us back to the other four robot masters, besides Cut Man and Elec Man (yes, we have to fight Guts Man). Good luck!

Bomb Man, just like he was earlier, is pathetic. Again, he'll throw bombs about as slowly as a snail can go from America to the Netherlands in its shell. Again, he'll throw bombs about as inaccurately as a blindfolded guy's fingernail would be on a cheetah. This time he's even easier, since we have the Fire Storm! Turn it on, shoot at him, and if you can, get close enough to him for the shield to hit him. He'll explode for good in no time.

Fire Man, unlike Bomb Man, is a challenge. As usual, he'll be shooting flames at you vigorously, along with being really fast. It's recommended that if you cheat anywhere in this stage, it's here. Hit him really fast with the Ice Slasher, making some small jumps while doing this. With a little bit of luck, you'll overwhelm him in power and speed. After you get done with this, step back into the teleport and go to...

Ice Man. He's much easier than Fire Man, although much tougher than Bomb Man was. Like the last battle, it's recommended you fight with the Thunder Beam while making small jumps. That way, you'll have very little chance of missing. Although the Thunder Beam is slow, it'll perfectly well hit Ice Man. Continue firing everything you've got at him and dodging the Ice Slasher like you did the last time you fought him, and then we arrive at the final battle.

Guts Man, of all the robots, is one of the tougher ones to beat. What? I'm serious; he's a lot tougher than Bomb Man, much stronger than Ice Man, and rivaling Fire Man. Start by using the Hyper Bomb right where he's standing; it should go off before he manages to jump twice. When he throws a block, immediately jump to the right and the debris should miss you. The rest might be easier with the Mega Buster than with the Hyper Bomb. Good luck!

After beating Guts Man (may these halls forever be ridden of Guts Man) you will finally be at the top of the castle. Take a right to find a large weapon energy pellet and the boss gates to Dr. Wily. Alright, I doubt you could have abused the Rolling Cutters or Fire Storm TOO much, but make sure both have a lot of ammo. Once that's done, enter the gates to begin the final battle with Dr. Wily in the original Mega Man...

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BOSS FIGHT: DR. WILY || DIFFICULTY: MEDIUM  
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Dr. Wily is surprisingly simple, for the last boss in the game. Of course, he wouldn't fight you one on one like a real man would, but still, his machine is enough to cope with as it is. It's strategy is quite simple; all it'll do is hurl bullets around the floor. Of course, it'll hurt if it touches you, because Dr. Light developed Mega Man so he sexually flinches when he's touched and is thus overcome with fear (hey, I would be too), but the same thing isn't true with Dr. Wily. I guess he's smart.

Whoops, I'm babbling again. Needless to say, those are the only two ways that Dr. Wily can damage you, and that's not exactly a huge arsenal of attacks. The weak spot of his first form is the orb right in front of you, and you don't even need to cheat to be able to take that out. Whoop out the Fire Storm, and use it on that orb, over and over. If you cheat then it'll burn the thing down quicker, but even if you don't, you SHOULD be able to get through to the cockpit, where Dr. Wily himself is. Second form time.

Dr. Wily still has the same arch bullet type attack, and won't even change his arsenal for the fight. The only difference between the two forms is that this one takes longer to beat. Oh, and it shows Dr. Wily himself too, if that counts for anything. He's also no longer weak against the Fire Storm, so the easiest weapon to use here would be the Rolling Cutters. Hurl them at him with all fury, jumping to avoid the bullets. If you do this correctly, jumping and shooting, and connecting it as well as you can, he'll get hit twice (or four times if you cheat, which isn't recommended). Dr. Wily should fall quickly.

Congrats, you have officially beaten the hardest of the original six Mega Man games. Now for Mega Man 2. Yay.

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== 7. DAMAGE CHART ==  
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Basically what this is, is how many hits from each weapon it takes to down one of the robot masters. The upper listing is each robot's stamina to each, and to the left are the weapons themselves, listed by the user's name itself. Man, am I creative or what...

+=====+												
ROBOTS >  BombMan    GutsMan    CutMan    ElecMan    IceMan    FireMan												
+=====+												
MegaMan	14		13		11		28		28		14	
BombMan	28		3		14		14		7		28	

GutsMan	N/A		28		2		7		N/A		N/A	
CutMan	13		28		28		3		14		14	
ElecMan	13		28		28		28		3		28	
IceMan	N/A		N/A		N/A		N/A		28		7	
FireMan	7		14		14		28		14		28	

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 == 8. BOSSES ==  
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Being that I am an incredibly nice person, I will list bosses back here as well as in the walkthrough. Nope, you don't have to tell me.

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 BOSS FIGHT: BOMB MAN || DIFFICULTY: EASY  
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There is no realistic difficulty in Bomb Man. Even without the Fire Storm, he poses no threat whatsoever. He is incredibly slow to attack, needs about 10 hits to go down, and can be very easily avoided. What he'll do is occasionally jump around, throw a bomb to the floor and then let it blow, then throw another one or jump around some more. Don't get me wrong, his bombs are very powerful. However, it's very easy to see where they will land and then immediately avoid them.

Every time Bomb Man throws a bomb, run away and then when the bomb misses, turn around and shoot at the poor robot. He will either try to jump at you or throw another bomb. You'll have to watch out for him if he tries to jump at you, since that's also very damaging. If he does do this, you will be able to get a few good hits at him before he starts throwing a bomb and you need to run, all the same. Repeat first running away from Bomb Man and then landing some hits on him, and collect that orb of his!

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 BOSS FIGHT: GUTS MAN || DIFFICULTY: EASY  
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Guts Man has to be one of the most shallow, stupid, and easiest bosses that's ever been in a game. He's just as easy as Bomb Man, if not easier. What he'll do the whole fight will be jumping across the room, driving Mega Man off of his feet and bringing a boulder down from the ceiling into his arms. Then he will throw the boulder at the rocks below Mega Man, and they will break into several pieces of debris in which Mega Man will need to avoid. To avoid it, stay between the two rocks and jump to the edge of the second when the rock is thrown. Easy.

With this method, you are very unlikely to take a hit. Guts Man has to be one of the slowest bosses in the entire history of gaming in terms of movement, so that'll leave time for the Hyper Bomb to go off, although I feel the Mega Buster to work better, although it'll take 13 hits instead of 3 from the Hyper Bomb. When Guts Man jumps, shoot him. When he throws a boulder, nail him with a bomb. And we have gotten through the official most weird boss fight.

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 BOSS FIGHT: CUT MAN || DIFFICULTY: EASY  
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Cut Man is one of my favorite robot masters to fight, mainly because he goes down so easily (easier than Bomb Man or Guts Man) and is plenty of fun to fight, with a nice pattern. But back to Cut Man's going so easily! To destroy him in a



couple seconds, jump off the Super Arm blocks and pick them up. Wait for Cut Man to get out of the way, and then throw the block at him to pick off half of his health. Haha! Now repeat with another block and throw it at Cut Man to destroy him. Poor, poor Cut Man. :(

Of course, it's just as easy with the buster. Cut Man can throw a pair of scissors forward, which will damage you if it connects. However, you can really delay Cut Man by hitting him. He'll be pushed back and will then throw a pair of scissors. You can hit him a few more times, but try to jump over the scissors twice, as they will act like a boomerang. Continue to fire at Cut Man while jumping over the scissors carefully and watching out for his jumps, and you won't take but a hit.

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BOSS FIGHT: ELEC MAN || DIFFICULTY: HARD  
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Elec Man is nearly impossible to beat, unless you have the Rolling Cutters. Why is Elec Man almost impossible to beat? He's even quicker than Cut Man, for your information. He can definitely jump on top of you and slaughter you to pieces. Speaking of slaughtering, he can also use one VERY hard to dodge attack called the Thunder Beam (which you get after this fight!) which will go in all directions except behind him. The Thunder Beam is really tall, so it'll be hard to jump over it.

With the Super Arm, Elec Man is definitely POSSIBLE, although then you'll get a huge battle field and 20 difficult hits you have to make before Elec Man can make three easy hits. It'll be all up to you then; it's important to go under Elec Man to avoid his jumps, jump a lot so you don't get electrocuted, and shoot when you get the opportunity. It'll be a long, tough fight, but it's not at the impossible mark. With the Rolling Cutters, however, you don't even need a strategy. Simply "cut" off 1/3 of the health by throwing it at him while really close to him, and let it go back. Throw it some more and you win!

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BOSS FIGHT: ICE MAN || DIFFICULTY: MEDIUM  
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I deem Ice Man to be the toughest of the six bosses, except for Elec Man. Much like Elec Man, Ice Man can kill you in three hits with his Ice Slasher. Fortunately, he's even easier to kill with the Thunder Beam than Elec Man was with the Rolling Cutter. First of all, Ice Man can fire his Ice Slasher six times at once. If you want to avoid it (in which you'll have to) you have to jump over it.

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This is an ASCII of how Ice Man fires the Ice Slasher. The farther to the left the attack is, the quicker that wave will get to you. First of all, shoot at Ice Man rapidly while trying to avoid them. Jump over the first wave, and fall between the first and second. The fourth and fifth ones will then come. After they do come, jump over the fifth and hug the right button, avoiding the sixth. While doing this, fire at Ice Man with the arm cannon.

If you have the Thunder Beam, Ice Man won't touch you. You can even cheat by pressing select a lot if you want, so Ice Man will die before he barely even shoots. Ice Man's pattern will always repeat itself, so there's no need to worry

about that. You can do it without getting hit, but you'll have to concentrate on avoiding the damn ice waves while firing. Once Ice Man's defeated, grab one of the best weapons: the Ice Slasher. With that, we can now leave and head on to Fire Man's stage.

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BOSS FIGHT: FIRE MAN || DIFFICULTY: MEDIUM

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The battle with Fire Man requires that you're always there attacking, showing no mercy. Fire Man's Fire Storm is extremely difficult to dodge, although it's not anywhere near as powerful as Elec Man's Thunder Beam or Ice Man's Ice Slasher. Fire Man can shoot walls of fire very quickly at you, and if you do manage to avoid one of them, the one after that is likely to hit you before you land and make another jump.

Fire Man will never quit FIRING (haha, am I hilarious or what?) at you, except for an occasional brief break that last for about one second after shooting a bunch of fire walls. This means that you too have to be aggressive. Equip that Ice Slasher and get as close to him as you can. First of all, get off a few hits at him with your cold, cold Ice Slasher. Fire Man will definitely hit you, but just let him! You'll be invincible for a second or two, allowing you to get off about two more hits at Fire Man.

Repeat the pattern after that, but it's important that if you have the arm cannon, you keep shooting at him at all possible times. In a straight fight, it all comes down to who is firing more often. But if you are, you will just barely win the battle. With the Ice Slasher, it's much easier. After a simple battle, collect the orb he drops, and now we can go on to Dr. Wily! Unfortunately, we have three stages to go to before him...

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BOSS FIGHT: YELLOW DEVIL || DIFFICULTY: VERY HARD

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Rarely do I give a boss the gleaming title of "Very Hard". If one boss in all of the original Mega Man deserves to be called very hard, it's the Yellow Devil. Simply put, you don't get tougher than this in Mega Man. If you beat this, you can easily get past anything else that Mega Man 1, or the whole series throws at you. Anyway, enough of me going on. More about the boss!

The Yellow Devil attacks like this: first of all, several blocks will appear from the left, and move over to the right to form a robot made of rock. There are five rows of rocks: two lower on the floor, and three above. You'll have to jump over the lower ones and not jump over the higher ones. Sound easy? Well, if we were doing this twice or so, yes it would. However, no less than 19 blocks will quickly fly to the right, making the Yellow Devil, and we have to dodge all of them no less than seven times. Yeah, you heard me right.

Get hit a total of seven times, and you're a dead guy. Fine enough as it is, but we're forgetting what happens when the Yellow Devil is formed. Once it is, you will have to do everything right, including hitting it at the exact time with the Thunder Beam (if you don't get it on the first try then enjoy dodging blocks again) and avoiding the Yellow Devil's attack, which is worth twice as much damage as a block attack.

First of all, let's take care of the Yellow Devil pulling itself together. Head to the middle of the stage, and when the first block comes along, you'll have to jump over it. Fine enough. Take a small jump to the right afterwards, since if you jump too high you'll get hit by the next block. After that one builds a part

of the Yellow Devil, jump over the next block. One that's really high in the air will fly to the right, so ignore that. Same with the next one. The one after that, jump.

The Yellow Devil's next attack will pass over you, and the one after that will REALLY pass over you! It's a conspiracy! Unfortunately, the next part can be really tough. Two blocks, one in the bottom row and one in the one after it will come at you. This can be really tricky and might take several tries, but do it by first making the highest jump you can over the bottom block, and then hit the left button to avoid the next attack.

Make a small right after that, since if you're too high up the next attack will hit. The next two blocks are far over you, so no need to trouble with that. After those, jump over the next block, then just avoid jumping into the next three attacks. One attack will sweep the ground as it goes, and then the last block will make up one of the Yellow Devil's arms. Dodging these attacks is a lot harder than I make it sound, and it may take up to thirty tries to get used to doing it and being able to beat the Yellow Devil.

The attacks will also come in really fast. Make sure you use the guide, think fast, and act fast. When the Yellow Devil's full body is formed, a small eyeball will appear, so that's where you shoot. Yep, shoot a robot right in the eye! What a proud person you should be! \*ahem\* The weapon to use is the Thunder Beam. Very weak, but the strongest and best weapon that we can use. You may wish to fire the beam before the eye appears, since the Thunder Beam is so damn slow.

Once the devil has been formed for a second or two (giving you time to only hit it with the Thunder Beam once... grrr...) it'll split up again, and then reform at the other side of the room. It will reform in the exact same way that it formed in the first place, so look to the strategy above but just switch "left" with "right" and "right" to "left" in the strategy. After this, it's all about talent and skill. There's no more I can give you and tell you unless you wish to cheat.

If you do cheat, I can't say I don't blame you, but if you do indeed choose to... this requires timing, but not so much as some other stuff here can. When the Thunder Beam hits the eyeball, press select. Press it again. The Yellow Devil gets hit again! Press it again. And again. And again. Doing this, you can destroy the Yellow Devil and allow it to form once. Yeah, it's cheap, but if you use it, you're really not much of a cheater.

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BOSS FIGHT: MEGA MAN || DIFFICULTY: MEDIUM

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Some people believe that this is the hardest fight in the whole game. I think it's one OF the hardest, but it's not nearly as hard as the Yellow Devil. So anyway, this clone of you is a tough nut to crack, and I'll say right now that he is an exact copy of you. If you change a weapon, he'll change to that weapon himself. So you and he will always use the same weapon, and whatever is strong for you will be strong for him.

But anyway, the clone is far superior to you. Speed is equal, power is far superior, and he's even more intelligent, as him running into you will hurt YOU and not him. Yargh. But you have me, so it's two versus one. TAKE DAT! The first thing you have to do is decide what weapon to use. If you don't want to cheat, then pull out the Thunder Beam. If you do want to cheat to get past this fight, then just use your arm cannon. So in effect, you're fighting Elec Man for the third time. Or yourself. Whatever.

Without cheating, stay at one side of the room (away from him), and use the Thunder Beam wisely. Hit him with everything you have, as his health is a bit limited to something like the Thunder Beam. Make sure you dodge him, and run away very quickly when he reaches you. Cheating or not, pausing is useful, because doing this at such a fast paced rate can be considered suicidal. And if you ARE cheating, then the very quick arm cannon will make short work of Mega Man.

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BOSS FIGHT: BUBBLE BOT || DIFFICULTY: MEDIUM

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OMG the early Bubble Man! Well, maybe not, but this boss will fight in a large group of bubbles. First of all, there are four Super Arm blocks in the middle of the room, a door at the upper-left of the room, a door on the upper-right, and a door on the ceiling. The Bubble Bot isn't exactly one boss, but rather seven. A bubble will randomly come out of one of the doors, and then when it's destroyed, 1/7 of the boss health will disappear. The bubbles themselves are dangerous and as they go along, get faster and faster.

A bubble will die in one hit from the Super Arm blocks. That means to use them, right? WRONG. The first three bubbles, obviously, are the easiest ones. Why waste the best for the worst when you'll be slaughtered by the last three bubbles. The Thunder Beam works well against the bubbles, but do not use it, since it can blast the Super Arm blocks away. The arm cannon should definitely suffice. Also, pray that the bubbles will come in from the middle.

Stay at the right side of the top Super Arm block. If a bubble comes from the left door, shoot it as it comes out, then move right and dodge its fire. Shoot when it gets on the left and right sides, and it's done. From the middle, it's even better. Wait for it to land, and then continue shooting at it as it moves to the left. Then when it goes to the right, head to the left side of the top Super Arm block and shoot it from the right side. It should be dead before it gets to the bottom.

From the right, however, it gets worse. It'll head from the right to left, so it WILL hit you. Still, take the opportunity to shoot, then go to the left side and block and shoot some more, then when it goes to the right, shoot it while it's over there. Then it should be gone. After three of them are gone, take the top Super Arm block and when one of them gets near, throw it. It's gone! Repeat with the bottom ones while making CAREFUL throws, and then we have this battle won!

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BOSS FIGHT: DR. WILY || DIFFICULTY: MEDIUM

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Dr. Wily is surprisingly simple, for the last boss in the game. Of course, he wouldn't fight you one on one like a real man would, but still, his machine is enough to cope with as it is. It's strategy is quite simple; all it'll do is hurl bullets around the floor. Of course, it'll hurt if it touches you, because Dr. Light developed Mega Man so he sexually flinches when he's touched and is thus overcome with fear (hey, I would be too), but the same thing isn't true with Dr. Wily. I guess he's smart.

Whoops, I'm babbling again. Needless to say, those are the only two ways that Dr. Wily can damage you, and that's not exactly a huge arsenal of attacks. The weak spot of his first form is the orb right in front of you, and you don't even need to cheat to be able to take that out. Whoop out the Fire Storm, and use it on that orb, over and over. If you cheat then it'll burn the thing down quicker, but even if you don't, you SHOULD be able to get through to the cockpit, where

