

# Mega Man 6 FAQ/Walkthrough

by Warhawk [Donate](#)

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## Introduction



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Mega Man (6) FAQ/Walkthrough Episode 6: Greatest Battle of All Time!!	
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## Introduction

Thank you for checking out Warhawk's guide for Mega Man 6 for the Nintendo Entertainment System. The sixth and final main entry in the Mega Man "Classic" series on the NES. For this guide, I look at covering the game to the best of my ability. If there's anything I may have missed or is off feel free to contact me directly via Facebook listed above or by e-mail in a later section. Also if you found it helpful and want to donate you can do so by donating to my PayPal via the e-mail listed above.

**Author's Note:** Some stages will follow a certain path. Another note, at the time of the update any further updates will be posted in the Mega Man Legacy Collection guide found on Neoseeker.

## Controls

Control	Function
D-Pad	Control Mega Man
Down + B	Slide
Start	Pause (menu)
Select	Puase (no menu)
B	Fire Weapon
B [Hold]	Charge Shot
A	Jump

## Walkthrough

### Chapter One: Oil Field

#### Cast of Enemies

- Cyber Gabyoall
- Fire Boy
- Fire Telly
- Met
- Pooker
- Wall Blaster 2

Starting the stage as we'll make our way as we'll be able to jump onto a platform or drop down in the oil. Either way, we'll make our way forward. When we get to the next platform there'll be a Met to deal with. Dispose of it as we'll have to get through another oil part. Once we do we'll have a Met that'll be near the edge of the next platform. We'll dispose of it and make it past another oil part. There'll be another Met to deal with on the edge. When we do we'll slide to the next platform. As we do we'll have to make sure we land on the platform and not in the pitfall. There'll be a couple of platforms we'll have to use to get over the spiked floor. Watch out for the Fire Telly along the way.


We'll get to where we can get on a drum as we'll have to get through the oil or drop down to the bottom platform. Taking the way of the drum as we'll have a Fire Telly to deal with before we get to the other drum. Be sure to dispose of it when trying to get across. Now we'll have to get to another drum as we'll have another Fire Telly to deal with as we get across. When heading across this there'll be another but it'll be under us so we shouldn't worry unless it sets fire to the oil under the ladder. Take the ladder to the next area. There'll be a couple Wall Blaster 2 to deal with as we'll deal with the one under the ladder. Dispose of the other if you want but other than that head up the ladder to the next area.

Reaching the top of the ladder we'll make our way to the right as there'll be a Pooker. The only way to deal with them is a charged shot. Dispose of it as there'll be two more to deal with. With the last one we deal with will land in the oil and provide a way for us to get across. We'll have to jump on it to move it in the direction we need it to go. When we reach the end we'll get on a drum and jump over the pitfall. Now head to the end as there'll be another Pooker to shoot at as we'll have it land in the oil. When it does as we'll do the same as the last time. This time we'll have a couple or so Fire Telly that'll come in. We'll make it to a platform as we'll have to fire at another Pooker. We won't get far with this one as we'll have one more to get on the oil or fire. Watch out for the Fire Telly as we get through this.

As we reach the end as we'll jump onto a platform as there'll be a couple or so more Fire Telly before reaching a ladder. Upon reaching the ladder and heading down as there'll be a few Wall Blaster 2 there to dispose of before reaching another ladder to head down. When we do there'll be a Cyber Gabyoall that we'll have to get past as we can dispose of it but don't have the special weapon or Rush Power Adaptor to do so. In the meantime, we'll have to jump on the platform and over it. After doing so we'll have a Fire Boy to dispose of before we come to where we'll have another area of oil. Get onto the next platform but watch out for the Cyber Gabyoall. Jump over it as we'll get to where we have another oil part as we'll have a Fire Boy near it. Dispose of it before it sets the oil on fire.

Afterward as the oil that we'll have after it may already be on fire but there'll be a chance that it isn't at this point. Get onto the platforms as we get to the second one we'll have another Fire Boy to dispose of. Jump over the pit as we'll have another Fire Boy to dispose of it and do it quickly. Now get in the oil and jump to get across faster as we'll be able to get an E-Tank on the platform. Now head back to where the Fire Boy was as we get up to the platform with the Cyber Gabyoall. Get over it and dispose of the Fire Boy. Get to where the Fire Boy was as we continue onward.

Afterward, there'll be a platform to get on and another Fire Boy to dispose of. Now we'll get over to where the Fire Boy was to get to the next section. We'll make our way through and under the platform with the two Fire Boy. We'll get on a platform where we have to dispose of a Fire Boy. In the meantime watch out for any fire from the Fire Boy at the higher platform. Once we dispose of that Fire Boy we can dispose of as we can now continue onward onto each platform. Until we come across one last Fire Boy to dispose of. After disposing of it we'll safely jump over to the boss gate to prepare to fight Flame Man.

Boss Information					
					
<b>Boss:</b>	Flame Man	<b>HP:</b>	28	<b>DWN:</b>	043
<b>Attack(s):</b>	4 (Contact) 4 (Flame Blast) 3 (Fireball)				
<b>Weakness</b>					
Wind Storm					
<b>Weapon Get</b>					
Flame Blast Rush Power Adaptor					

When we face off against Flame Man we'll have to watch out for the Fireball and Flame Blast. When starts with the Fireball it'll be coming out in multiples of three so we'll have to jump over each one of them. On the other hand, when it comes to Flame Blast we'll have to watch out for where they'll be coming up from the ground. The downfall of that move is that we aren't going to be able to do any damage to Flame Man so watch out for that. We'll want to take advantage of when he's jumping along with sending the Fireball at you. Wanting to time your attacks when he's doing other moves other than Flame Blast as we should be able to take him down. Watching what he'll be doing is the crucial part of the fight. Once he's down we get his special weapon and a bonus item.



## Chapter Two: Frozen Island

### Cast of Enemies

- Au-Au
- Cannon Joe
- Count Bomb
- Curlinger
- Propeller Eye
- Shield Attacker GTR
- Squidon
- Teck

Starting the next stage as we'll start off heading to the right. After so far we'll run into an Au-Au. Dispose of it and head across the Count Bomb. Not far after crossing the Count Bomb we'll have a Propeller Eye to deal with. We'll have to dispose of it when it opens up and starts coming at us. After we've taken it out we'll continue forward as there'll be a couple more Au-Au to deal with. We'll come to the edge where we'll have to jump over a pitfall. There'll be some Count Bomb and a Propeller Eye. To the right we have an extra life blocked off as we can use Flame Blast to open it up to get it we choose to. If not we'll jump onto the Count Bomb from the edge. Only having a few seconds to get to the next one. Watch out for the Propeller Eye between the first and second. Dispose of it quickly as we get to the next one. There'll be another Propeller Eye but we'll be able to avoid it.

As we get to the top platform as there'll be another as we'll have to move the other way to avoid being damaged from the explosion. When we do be careful as we aren't going to stop right away. Now head across there'll be a health capsule and to another Count Bomb. Do the same as the last as we'll then head to the edge. In the meantime, we'll be able to avoid a Teck along with another Propeller Eye. Before we drop down to allow the Propeller Eye to move upward as we'll then drop down and hang a hard left. Doing so there'll be a spot in the left wall we can get into. Doing so there'll be a Propeller Eye and a cracked block of ice. Inside there'll be an extra life if busted open using the Rush Power Adaptor. If not needing it to continue dropping down.

Once we reach all the way to the bottom there'll be a couple of Curlinger to deal with. There'll be one on the platform we land on and one on the platform below us. Dispose of the one that's in front of us and the other if we're down there before it reaches the edge where we'll drop down. Head until we see a Shield Attacker GTR. Wait for an opening to get up to the high ground then to the edge and jump to the high ground again. This time bring out Flame Blast as we'll open up the pathway as we'll get ourselves an E-Tank. Dropping down to the platform and down to another. There'll be a Curlinger to deal with and before we reach the edge where we have to get to high ground we'll have another Curlinger.

Making our way up to higher ground we'll have a few Shield Attacker GTR to deal with along the way as well as another Curlinger. We'll have to time it right to get through here as we'll come to another cracked block of ice. Get on top of it as there'll be another Shield Attacker GTR and a Curlinger. Dispose of them but if you want to bust the ice open to get a health capsule you can do so. After doing so the Shield Attacker GTR and Curlinger may reappear. Once we decide on that we'll head to the ladder and down it. In the next area, we'll have a Squidon to deal with. Once we dispose of it head down the ladder to the next area.

Dropping to the next area we'll have to be careful on the ice as we jump over a couple of pitfalls with spikes at the bottom. Making our way to the next area we'll have a submarine that'll be moving up and down so watch out. We'll have a ceiling of spikes to deal with here so being careful on our movement when it rises as far as it can. As we make it so far before we come across a Cannon Joe as we can dispose of it quickly. Now bring out the Rush Power Adaptor to bust open the cracked ice to get across. On the other side, there'll be a Cannon Joe. Now we'll get to where there'll be another block of cracked ice. Before we can get to it there'll be another Cannon Joe to deal with. After doing so we'll want to wait for the submarine to be up far enough to drop down to bust it open. May have to get back up to high ground so we don't touch the spikes. Once we're clear to head back down head down there to claim some health capsules and an E-Tank. Head back out then back up to the high ground.

Now head to the right and if the time it right if the submarine is starting to head back down where we see an area we can be safe at. Get up there when we can when it's going down. When we do we can slide all the way over to the other side before it reaches the spikes on the ceiling. Now we'll reach the end as we'll have a few or so Count Bomb to get on to reach the ladder to head up it. When in the next area get to the next ladder and use the Count Bomb to get to the next ladder. In the next area, we'll have a Squidon to dispose of before heading to the next area. When it's disposed of, head to the next area. We'll have platforms we have to be on but there'll be Count Bomb. We'll want to get to the second thin platform then set off the one Count Bomb by jumping toward it and back on the platform. Once it explodes to it again to the other one. We'll have one to the lower left to land on just in case. Once we get those clear head through the boss gate.

### Boss Information



<b>Boss:</b>	Blizzard Man	<b>HP:</b>	28	<b>DWN:</b>	041
<b>Attack(s):</b>	3 (contact) 3 (roll) 3 (Blizzard Attack)				
<b>Weakness</b>					
Flame Blast					
<b>Weapon Get</b>					
Blizzard Attack					

As we face off against Blizzard Man, we'll have to watch out for when he'll be rolling at us. Wanting to time it right for when he'll be using the Blizzard Attack then switching to a Roll Attack. There may be a few Blizzard Attack before he goes to a Roll. Also, he may do a couple of Roll before he does any Blizzard Attack. Keeping on eye on which one he'll be doing when he's not moving around during or after Blizzard Attack. Shouldn't be much to try to plan ahead on which attack he'll be using and bring him down. Once down we'll claim his special weapon.



## Chapter Three: Forgotten Area


### Cast of Enemies

- Gorilla Tank[Sub-Boss]
- Batabattan
- Gabgyo
- Heli Buton
- Jet Buton
- Power Slam
- Propeller Eye
- Tadahou

Onward to the next stage of the game, Plant Man. Starting the stage as we'll get so far as we'll get to higher ground but watch out for a Heli Buton that'll come out of the tree. Disposing of it and not far after that another Heli Buton will come out of another tree. As we dispose of the second one and make it so far before we come across a Batabattan that'll be in the grass. Dispose of it as we get out of the grass area back to the high ground as we'll have a couple more Batabattan to deal with before reaching a ladder. There'll be a block we can destroy with the Power Adaptor for a health capsule and an extra life.


Now head up the ladder to the next area as there'll be a Power Slam there. We'll do a charged shot and repeatedly do normal shots to dispose of it as quickly as possible. Once we do we'll head to the next ladder and climb it. When we do we'll have a Propeller Eye along with a Tadahou. Head towards the Tadahou and dispose of it. Along the way, there'll be three more Propeller Eye and a Tadahou before we reach the drop area. Wanting to dispose of the Tadahou quickly and make it down before the Propeller Eye can open up to head at us. Dropping down as we'll have Eddie coming to us with an item. We can grab it if it's something we can use. Now drop down as we'll deal with a sub-boss.

### Boss Information

					
<b>Sub-Boss:</b>	Gorilla Tank	<b>HP:</b>	24	<b>DWN:</b>	---
<b>Attack(s):</b>	6 (contact) 4 (punch) 2 (shot)				
<b>Weakness</b>					
Flame Blast					
<b>Weapon Get</b>					
---					

Upon dropping down we'll have to deal with a Gorilla Tank. The only way to do damage to it as at the eyes. Meanwhile, we can do normal and charged shots at it but using Flame Blast on it can be quicker at disposing of it. If using Flame Blast on it we'll have to get as close as we can to make any hits on it. Could be able to get two or three hits maximum on it. When doing so we'll have to watch out for the shots as well as the punch. If doing it quickly enough getting a few hits in then get away for a bit in preparation in any attacks in return. Keep at this as we'll get past it with ease.

As we dispose of it as we head to the next area. When we get in the next area we'll get near where we have to get on a higher platform. Upon getting close to it there'll be a Batattan on the edge as we'll have to dispose of it before it can jump off. As we get to the platform and on it we'll have to watch out for a Heli Buton and another Batattan. We'll make it to a springed floor as there'll be a Batattan that we'll have to deal with when we get near the end of it. Dispose of it then get to the next platform. We'll have to deal with a Batattan and a Heli Buton when we get near another grass section. After that, we'll have another spring part as we'll bounce to the end as there'll be another Batattan to dispose of. Upon doing so we'll have two more to deal with and after doing so we'll have another sub-boss.

<b>Boss Information</b>					
					
<b>Sub-Boss:</b>	Gorilla Tank	<b>HP:</b>	24	<b>DWN:</b>	---
<b>Attack(s):</b>	6 (contact) 4 (punch) 2 (shot)				
<b>Weakness</b>					
Flame Blast					
<b>Weapon Get</b>					
---					


Once again we have a Gorilla Tank as it'll be the same thing as the last one we dealt with. Aim for the eyes and try to be one step ahead of its attacks. Shouldn't be too hard to take this one down like the last one and when we do we'll head to the next section. As we get in the next section we'll have a Tadahou to deal with. Upon disposing of it and getting up to where it was as we have a Jet Buton will be coming at us. Dispose of it quickly and head to the second set of springs. When we get to the far one near the water pitfall a Gabgyo will come up. When it starts going back down will be time to hold down on the jump button to get high enough to get over the water pitfall. Be quick before another Gabgyo comes up out of the water.

Once on the next platform and before we can jump to the next one, there'll be a Gabgyo that'll come out of the water. Wait for it to head down before heading to the next platform with springs. Once there we'll have to dispose of the Tadahou to dispose of as we can do it from where we are. The water pitfall we're next to is clear of any Gabgyo but the one after it will have them in it. Wait for it to go back down before getting to the next platform. As we do there'll be a hand we'll have to shoot at to open it up. Upon doing so we'll get up as there'll be a Jet Buton that'll be coming at us. Dispose of it and open up the next hand. Before we can get across to it there'll be a Gabgyo that'll come up from the water pitfall.



After it goes back down we'll get to the next hand. There'll be another hand to open up as we get up there then drop down to the platform below. Watch out for the Tadahou below as we get down there to dispose of it. Before we can dispose of it a Jet Buton will fly by after we land. There'll be health capsules above a good chunk of the bands between now and the end of the stage. Once that we've done that we'll have a hand to open up that we can use to get to the next platform. After doing that there'll be a couple more hands to open up. Open up the bottom one as we get on that one. Before we can get on the next one after opening it we'll have to wait for the Gabgyo to go back down.

Head to the platform with springs as we'll open up the next hand and get up high enough to get on it. After we do we'll have a Jet Buton that'll fly under us. Once on the springs get to the edge as a Gabgyo will come out of the water pitfall as we'll have to time it to get to the next platform with springs. As we get to that one we'll have to watch out for a Jet Buton that'll be coming at us. Now we'll have to time it to get to the next spring platform. Once we get to the next one we'll have a Gabgyo that'll pop up before we can get to the next. When we can get across to the next spring platform safely we'll have a Jet Buton that'll come in. Also, there'll be a Tadahou that'll be on the next spring platform. Dispose of them then get to where the Tadahou was. Getting to where it was we'll have the same situation as the previous. Dispose of the Jet Buton and Tadahou. On the next spring platform, we'll be able to take out the next Tadahou without a problem. We'll have to wait for the Gabgyo to go back down before we can get back on solid land and to the boss gate.

Boss Information					
					
<b>Boss:</b>	Plant Man	<b>HP:</b>	28	<b>DWN:</b>	045
<b>Attack(s):</b>	4 (contact) 4 (Plant Barrier)				
<b>Weakness</b>					
Blizzard Attack					
<b>Weapon Get</b>					
Plant Barrier Rush Jet Adaptor					

As we fight against Plant Man as it can be a simple battle. We'll have to watch for when he'll be bringing out the Plant Barrier then coming and jumping. When he lands is when he'll be releasing the Plant Barrier. We'll have to watch for when he'll be jumping so we can dodge him accordingly. When we're able to do that we'll be able to get a chance to get a hit or two on him before he equips the Plant Barrier again. As this is basically going to go on throughout the whole fight as we'll have to watch how it's going to go with his attack pattern. Shouldn't be too hard to figure it out and take him down for the count to get his special weapon and a bonus item.




## Chapter Four: Restricted Area

### Cast of Enemies

- Metall Potton [Sub-Boss]
- Colton
- Hotchkiss'n
- Met
- Molier
- Power Slam
- Shield Attacker GTR
- Skull Walker
- Teck


- Twin Roder

Starting the next stage at Tomahawk Man. Upon arriving as we'll have to head to the right. We'll make our way through as we'll only be dealing with one enemy at the start and a Colton. We'll make our way past three of them before we get near the fourth one. There'll be a barrel that we'll use the Power Adaptor on to reveal an E-Tank. Grab it if needed as we'll take out the Colton and head to the drop area. As we do we'll have another Colton to dispose of before heading to the next drop area. As we drop to the next area there'll be a Shield Attacker GTR as we'll be able to jump over it when it starts heading our way. Upon doing so we'll continue moving forward and in the next section, we'll have a sub-boss.

Boss Information					
					
<b>Sub-Boss:</b>	Metall Potton	<b>HP:</b>	15	<b>DWN:</b>	---
<b>Attack(s):</b>	6 (contact)				
<b>Weakness</b>					
Flame Blast Silver Tomahawk Knight Crusher Plant Barrier					
<b>Weapon Get</b>					
----					

For this, we'll have to stand on the high ground and aim for the middle of it. A Metall will drop down as it'll come at us continuously or every so often like a normal Metall. Shouldn't take much to take it out and to continue onward with the stage. As we take it down to head on as we'll head up to the high ground than through a small space. When we do we'll have a couple of Moiler to deal with before reaching the end. When we do we'll come across a couple of Met before reaching a ladder. Reaching the top as we'll have Eddie coming to bring us an item. As he gives us the item as we can take it or leave it then head to the next ladder.

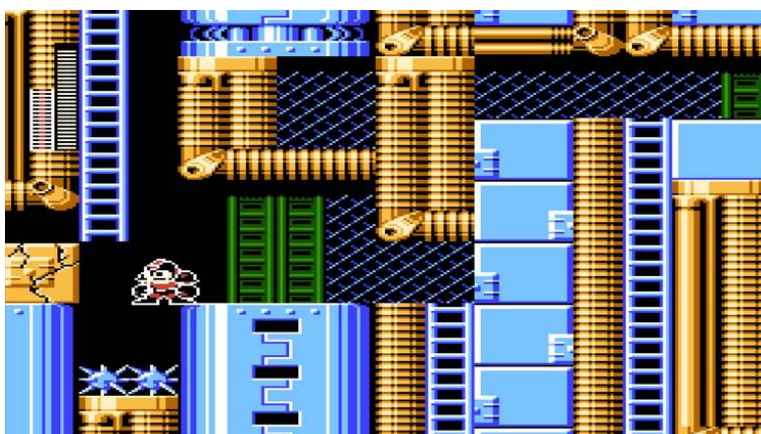
We'll be able to head to the right or up another ladder. Bring out the Jet Adaptor to reach the ladder above. As we do we'll head up the ladder then head to the right. As we do we'll keep the Jet Adaptor equipped to get to each platform moving or not. We'll have to be sure we don't run out of juice or we'll land on the spikes. When we get to the end of the area we'll have a weapon capsule, health capsule, and an E-Tank. Grab them then drop down in the drop area. We'll fall until we land on solid ground. As we do we'll have a Twin Roder to deal with then to another drop area. Reaching to the bottom as we'll have a Power Slam to dispose of before we can continue onward. When we get to the next area we'll have another sub-boss.

Boss Information					
					
<b>Sub-Boss:</b>	Metall Potton	<b>HP:</b>	15	<b>DWN:</b>	---
<b>Attack(s):</b>	6 (contact)				
<b>Weakness</b>					
Flame Blast Silver Tomahawk Knight Crusher Plant Barrier					
<b>Weapon Get</b>					
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We'll have to deal with it like the last time but the higher ground will be on the other side. Watch out for any of the Metall that'll come out of it. Timing our shots right at it and disposing of any Metall as we'll be able to bring it down. Once that we dispose of it we'll safely get into the next area as we'll be at a fork in the road.



We'll be going to the bottom using the Jet Adaptor but first things first. For the time being, we'll take the top platform where the Teck is. Get up there as we'll dispose of the Teck as there'll be a couple more before reaching a ladder. Upon reaching it head up and we'll see another ladder but there'll be a block near it on the left.



We'll want to be as close as we can without falling onto the spikes. Once close enough bring out the Power Adaptor to bust it open and jump over. When we do and enter we'll get an Energy Balancer from Proto Man. Once we get it head back out then down the ladder we came up. Dispose of the Teck then head to where the fork in the road was. Now we'll switch to the Jet Adaptor. We'll be getting across but watch out for the Shield Attacker GTR. Also, watch out for the Teck as they'll be shooting down at you. There'll be at least three Shield Attacker GTR to deal with and any Teck above. We'll get to where the last Shield Attacker GTR is and dispose of it. Head to the ladder and up it. Once we reach the top and head to the right. We'll get where we can see a health capsule. Grab it if needed then use the Jet Adaptor to get back to the top. Head on the platform but be quick about it. Now head to the boss gate.

Boss Information					
					
<b>Boss:</b>	Tomahawk Man	<b>HP:</b>	28	<b>DWN:</b>	046
<b>Attack(s):</b>	4 (contact) 5 (Silver Tomahawk) 4 (feathers)				
<b>Weakness</b>					
Plant Barrier					
<b>Weapon Get</b>					
Silver Tomahawk / BEAT B-Part					

Now when we square off against Tomahawk Man as it can be a difficult battle to do. We'll have to watch carefully where he'll be going and what he'll be doing. As we'll bring out the Plant Barrier as we'll want to make sure each time that we use it that we'll score a hit against him. Although we'll have to be close enough to do so but keep on thing in mind is that each use will damage him the same. If we manage to use it one extra time without damaging him we'll have to finish the battle with the Mega Buster. Wanting to time the usage of it against him just to take him out with it. When we fight him we'll have to time it when he'll be trying to do an attack so we can avoid it and hit him. Doing it right as we'll bring him down for the count and gain his special weapon along with a bonus.





## Chapter Five: Impregnable Fortress

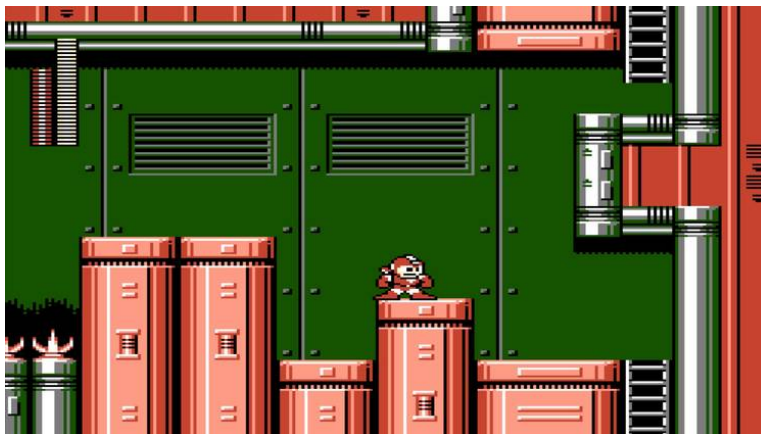
### Cast of Enemies

- Gamarn and Gamadayu [Sub-Boss]
- Ben K
- Cyber Gabyoall
- Dachone Ltd. Ed.
- Gabgyo
- Katonbyon
- Propeller Eye
- Shigaraky
- Spring Face Bomb
- Tadahou
- Teck


Onto the next stage. As we start as we make our way forward and not far inward as we'll have a Shigaraky to deal with. After disposing of it we'll get so far before we deal with another one. Once we dispose of that one we'll have another one but it'll be on a platform and have to jump to shoot at it. After dealing with that one get on the platform as there'll be a ladder but there'll be a platform on the very bottom. Head to the bottom and bring out the Power Adaptor. Clear the path with a charged shot and enter. Upon doing so we'll have a Ben K to deal with. We'll have to wait for it to throw the spinning spear before we can damage it. We'll have so long before it starts up spinning up another one. Once we dispose of it clear a path to the right of it. Drop down then head to the left when we land then drop down again and to the right. We'll come across a sub-boss.

Boss Information					
<b>Sub-Boss:</b>	Gamarn and Gamadayu	<b>HP:</b>	15	<b>DWN:</b>	---
<b>Attack(s):</b>	5 (contact) 3 (laser) 2 (bombs)				
<b>Weakness</b>					
Flame Blast					
<b>Weapon Get</b>					
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When we go against the sub-boss we'll have to aim for the eyes. Although we'll have to watch out for the bombs and laser during the fight. Watch for which attack will be coming as and avoid it as much as we can. The bombs will be thrown where we're standing as we'll be able to move out of the way fine. The laser we'll have to jump over to avoid it. Doing so we'll be able to take out the sub-boss with no problem. Once we take it down we'll head to the next area as we'll have a ladder to climb but we'll have a barrier we can break with the Power Adaptor if we need the E-Tank. If not continue going up to the ladder. Once up the ladder, we'll head to the left then up the higher platform so far before we'll eventually have to slide. We'll have to jump over some pitfalls that have spikes at the bottom. After the second one, we'll have a Shigaraky to deal with.



Upon dealing with that we'll have another one but is rather avoidable. There'll be a ladder in the upper right-hand corner that we'll have to get to using the Jet Adaptor. Once equipped head up to it. Upon doing so we'll have a Cyber Gabyoall as we'll have to keep the Jet Adaptor equipped. Head to the ladder and up it. Upon racing the top there'll be a Ben K to deal with. Using the Jet Adaptor to our advantage to avoid the spinning spears then drop back down to do damage to it. Once we dispose of it head to the edge. We'll have to use it to get to the higher ground. Careful of the first turning gears as they'll be going against us. As we get there we'll have to watch out for a few Spring Face Bomb before reaching the boss gate to prepare to fight Yamato Man.

Boss Information					
					
<b>Boss:</b>	Yamato Man	<b>HP:</b>	28	<b>DWN:</b>	048
<b>Attack(s):</b>	4 (contact) 4 (Yamato Spear spread) 4 (Yamato Spear shot) 4 (Yamato Spearhead)				
<b>Weakness</b>					
Silver Tomahawk					
<b>Weapon Get</b>					
Yamato Spear BEAT E-Part					

When we face off against Yamato Man we'll have to watch out for his Spear attacks. Mostly the Spear Spread and the Spear shot. The Spear Shot will be a single shot coming at us as we'll have to jump over it. After it hits the wall he'll head over to retrieve it as we'll have to jump over him. As for the spread, he'll jump in the air as it'll come out in waves of three. Watch out for where they'll be heading to avoid them. For the most part, those are the two main attacks we'll have to watch out for. We'll have to be on guard for which of those moves he'll be bringing out. Wanting to time our attacks right against him when he does his attacks to bring him down. Once we bring him down we'll get his special weapon and a special bonus.



## Chapter Six: Capital of Science

### Cast of Enemies

- Brain Break

- Brown
- Cyber Gabyoall
- Molier
- Skull Walker
- SW-525
- Tatebo
- Twin Roder

As we now head to Knight Mant's stage. Starting the stage as we go about dropping down in the drop area. When we do we'll have to watch out for the Twin Roder. Now we'll head to the next drop area. There's an extra life if needed by using the Power Adaptor to get to it. Dropping down to the next area as we'll have a Brown that we'll have to deal with when we get near it. We'll have to shoot at the armor as it'll peak out then hit it in the raised part. After disposing of it head to the next area. In the next area, we'll have a Molier to dispose of. Now we'll have to get across but watch out for the spikes that'll be coming down.


When they raise back up we'll be heading through. We'll have to jump over a set of spikes on the ground as we'll make our way to a safe spot. When we get in the clear we'll head back out as we'll have another couple of Molier to deal with before we can get past this part. As we get out there'll be another set of spikes in the ground to get over. We'll have a Tatebo to deal with but will have to wait for it to switch where we can fire at the cannon part. Shouldn't be too hard with a charged shot. Now head to the ladder and head up it. As we get up the ladder so far there'll be a Skull Walker to the left as we can dispose of it before reaching the top. Reaching the top as we go and drop down on the rotating gears. Now head to the next ladder.

Upon reaching the top of the ladder we'll have a couple of rotating gears. Use the two on the lower part to get over the spikes to the platform with the ladder. Head up the ladder and use the other gear to get to the next platform to the other ladder to climb it to the next area. We'll get near the edge before we have a Brown to deal with. Dispose of it like the other that we did earlier in the stage. Now we'll have to get to the bottom platform but there'll be a Brown there. Get there when we're in the clear to dispose of it. Getting on the next platform as there'll be another Brown. Heading to the bottom platform as we'll get on a couple of short platforms than one with a ladder. Dispose of the Brown and head up the ladder.

As we head up the ladder as we'll have Eddie bringing us an item we may or may not use. After that head to the ladder as we'll head to the next area. Heading to the right as we'll have a couple of Brain Break as it'll take two shots to dispose of them. Watch out for the spikes as well. When we get to the end there'll be an E-Tank that we can get with the Jet Adaptor if needed. Afterward, head down the drop area. There'll be an SW-525 as it'll drop down when we're near as we'll dispose of it. Head to the drop area as we'll get to the next area. There'll be a room where we'll be bouncing from ceiling to floor. There'll be Cyber Gabyoall here as we'll have to time it right to be on the opposite side of the platform. That's if they're on a platform in between.



When we make it through as there'll be a Cyber Gabyoall that we'll jump over as there'll be a block we can break open with the Power Adaptor. Bust it open and keep the Power Adaptor on as we'll break another one after we drop down. There'll be one more Cyber Gabyoall to deal with. Use a charged shot from the Power Adaptor to dispose of it. Now break through the last block and jump over the spikes to the boss gate.

Boss Information					
					
<b>Boss:</b>	Knight Man	<b>HP:</b>	28	<b>DWN:</b>	044
<b>Attack(s):</b>	4 (contact) 5 (Knight Crusher)				
<b>Weakness</b>					
Yamato Spear					
<b>Weapon Get</b>					

Facing off against Knight man as we may encounter him jumping a lot as we'll have to try to determine where he'll be going when he does. Also, we'll have to watch out for the Mace he'll throw at us and it'll depend on how far it'll go as well. Watching out for when he'll be landing and when he'll be attacking with the Mace will be a big part of this fight. Although using the Mega Buster we'll only be able to fire at him when he uses the Mace attack. Using the Yamato Spear, on the other hand, will go through his shield so you don't have to attack when he's vulnerable. Shouldn't take long to take him out with the Yamato Spear as we'll get his special weapon and a bonus.



## Chapter Seven: Ancient City

### Cast of Enemies

- Choker Oh
- Gabgyo
- Pelicanu
- Pooker
- Squidon
- SRU-21/P
- Submarine Flier
- Tatebo
- Wall Blaster II

Starting the second to last stage of the Robot Masters as we'll head off into a pool of water. Watch out for the SRU-21/P that'll drop from the sky when we get near the end of the pool of water. Dispose of it then get onto the platform. After getting on the platform we'll have a Pelicanu that'll be coming at us as we should be able to dispose of it. Once that we do we'll head to where we'll have to go in another pool of water. There'll be an SRU-21/P that'll drop before we do. If we time it right we can dispose of it before it gets in the water. Once we get in the water there'll be a couple more that'll drop. One will come down around where the pitfall is and the other just before we have to get out of the water.

As soon as we get out of the water there'll be a Pelicanu that'll be coming at us again. This one will be out of reach but watch out for the fish that it'll drop. When we get near the edge there'll be block platforms for us to get on to get further in the stage. As we get near there'll be an SRU-21/P that'll drop as we can dispose of it when it drops if we're able to. Now we'll get on the block platforms. When we get on the highest one we'll have another SRU-21/P that'll drop as there'll be a Pelicanu that'll be coming in as well. Dispose of the SRU-21/P and Pelicanu if possible.

Jump to the last block then back to the normal ground but when we do we'll have an SRU-21/P that'll drop down. Let that one drop as we'll jump to the normal ground as there'll be a Pelicanu that'll come in. After that, we'll have one more Pelicanu that'll come in that'll be out of reach to dispose of. We'll get near the high ground there'll be an SRU-21/P that'll drop down as we'll want to try to dispose of it. If we aren't able to wait for it to explode before dropping down to where it was. When we do we'll be in the water area. After the drop, there'll be a couple of Gabgyo to deal with before heading to the other side to drop down again.

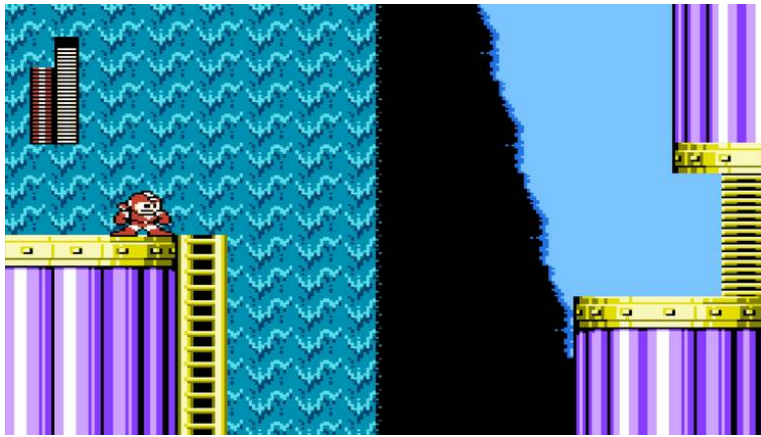
After dropping down we'll have another Gabgyo to deal with as it'll be a bit high as we'll jump to dispose of it. Watch out for the Wall Blaster II. Dispose of it then jump over but watch your jump so we don't land on the spikes. Once we land where the Wall Blaster II was as we continue onward. As we get near the edge as there'll be another Wall Blaster II and a Gabgyo to deal with. Once again we'll have to get to high ground but watch out as we'll time the jump once again. Watch out for the Gabgyo then drop down to deal with it along with another Gabgyo and a Wall Blaster II. Dispose of them then get to where the Wall Blaster II was. There'll be a couple of Gabgyo to deal with before getting to the next area.

There'll be a Wall Blaster II and a couple of Gabgyo to deal with. Dispose of them before heading to where the Gabgyo were to drop down the hole. As we get there to drop down as we'll be in an area where the water will be going up and down above us. When it's as low as it is we'll be able to use it to get a high jump for certain areas. We'll get so far as we'll have to make a jump over a pitfall. Not long after we do we'll have a Choker Oh to deal with. Dispose of it then continue onward. Not long after we do we'll have another Choker Oh to deal with. If we don't dispose of it jump over the spikes to where we initially saw it. Wait for the water to come down so we can safely get over the floor of spikes. After we do we'll have to jump over some spikes again but watch out for the Choker Oh.

Once through we'll get to the next area as we'll have a couple of Pooker to shoot a charged shot at before reaching the ladder. Head up the ladder to the next area as we'll have Eddie bringing an item for us. Grab it if you want to and head to the next ladder to the next area. Reaching the top there'll be a pool of water that we'll have to get up to the high ground to get into. After doing so we'll have a Submarine Flier that'll be coming in at us. Dispose of the cloud then the Submarine Flier itself. Jump over the spikes as there'll be another Submarine Flier that'll be coming in. Let it come in then dispose of it if possible then get out of the pool of water.

As we get out of the water as we'll have more block platforms to jump onto. As we do we'll have a few Submarine Flier that'll come in as we attempt to get across. Bring out the Jet Adaptor as we'll use it to help us get across to the other side to the ladder. Keep it equipped as we head up the ladder. As we reach the top we'll have to watch out for the SRU-21/P that'll drop down when we go about trying to get to each block platform. As we reach the other side head up the ladder then up it. When we do we'll have a Squidon to deal with. After disposing of it head forward.





After we do we'll see a boss gate and this is where keeping the Jet Adaptor equipped will come into play. We'll use it to get across to the boss gate that we see. Now we'll prepare to fight Centaur Man.

Boss Information					
<b>Boss:</b>	Centaur Man	<b>HP:</b>	28	<b>DWN:</b>	044
<b>Attack(s):</b>	4 (contact) 3 (shot) 2 (spread shot)				
<b>Weakness</b>					
Knight Crusher					
<b>Weapon Get</b>					
Centaur Flash BEAT T-Part					

When fighting Centaur Man we'll have to watch out for when he'll be disappearing and reappearing as we'll have to be on the constant move. At the same time when he reappears, we'll have to be on guard for when he'll use Centaur Flash on us as it'll stop us momentarily. We won't be able to move until it wears off, he makes contact with us or one of his shots hits us. We'll want to try to fully utilize our attacks when we can. That way we can do as much damage to him in between his disappearing act and when the effect of the Centaur Flash wears off. Shouldn't be too much to take him down and grab his special weapon.



## Chapter Eight: Mechanical Tower

### Cast of Enemies

- Cannopeller
- Cyber Gabyoall
- Pandeeta
- Power Slam



- Twin Roder


The final Robot Master stage. When we start the stage we'll make our way forward as there'll be a couple of Pandeeta to deal with before reaching the ladder. Upon disposing of them we'll head up the ladder to the next area. In the next area, we'll have a Twin Roder that'll be coming at us so dispose of it as quick as we can. Now head to the next ladder and when we do we'll have a Pandeeta to dispose of. After we do do we'll head to the ladder it's near and up to the next section. Next area we'll have a couple of fans in the ground that'll be helping us upward. Watch out for the Cannonpeller as we'll have to use the fans to help us dispose of it. Once we do use the fan on the left to get to the ladder to the next area.

Reaching the top we'll have a couple of Cyber Gabyoall to deal with as we can either use Blizzard Attack or Power Adaptor to dispose of them. Deal with the one on the lower platform and get the health capsule if needed. As we continue onward as we do as there'll be another Cyber Gabyoall to deal with before we come to a high platform. Get onto it as we'll have a Cannonpeller and a Cyber Gabyoall to deal with. As we deal with them get on the platform that the Gabyoall was on. When doing so we'll have another Cannonpeller to deal with before we can get fully across. Dispose of it then use the fan to help us to get to the next platform.

We'll have to time it right with the Cyber Gabyoall on the platform. When in the clear to get on it and jump over it to get to the next fan to help us. When we do we'll have to get so far as we don't want to go all the way up due to spikes on the ceiling. Get on the platform as there'll be a Cyber Gabyoall there so time it right to get on the platform and around it. Get on the other fan to continue on our way. Now we'll have a platform that we'll get on but it'll switch after a couple or so seconds. Wanting to time it right when it does and get to the next one. At this point, we'll have the Jet Adaptor when we land on the second one. When the second one switches we'll use the Jet Adaptor to get to the high platform. There'll be a few health capsules and an E-Tank. Switch back to normal and slide to the platform below. Use the platform to get to the fan and up to the ladder.

Once on the ladder we'll head to the next area. As we get there we'll have a Cyber Gabyoall as we'll slide under it to get to the ladder. We can climb so far before we can jump off to get an extra life and a health capsule if needed. If not keep on climbing to the next area. Reaching the top there'll be a Pandeeta to deal with. Dispose of it and head until you come to a pitfall with spikes on the bottom. There'll be another Pandeeta to deal with as we can shoot charged shots at it. Once we deal with it head to where it was to continue onward as there'll be one more to deal with before doing so. In the next area, we'll have a Power Slam but we'll be in a safe area so we can dispose of it from where we are.

The moment we disposed of it we'll head to where we'll have to drop down. Once we do we'll have a couple of Twin Roder to deal with before heading to another drop area. In the next spot, we'll have a Pandeeta to deal with before reaching where we'll have more fans. Get to the second fan as we'll have to dispose of a Pandeeta before we can get on the platform. When we take care of it and on the platform head to we get to another fan. Use it to get high enough to get to the next fan but watch out for the spikes on the ceiling. When on the other fan deal with the Pandeeta. Once we do that we'll get to the ladder to the next area. There'll be a health and weapon capsule we can grab if needed then head through the boss gate.

Boss Information					
					
<b>Boss:</b>	Wind Man	<b>HP:</b>	28	<b>DWN:</b>	047
<b>Attack(s):</b>	5 (contact) 4 (propeller shots)				
<b>Weakness</b>					
Centaur Flash					
<b>Weapon Get</b>					
Wind Storm					

As we face off against Wind Man we'll have to watch out for the propeller shots as it'll be a double shot he'll fire at us. We'll have to wait for when they're at middle or so to jump over them. We'll have to watch for when he'll be trying to use wind to bring us to him. When that happens we'll want to head in the opposite direction. After he does that he'll likely take off and come towards where you are to move quickly when he does. On a side note, he isn't going to need to try to bring you close to him in order to come at you like that so watch out. When using Centaur Flash on him we'll have to make sure to time it right as each use does the same amount of damage to him. So we'll have to time our shots with it as we did with Plant Barrier on Tomahawk Man. Wanting to use timing in this fight and be able to bring him down for the count.



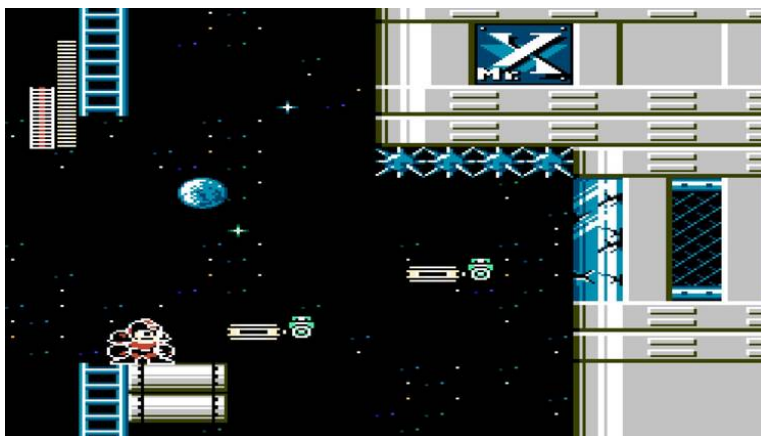
## Chapter Nine: Mr. X Castle Stage 1

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### Cast of Enemies

- Batabattan
- Cannopeller
- Cyber Gabyoall
- Hotchkiss'n
- Skull Walker
- Tatebo
- Wall Blaster 2

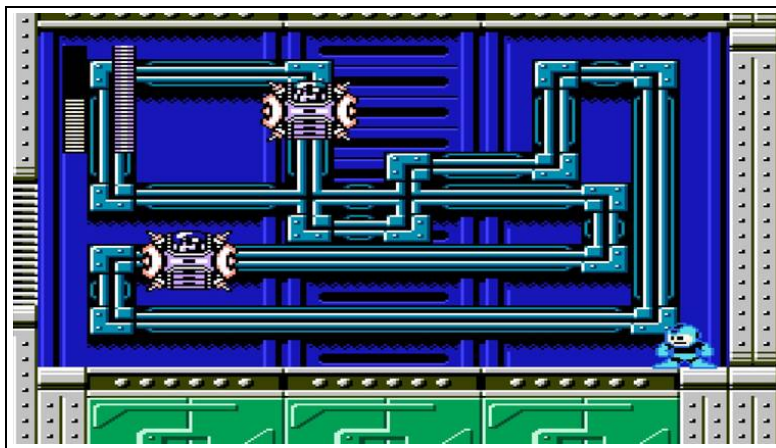
As we start the first Mr. X stage as we start making our way forward. As we make our way through as we'll have a few Tatebo to deal with before we reach a ladder. Upon making it to the ladder as we head up it to the next area. Reaching to the next area we'll have a Cyber Gabyoall on a platform as we'll have to time it right to get on it. As we do we'll jump over it and to the next ladder. Climbing the ladder and to the next area, we'll have to bring out the Jet Adaptor. Use it to get to the top platform while disposing of the Cannonpeller. We'll want to drop down and about halfway down activate the jets to get to the ladder. In the next area, we'll have a Cyber Gabyoall and a Cannonpeller. Dispose of the Cannonpeller and get to the ladder using the Jet Adaptor.



As we get up to the next area we'll have a couple of those platforms like in Wind Man's stage. Switch over to the Power Adaptor. Get on the first one then to the second. We'll want to start a charged shot before going on the first one. As we get to the second as we'll lightly make a jump to avoid touching the spikes. Release the charged shot after the jump to bust open a pathway. We may end up dropping back down to where the Cyber Gabyoall and Cannonpeller are. Use a charged shot on the Cyber Gabyoall then take out the Cannonpeller. Switch over to the Jet Adaptor again. Climb the ladder then on the first platform and when it switches jump to it.

After doing so we'll use the Jet Adaptor to get in the pathway we opened up. When we do switch back over to the Power Adaptor. Along the way, we'll have weapon capsules that we'll be picking up. Not far after we get in there'll be a Batabattan to dispose of. Once doing so we'll move forward but we'll have a block hanging from the ceiling to destroy with a charged shot from the Power Adaptor. Before we can go further and over the spikes on the floor there'll be another Batattan to deal with. As we do so, we'll get over to where the health capsule is as we'll have another barrier on the ceiling to break open. After doing so we'll make our way through as there'll be at least five Batattan to deal with before we come to one more barrier to break open. Do a charged shot we'll be treated to four extra lives. Head up the ladder as there'll be a couple of Wall Blaster 2 so they'll be avoided easily with the boss gate to the right.

<b>Boss Information</b>
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<b>Boss:</b>	Rounder II	<b>HP:</b>	28	<b>DWN:</b>	---
<b>Attack(s):</b>	4 (contact) 2 (bomb)				
<b>Weakness</b>					
Flame Blast Plant Barrier					
<b>Weapon Get</b>					
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For the first boss fight of the Mr. X stages is the Rounder II. We'll want to get to the far right near the wall. Although when we do we'll have to watch for the Rounder that'll come down the path near the wall so watch out for when it does. We'll have to watch their pattern as it shouldn't be too hard to get down. We'll want to use the Mega Buster for this fight with charged shots. Should be able to get at least two to maybe three shots on each rounder with each pass that they'll do. As this shouldn't be too hard of a fight as we should be able to take out both Rounders to advance to the next stage.

## Chapter Ten: Mr. X Castle Stage 2

### Cast of Enemies

- Hotchkiss'n
- Metall
- Molier
- Skull Walker

Starting the second stage as we make our way so far before we run into a couple of Metall. Dispose of them then we'll want to continue onward. We'll get so far as we'll have to make a jump. After doing the jump we'll get to higher ground as we'll then have to watch out for a Molier. Not far after we deal with that one we'll have another Molier to deal with before we drop down. After dropping down we'll get so far before we have a Metall to deal with. Get on where the Metall was as we'll have another Metall to deal with along with a Molier as well. As we deal with them then continue to the next area. There'll be a Metall to deal with on a platform. After disposing of its head to where it was and time your jump just right so we don't touch the spikes.

Reaching the next section as we'll have got to higher ground and get across a platform area as we saw in Gyro Man's stage in Mega Man 5. We'll have to be on the constant move here until we get to solid ground. Bring out the Jet Adaptor and use it to get across to the next platform. Once across we'll get to the next area as we'll have to get over a hole that'd lead to a platform. After getting across it we'll have a Molier to deal with before we can move forward. As we do that we'll get to where we'll have to deal with a couple of Metall. Dispose of them and jump over the hole so we don't fall in on the spikes. As we do we'll have another Metall to deal with near a hole that leads to a floor of spikes. Dispose of it and continue onward. There'll be a couple more Metall before reaching the next area.

Next area we'll have a Skull Walker and a Hotchkiss'n. Dispose of the Hotchkiss'n as we'll use the Jet Adaptor if still equipped to get across. Drop down and deal with the Skull Walker. Get to the higher ground and use the Jet Adaptor to get past the Skull Walker to the platform in front of us. As we do we'll walk over to the edge of it. There'll be a Hotchkiss'n as well as a Skull Walker. Dispose of the Hotchkiss'n quickly then the Skull Walker and probably the Skull Walker that's following you. There'll be one more Hotchkiss'n and Skull Walker as we get over a couple more pitfalls to the next area. As we do we'll have at least four Metall to deal with before reaching the boss gate to deal with the next boss.

Boss Information					
<b>Boss:</b>	Power Piston	<b>HP:</b>	28	<b>DWN:</b>	---

<b>Attack(s):</b>	8 (contact) 2 (bullets) 4 (boulders) 2 (boulder explosion)
<b>Weakness</b>	
Silver Tomahawk	
<b>Weapon Get</b>	
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When facing the Power Piston and the only way to damage it is by using the Silver Tomahawk. As we go about doing our attacks as we'll have to time each shot with the Silver Tomahawk count as much as we can. At the same time, we'll have to watch out for boulders that'll be coming down from above. As it can be hard when timing our shots on the Piston. When we time our shots just right we should be able to damage it and eventually bring it down as we'll advance to the next stage.

## Chapter Eleven: Mr. X Castle Stage 3

### Cast of Enemies

- Ben K
- Cannopeller
- Cyber Gabyoall
- Fire Telly
- Pooker


At the start of the third stage as we'll start on a platform. We'll have an extra life we can slide to but if we get it we'll have to break open a pathway with a Cyber Gabyoall in it. In the meantime, we'll just go to the ladder on the top right by using the Jet Adaptor. As we get there and climb it keep it equipped as we'll have to get to the platform with the Ben K. Want to time it when it throws the spinning spear as we'll just Jet over it and fire before the next spinning spear comes. Once we dispose of it head up the ladder and unequip the Jet Adaptor for now.

Before we reach the top wait for the Fire Telly to go by before we do so. After they pass finish climbing the ladder and head to the right. We'll come across a Pooker as we'll fire a charged shot at it. Once we disposed of it we'll head and drop down as there'll be a couple of Fire Telly coming our way. We'll get so far before we'll bring out the Jet Adaptor again. Using it to get on the platform above us. Now get to the one to our right as we'll have a Fire Telly to deal with as well get to the platform on the other side of the balancing platforms.

Once across we'll have another Pooker to deal with as we can use the normal charged shot or a charged shot from the Power Adaptor. We'll get to the other side as we'll have another Fire Telly to deal with. As we come to more balancing platforms as we'll have three of them to use to get across. Watch out for the spikes on the ceiling and the Fire Telly along the way. When we get all the way across as we'll continue onward. There'll be a couple of Pooker to deal with and after the second one, we'll have a Fire Telly coming our way. Reaching the next area we'll switch to the Power Adaptor to break some blocks. We'll have to time it right so the Cyber Gabyoalls aren't going to charge at us right away. When they do charge at us do a charged shot. Do this two more times as we'll get an E-Tank for our efforts along the way.

Now head up the ladder to the next area. When we do well have a Cannonpeller to deal with then head to the next ladder. Reaching the top we'll have to use the Power Adaptor to break another block to get through. As we do we aren't going to have to worry about the Fire Telly. As we get so far before we switch to the Jet Adaptor. There'll be a couple of balancing platforms to use to get across along with a couple of Fire Telly. Once we get across we'll have a couple more Fire Telly as a few Pooker. Switch to the Power Adaptor if needed to dispose of the latter Pooker. After doing that if doing so switch back to the Jet Adaptor.

There'll be a couple of balancing platforms to use to get across as there'll be a Fire Telly to deal with. Once at the end, we'll switch to the Power Adaptor to clear a path as we'll be able to claim a health capsule. There'll be a couple of balancer platforms to use to get across. Watch out for a couple or so Fire Telly along the way. As we get to the second one we'll have to watch out for the Fire Telly and Pooker. After getting across safely we'll be able to get to the boss gate to deal with the boss of the stage.

Boss Information					
					
<b>Boss:</b>	Metonger Z	<b>HP:</b>	28	<b>DWN:</b>	---
<b>Attack(s):</b>	4 (bouncing shot) 4 (straight shot) 6 (contact)				
<b>Weakness</b>					
Blizzard Attack					
<b>Weapon Get</b>					
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Can be a relatively easy fight as we'll have to watch out for the shots that it'll be doing. It'll switch between the straight shot or the bouncing shot. Although it can do the same one in back to back shots so watch out. We'll have to aim for the cockpit where the Metall is. Doing charged shots will work just fine for this fight. Wanting to time the shots just right and between when it'll be doing either of its shots at us. Shouldn't take that much to take it out for the count to advance to the final Mr. X stage.

## Chapter Twelve: Mr. X Castle Stage 4

### Cast of Enemies

- Colton
- Peat
- Shield Attacker GTR
- SW-525
- Tadahou
- Wall Blaster 2


Starting the final Mr. X stage as we'll head to the ladder and grab the weapon capsule. Now head to the platform near the other ladder as we'll have to do it quickly before it has a chance to turn over. As we get to the next area there'll be a couple of Wall Blaster 2 to deal with. Get to the ladder and dispose of them. Drop down and head to where the first one we walked under. Use the Jet Adaptor to get up there and to the ladder. In the next area, we'll see a couple of Wall Blaster 2 to deal with. After dealing with one as we get close to deal with the other as we'll see another one that we'll have to deal with. Once we dealt with all of them get to the second to top one. We'll switch out of the Jet Adaptor and slide. We'll come to an opening with a Wall Blaster 2. Dispose of it and slide again.

As we come to the end as we'll get o where we'll be between two Wall Blaster 2. Dispose of the one on the right then continue onward. As we make our way forward and over a block, we'll have to watch out for Peat that'll come up. Should be easily avoidable as we get to a platform to jump onto. When we get near where the second Peat will come out as we'll bring out the Jet Adaptor. Using it to get across as there'll be three Wall Blaster 2 along with a couple of chutes with Peat that'll come out. As we get on the platform between the second and third Wall Blaster 2 as we'll dispose of them. We'll want to time it right to get to the ladder due to the Peat that'll come out.

When we get in the clear head to the ladder and up it. When we do we'll have a Tadahou to deal with when reaching the top. Dispose of it then head to the ladder on the other side. Next area we'll have a couple of Shield Attacker GTR to deal with. Don't go all the way up the ladder as one will come all the way. After it heads the other way get up and dispose of it. Head to where the other is and use the Jet Adaptor to get to the platform above when it heads the other way. As we get to the ladder as we'll take this way to get through the stage.

As we get up there'll be an SW-525 coming our way on the ceiling. It'll drop if we're close to it on the ground so watch out. As we get past it as we'll get so far before another SW-525 will be on the ceiling as we should be able to dispose of it. Dropping down as we'll get so far before another SW-525 will come at us and drop down. Get to higher ground so it can't follow us. There'll be an SW-525 that'll be coming but it should be able to drop before it can get to us if we're standing where the ceiling for it ends. After disposing of it we'll continue onward. We'll have one that'll be coming on the ceiling as we can dispose of it. There'll be one in the ground in a small area. That one can be easily avoidable but after getting across act face to take care of the next one. As we'll have another we can get over to the next area. We'll claim an extra life while we're at it. There'll be two more we'll deal with as we'll stand on high ground until they explode.

After they drop down then drop down again until we come to solid ground. When we do we'll head to the left to drop down again. Making our way across as we'll have another Peat chute to deal with as there'll be five more Peat chutes to deal with. To add to it we'll have six Wall Blaster 2 to deal with along the way. By the time that we get to the final Peat chute, we'll have three Wall Blaster 2 to deal with. Especially one that's slightly above the boss gate. We'll have to dispose of it and get before any of the Peat can knock us down while trying to get across. When we get across safely as we'll prepare to fight Mr. X.

Boss Information					
					
<b>Boss:</b>	X Crusher	<b>HP:</b>	28	<b>DWN:</b>	---
<b>Attack(s):</b>	6 (contact) 2 (energy shot) 2 (split shot)				
<b>Weakness</b>					
Flame Blast					
<b>Weapon Get</b>					
----					

As we fight against Mr. X as we'll have to wait for him to be on the right side before we make a hit on him. Best time to do so is not long after he starts coming back. That way when he fires a shot at us we'll be able to avoid it without touching the ball and being damaged. This will be a repeat process until we're able to bring him down. Although the timing of the shots will be crucial for the fight. Once that we hit him with our last shot as we'll destroy his machine and we'll eventually find out the truth.



## Chapter Thirteen: Wily Castle Stage 1

### Cast of Enemies

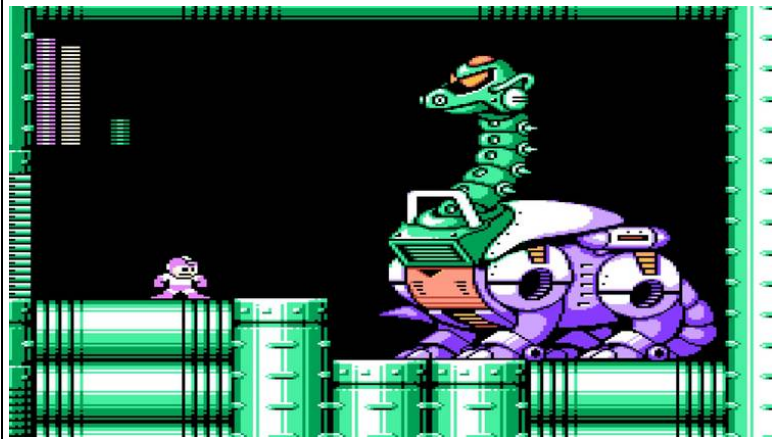
- Ben K
- Cannon Joe
- Cannopeller
- Cyber Gabyoall
- Fire Telly
- Metall
- Squidon
- Tatebo

As we finally make it to the first Wily stage. Starting the stage we can switch to the Power Adaptor as we'll head to the Metall that we see in front of us. A charged shot will deal with it even if it's hiding. Afterward, we'll destroy the cracked box as we'll get under there and wait for the Fire Telly to go across. When in the clear exit out and deal with the Metall. We'll head to the next cracked block as there'll be an incoming Fire Telly as we'll bust open the cracked block. By that time the Metall on the other side may open up as we'll have to dispose of it. There'll be an extra life after breaking open the block. After we get past there we'll have to continue onward. There'll be two Fire Telly and two Metall as the second Metall is up on high ground. Switch to the Jet Adaptor to get up there and drop down.

As we drop down to the next area we'll have a couple of Tatebo to deal with. Dispose of both of them before heading to the next drop area. We'll want to keep the Jet Adaptor on as we'll need to in a bit. As we drop to the next area we'll want to be all the way to the left. Dispose of the Cannopeller as we'll jump over the spikes then over the Cyber Gabyoall to the drop area. We'll have another Cannopeller to dispose of then use the fans to get across to the next drop area. The next spot will have two fans but watch out for the two Cannopeller. Dispose of them or if you're lucky enough you can get past them without doing so. Dropping in the next area we'll move to the right to avoid touching the spikes.

Next area we'll move slightly to the left. Before we drop to the next area we'll start up on the jets. By the time we reach the next area, we'll be moving to the right to land on the platform. Switch to the Power Adaptor to open up a pathway. Head to the ladder on the right as we head down as there'll be an E-Tank we can grab. After grabbing it if needed head down and through the middle of the pipes. Dropping down until we come to health capsules and afterward head to the cracked block to open up a path. After doing so we'll switch to the Jet Adaptor. Now drop down as there'll be one more path to the right we can get into if we're able to. Doing so we'll get weapon capsules. After getting them head out and drop to the bottom and after we do head to the right.

Keep going until we come across a Ben K. Dispose of it as we've done with the others. Once we do we'll get some more health and weapon capsules. Make our way forward as we'll come to where we see a Squidon and a pitfall to get over. Jump over the pitfall and to the Squidon. Dispose of the Squidon and move to the next area. We'll have a Cannon Joe to dispose of before reaching the boss gate.

Boss Information					
					
<b>Boss:</b>	Mechazaurus	<b>HP:</b>	28	<b>DWN:</b>	---
<b>Attack(s):</b>	3 (fireball) 6 (contact)				
<b>Weakness</b>					
Yamato Spear					
<b>Weapon Get</b>					
----					

The first fight of Wily Castle. We'll have to use the platforms that'll come out to ride up as far as we can and fire at the head of it. We'll have to keep at this until we dispose of it. Also during the fight, we'll have to watch out for the fireballs that it'll fire out. As some of the fireballs will hit us when we're on one of the platforms. So it can make it a tad difficult to get a hit on it every time when we ride up to to get a shot. When we're able to get up there with no problem take a shot at it. As the repeat process goes on as we'll eventually bring it down and advance to the next stage.

## Chapter Fourteen: Wily Castle Stage 2


### Cast of Enemies

- Brain Break
- Curlinger
- Shield Attacker GTR
- Tatebo

From the start of the stage we'll have an E-Tank we can get but not without using the Power Adaptor. Grab it you need to but if not head forward. As we do we'll have a couple of Curlinger to deal with. After we do so and head to where we'll drop down as there'll be another Curlinger to deal with. Upon dealing with the third one we'll continue onward there'll be a Shield Attacker GTR that we can slide under. We'll come to where we can get on a platform as there'll be another Shield Attacker GTR that we can get over then drop down. After we get past that one and another Shield Attacker GTR we'll have a Curlinger that'll be trying to drop down. We'll slide to avoid it as we'll drop down where we'll have a Curlinger to deal with. After doing so we'll make our way forward with a couple of Shield Attacker GTR coming our way. Jump over the one and make your way to the ladder.

Heading up the ladder we'll want to switch to the Jet Adaptor before we get in the next area. When we do we'll have the disappearing and reappearing blocks. We'll get on the one that's closest to us as we'll stand on it. When the one next to us appears to get on that one. After we get on that one we'll get on the one that comes near us to the top a bit. We'll stand on that until we get one that appears to the upper left a bit. One should appear below us as we'll get on it and switch back to normal to slide to get to the ladder.

As we reach the top and head to the right we'll have at least six Brain Break to deal with along the way. We'll find ourselves an E-Tank before we get to the last Brain Break and drop down to the next area. As we do we'll go until we reach solid ground. When we do we'll get a weapon capsule and head to the next drop area. We'll have at least five Brain Break to deal with before reaching the boss gate to deal with the next boss of Wily Castle.

Boss Information					
					
<b>Boss:</b>	Tank-CS2	<b>HP:</b>	28	<b>DWN:</b>	---
<b>Attack(s):</b>	3 (arc shot) 3 (bubble) 6 (contact)				
<b>Weakness</b>					
Wind Storm					
<b>Weapon Get</b>					
----					

The next boss can be a little tricky as we have the Tank-CS2. It'll be coming at us as we'll have to fire at where the cannon part of it. In the time it'll be attacking us with the Bubble and Arc Shot. We'll want to get as many shots on it before we have to fire normal shots at the wheels to push it back. Push it back as far as we can then we'll start back up at firing at the cannon part. As this will be a repeat process until we take it down. Although when we push it back the Arc Shots may get shorter to try to hit you. Keep to this as we'll be able to take it down without much trouble.

## Chapter Fifteen: Wily Castle Stage 3

### Cast of Enemies

- Gabgyo
- Wall Blaster 2
- Yaffu

Now onto the third Wily Castle stage. As we start off in the water area as we make our way forward. We'll get so far before we come across a Gabgyo. Dispose of it and we'll have a Yaffu that'll suck us towards it or blow us in the other direction. We'll dispose of it as this one sucks us towards it. There'll be an area with spikes on the wall with an E-Tank if needed. Dispose of the Gabgyo and get to the other side. When we go about doing so we'll have a Yaffu to deal with then make our way forward. There'll be a Gabgyo to deal with and when we get to where we'll have to jump there'll be another Gabgyo. That one should be easily avoidable as we'll have a Yaffu pull us in. When it does dispose of it and the Gabgyo. Making our way across again as we'll be able to avoid a Gabgyo. After doing so we'll have another Gabgyo and a Yaffu to deal with as we get over with the help of the Yaffu. Dispose of the Yaffu and jump to the ladder when the Gabgyu is heading the other way. When we get up to the next area we'll have a couple of Wall Blaster 2. Use the Jet Adaptor to get up to the ladder and to the Robot Rematch area.



After defeating all of the Robot Masters again we'll have another teleporter but instead of fighting Wily we'll head to the final stage.

## Chapter Sixteen: Wily Castle Stage 4

### Cast of Enemies


- Metall Potton
- Tadahou

The final stage of the game and question is are you ready for it? We'll be coming from the teleporter and be dropping down pas the Tadahou. We'll reach the ground and start heading to the right. We'll come to a Metall Potton as we'll have to do charged shots to dispose of it. Watch out for the Metall that'll come out from it. Once we dispose of it head on through as we'll have Eddie coming to us one last time to give us an item. We can take it or leave it then enter the boss gate.


Boss Information					
<b>Boss:</b>	Wily Machine 6 [1]	<b>HP:</b>	28	<b>DWN:</b>	---
<b>Attack(s):</b>	6 (contact) 3 (projectile)				
<b>Weakness</b>					
Silver Tomahawk					
<b>Weapon Get</b>					
----					

For Wily Machine 6 first phase we'll have to watch out as it'll jump from right to left and back to the right. We'll have to watch out for the projectiles as they'll shoot out in waves of three to watch for when they'll come out. For the fight, we can use the Mega Buster charged shots or bring out the Silver Tomahawk to do damage to it. We'll want to use the Silver Tomahawk to do damage to it. Watching for when the projectiles will come out after jumping from one side to the other will be the key factor in getting past this phase. Once we do so we'll be ready for the next phase.

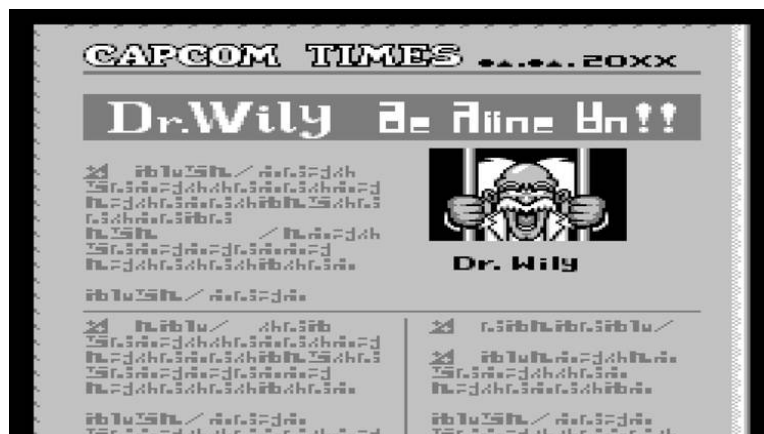
Boss Information
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<b>Boss:</b>	Wily Machine 6 [2]	<b>HP:</b>	28	<b>DWN:</b>	---
<b>Attack(s):</b>	6 (contact) 3 (projectile)				
<b>Weakness</b>					
Silver Tomahawk					
<b>Weapon Get</b>					
---					

When the second phase starts it'll be similar to the last one but this time the jumps will be to where you were standing last. Also this time around there'll only be one projectile that'll be shot out at us so watch for where it'll be to avoid it. Continuing using the Silver Tomahawk if you been using since the first phase to take him down. The strategy shouldn't change much to this phase as we should take him down with ease here.

<b>Boss Information</b>					
					
<b>Boss:</b>	Wily Capsule	<b>HP:</b>	28	<b>DWN:</b>	---
<b>Attack(s):</b>	6 (contact) 3 (projectile)				
<b>Weakness</b>					
Silver Tomahawk					
<b>Weapon Get</b>					
---					

Similar to the previous Wily Capsule we'll have to watch for where he'll appear and using the Silver Tomahawk on him. If he comes down low enough we can get at least two or three hits on him. Watch out for the projectiles he'll shoot out at us. The higher he is the fewer hits we'll be able to get on him. Keeping an eye on where he'll be is going to be key for the fight. When we manage to do the last hit on him we'll finally take him down. Or so we think.



## Parts / Items, Rush Adaptors, Weapons / Boss Weakness

### Parts & Items

Items	
<b>Item:</b>	Energy Pallet [Small]
<b>Effect:</b>	Restores small amount to the health bar
<b>Where Found:</b>	Varies
<b>Item:</b>	Energy Pallet [Large]
<b>Effect:</b>	Restores large amount to the health bar
<b>Where Found:</b>	Varies
<b>Item:</b>	Weapon Pallet [Small]
<b>Effect:</b>	Restores small amount to weapon bar
<b>Where Found:</b>	Varies
<b>Item:</b>	Weapon Pallet [Large]
<b>Effect:</b>	Restores large amount to weapon bar
<b>Where Found:</b>	Varies
<b>Item:</b>	1-Up
<b>Effect:</b>	Adds extra life to life total <b>Max:</b> 09
<b>Where Found:</b>	Varies
<b>Item:</b>	E-Tank
<b>Effect:</b>	Refills health bar <b>Max:</b> 09
<b>Where Found:</b>	Varies
Parts	
<b>Part:</b>	Energy Balancer
<b>Effect:</b>	Restores amount to the weapon with the lowest amount
<b>Where Found:</b>	Tomahawk Man stage

### Rush Adaptors

Rush Adaptors	
Rush Power Adaptor	
<b>How to Obtain:</b>	Defeat Flame Man
<b>Description:</b>	When attached to Mega Man he'll receive boxing like gloves on his arms. Can be used like the Mega Buster but is rather short ranged and can be charged to do damage to shielded enemies. Also can be used to make a new path in certain areas.
Rush Jet Adaptor	
<b>How to Obtain:</b>	Defeat Plant Man
<b>Description:</b>	Attaches to Mega Man giving him thrusters to reach hard to reach items anywhere from 1-Ups, E-Tanks, Weapon/Energy Capsules.

### Weapons / Boss Weakness

Robot Master		
Robot Master	Weapon Get	Weakness
Blizzard Man	Blizzard Attack	Flame Blast
Wind Man	Wind Storm	Centaur Flash
Flame Man	Flame Blast	Wind Storm
Plant Man	Plant Barrier	Blizzard Attack
Tomahawk Man	Silver Tomahawk	Plant Barrier
Yamato Man	Yamato Spear	Silver Tomahawk
Knight Man	Knight Ball	Yamato Spear
Centaur Man	Centaur Flash	Knight Ball
Mr. X Castle		
Rounder II	----	Flame Blast / Plant Barrier



Power Piston	----	Silver Tomahawk
Metonger Z	----	Blizzard Attack
X Crusher	----	Flame Blast
<b>Wily Castle</b>		
Mechazaurus	----	Yamato Spear
Tank-CS2	----	Wind Storm
Wily Machine 6	----	Silver Tomahawk
Wily Capsule 6	----	Silver Tomahawk

## Passwords

	1	2	3	4	5	6	Robot Masters Defeated
A	o	o	o				Flame Man
B	o						
C							
D							
E							
F					o		

	1	2	3	4	5	6	Robot Masters Defeated
A	o		o				Flame Man Blizzard Man
B	o						
C		o					
D							
E							
F					o		

	1	2	3	4	5	6	Robot Masters Defeated
A	o			o			Flame Man Blizzard Man Plant Man
B	o						
C		o					
D							
E							
F					o		

	1	2	3	4	5	6	Robot Masters Defeated
A		o					Flame Man Blizzard Man Plant Man Tomahawk Man
B							
C	o					o	
D				o			
E							
F						o	

	1	2	3	4	5	6	Robot Masters Defeated
A		o					Flame Man Blizzard Man Plant Man Tomahawk Man Yamato Man
B					o		
C						o	
D				o			
E							
F						o	

	1	2	3	4	5	6	Robot Masters Defeated
A							Flame Man Blizzard Man Plant Man
B			o				

C				o			Tomahawk Man
D		o				o	Yamato Man Knight Man
E					o		
F							

	1	2	3	4	5	6	Robot Masters Defeated
A							Flame Man Blizzard Man Plant Man Tomahawk Man Yamato Man Knight Man Centaur Man
B				o			
C							
D				o			
E							
F	o			o		o	

	1	2	3	4	5	6	Robot Masters Defeated
A							Flame Man Blizzard Man Plant Man Tomahawk Man Yamato Man Knight Man Centaur Man Wind Man
B				o			
C							
D	o					o	
E					o		
F				o			

## Contact & Disclaimer

To contact Stephen "Warhawk" Harris please drop me an e-mail at [gamefaqsarhawk@gmail.com](mailto:gamefaqsarhawk@gmail.com), with any questions, comments or any information that you may believe that I may have missed in this guide. Please don't send any hateful mail because I will not tolerate it because it can be considered harassment, so please make sure you know what you want to ask / comment before you send the e-mail to me. Be sure to have **Mega Man 6** in the subject so I don't accidentally delete the e-mail. This includes sending e-mails with some pictures which may be inappropriate. Please if you send me any e-mails with any kind of vulgar language such as the "F" word unless in a good way. You may also like me on Facebook to know about any future plans I will have with guide writing and all. Any questions asked on the page I will try my best at answering to the best of my knowledge about any of the guides I have done in the past, and yes even if it's a question on that game I have done one for. Even if it is to ask me what I plan on doing next and all.

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