

Mega Man 64 FAQ/Walkthrough Final

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Mega Man 64

6/28/01 Final

Questions, Comments or otherwise go to ChronoGamer00@AOL.com

NOTE E-mails with questions answered in my FAQ will be instantly deleted.

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-----<Information>-----

-----<1>-----

| Section | Info |
|-----------------------|--|
| Spoilers | A couple of things you should know. First of all, I have written this guide a specific order so that I will not spoil storyline for anybody. The walkthrough has no spoilers in it (Meaning I do NOT say "Walk into this room and then watch as Roll gets killed"). |
| Finding What You Want | On your browser if you hit "Ctrl-F" a dialogue box pops up, and then if you type in the key words (AKA typing "Shining" or "Powered Buster" or "Water") then clicking "find" you will be directed to every point in my FAQ with that word! |
| Story | The "story" section is what you should know BEFORE you play, and contains no spoilers. |
| Weapons | The Weapons section does contain spoilers about what weapons you can get, yes, so just don't read it if you want to be surprised about each weapon ;). Each weapon is listed, along with its Attack, Energy, Range, Rapid, Special and what parts you need, and where to get them. |

| | |
|---------------------------------|--|
| Movement | "Movement" is a section describing the unique way the movement works in Mega Man 64 (whoda thunk it). |
| Characters | "Characters" describes the important characters in little detail, just enough so that you understand who they are when I refer to them in my walkthrough. |
| Map Markers | "Map Markers" is VERY important, and should be read by beginners and experts alike. It describes an effective and timesaving tactic to exploring dungeons. |
| Before You Read the Walkthrough | "Before You Read The Walkthrough" explains itself (I would hope). Highlights include where to look for treasures and what the terms used in the guide mean |
| Walkthrough | "Walkthrough" is a detailed guide in which I have laid out a way to play through the entire game and get every single piece of equipment, every weapon and every part and not have to do any major backtracking. It contains detailed information on how to beat each boss, where to go and how to accomplish every task. |
| Speed Walkthrough | "Speed Walkthrough" is a guide divided into three sections. The first one (Highlighted Walkthrough) describes generally what you have to do to get a perfect game, without going into any detail. Go there if you just want to know what you have to do, but not how to do it. The second section (8 Hour Mark) describes how to beat the game on hard mode in under eight hours, so you can get the new-game prizes. The last section (2 hour mark) describes how to quickly beat the game in times as low as 1hr and a half. |
| Clarification | "Clarification" is where I try to explain the entire story of Mega Man 64, and the extended story that Mega Man Legends Two offers. |
| Buster Parts And Items | "Buster Parts And Items" err... describes the buster parts and items... |
| Special Tricks | "Special Tricks" are tricks that do not require you to use codes or a game shark, but are special ways you can play that will give you a natural advantage. |
| Codes And Secrets | Where you find codes and secrets ^_~ |
| Credits | Where I give credit to those who deserve it |
| Special Thanks | Where I credit those who played a MAJOR part in my guide |
| Copyright | Blah Blah Yak Yak stuff. Boring, just don't steal ;) |

|The Story So Far

|-----|
|This is definitely one of the most confusing story lines that one |
|will ever come across, but I will explain it to the best of my |
|ability. Note that this is only a look at what you should know BEFORE |
|you play. If you have beat the game and are confused over the story |
|line, go down to "Clarifications" and I will try to clear you up. The |
|story takes place in a world similar to ours. The only main |
|difference is that their money and power source come from little |
|gem-crystal things called "Refractors" ("Refractors" used as money |
|are called "Zenny"). There are people called "Diggers" who go into |
|ancient ruins and try to find refractors and other treasures that |
|will better human life. It is a very dangerous job, because in these |
|ruins are machines called "Reaverbots" that try to stop you at all |
|costs. Nobody knows where the Reaverbots come from, why they are |
|where they are or their purpose, they just bust your butt whenever |
|you enter their ruins. That's really all the story you know when you |
|first turn your N64 on. |
|-----|

-----<Weapons>-----

-----<3>-----

|1) Normal Arm

|-----|
|You start out with this arm, which is obvious because it is, yes, |
|just your right arm. But it gets even more confusing. When using your |
|Normal Arm, you kick ;) . So, this is actually your right foot, but we |
|will just ignore this minor flaw ^_^ |
|-----|

|Attack | Ok, but, not exceptional in any way. |
|-----|

|Energy | Infinite, it is not that hard to kick ;) |
|-----|

|Range | As long as Mega Man's leg. |
|-----|

|Rapid | About a one second pause between kicks. |
|-----|

|Special| If you use this on a vending machine, you get free soda. If |
| you use this on a trashcan and the lid doesn't fly that mean |
| that there is something in it, and if you get mad you can |
| kick something ;) |
|-----|

|Parts | You start out with both your foot AND your arm!!!! |
|-----|

|2) Machine Buster

|-----|
|This gun is exactly like a machine gun (fancy that). It has very high |
|rate if fire and pretty darned good range, but it's power is super |
|low. Not a very good weapon, but it can be useful in the first stages |
|of the game. |
|-----|

|Attack | Low to medium- definitely not a power weapon |
|-----|

|Energy | High, it is hard to get drained when using this |
|-----|

|Range | Not spectacular, but still very good |
|-----|

| | |
|---------|---|
| Rapid | Very very. It is a machine gun after all |
| Special | The bullets spread so you can hit multiple enemies. The spread is lame, and this weapon is medium power only when you don't let it spread. When it does spread, you're basically dividing a weak weapon into more pieces, so my advice is just not update the spread. |
| Parts | Blumebear Parts: Found in Downtown in a trashcan after you have completed the city hall mission. |

3) Powered Buster

This Weapon has VERY good power and AMAZING range. Great on bosses because you can stand back VERY far and blow them up to smithereens. It isn't great if you're up close, but that's what your left-hand is for, right?

| | |
|--------|--|
| Attack | VERY good, powerful enough to make a dent in a boss's confidence |
|--------|--|

| | |
|--------|--|
| Energy | Doesn't get too high, but high enough to get you through the battles you use it in |
|--------|--|

| | |
|-------|---|
| Range | Best in the game. You can kill things that you can't even see |
|-------|---|

| | |
|-------|--|
| Rapid | About one to two seconds between shots |
|-------|--|

| | |
|---------|---|
| Special | This gun's range is to be utilized if you want it to be effective. This gun cannot be used while moving, but after you fire your blast you regain motion. If you upgrade special, I believe the explosion and fire ball get bigger. |
|---------|---|

| | |
|-------|---|
| Parts | Cannon Kit: Found in ruins outside of the last sub-gate (outside of the area you fought the Bonnes in their digging machine). It is in a chest, and you do not need the drill or the high jump to get it. |
|-------|---|

4) Drill Arm

This gun is unique to say the least. It probably has the best attack in the game, (explained below) but I do not use it as a weapon. This gun is mainly used to knock down the weak walls in dungeons, and that is all I ever use it for ;)

| | |
|--------|---|
| Attack | Second or First most powerful (see Rapid) |
|--------|---|

| | |
|--------|--|
| Energy | When fully upgraded, it has infinite energy. |
|--------|--|

| | |
|-------|---|
| Range | ZERO. You can only use this on something RIGHT UP TO YOUR FACE. |
|-------|---|

| | |
|-------|--|
| Rapid | What makes this gun so powerful. It's a drill, meaning, it is CONSTANTLY active; if you hold the button you just stand |
|-------|--|

there drilling, and any enemy in front of you gets damaged EVERY SECOND IT'S ON. Only problem is the drill is tiny and you need to look right up a reaverbot's nose before you can hit them.

Special There are orange walls in dungeons (on the map they are bluish greenish) and they can be drilled through to reach hidden areas. In these areas are essential weapon parts, buster parts, etc. This weapon is just used to get these things, it isn't really for combat.

Parts Blunted Drill: Found in Main Gate where the three lion-reaverbots are. It is in a chest (it is not hard to miss)

5) Grenade Arm

This gun is a very rounded gun. Once fully upgraded it has average attack, energy and range with a little under average on rapid. It has an area effect blast (meaning it will hurt many enemies at once) and is a strong gun at the beginning of the game.

Attack Average. More powerful then the machine buster but less then the powered buster

Energy Average. Each individual bomb takes up near no energy- you could probably throw fifty bombs before running out.

Range Average. The bombs bounce around for a bit before blowing up and depending on how high your initial throw is determines the range

Rapid Average. One second pause between each throw.

Special This gun has three special features. One is that the grenades bounce off walls (woopdeedoo) and the second is the explosion it leaves damages all enemies in it's area. The other is that these grenades are magical, and have been specially made so that Mega Man can run right through the explosions without taking damage! Yay!

Parts Grenade Kit: found in cardon sub-gate in a chest

6) Spread Buster

This weapon will put a smile on your face :) This gun shoots out about ten grenades in a huge horizontal line. This gun is CRAZY. There are a couple of huge downsides. First of all, if you aim upwards the spread gets too much and you end up hitting your enemy with only one grenade. Second of all although this gun REALLY hurts like NUTS, you will find the spread of it kind of annoying. For example, if an enemy is charging at you they will charge through the explosion without getting killed and hit you. Another downside is that this gun gets very little energy, and you use it up quickly. I can definitely see that if you master this gun you are invincible, but for me personally its rate of fire is too slow and the spread is more bad then good.

| | |
|---------|--|
| Attack | Crazy to say the least, see special for a way for this gun to REALLY hurt. |
| Energy | Low, it gets used quickly and updated fully still is small |
| Range | Very far. But, the farther you aim the wider the spread. |
| Rapid | Not at all. The rapid is amazingly low |
| Special | Although the power of this gun is skyrocketed, the rest of it's attributes are all low, making this a great power weapon but that's it. What's really fun is to use it like you would the drill; that is, go right up to an enemy and fire, causing all ten grenades to explode on them :) It's a one-hit-KO most of the time. |
| Parts | Ancient Book: Found in ruins Old Launcher: Found in ruins Arm Supporter: Police side-quest two |

7) Vacuum Arm

This gun is very useful. After the destruction of a reaverbot, using this gun will suck up all the life and zenny it left behind. So if you are having trouble getting the money before it disappears, use this gun! It is not very expensive to upgrade either. The first time I beat the game I used this gun for a long time, it made things go faster and ensured that I got lots of cash, but, I don't recommend any of you guys do the same because I learned later that although a vacuum may make things go faster, so does a super powered attack weapon ;).

| | |
|---------|--|
| Attack | Zero, this gun isn't for kapow, it is for money. |
| Energy | Infinite! Yay! Update it to this ASAP |
| Range | Seemingly infinite, I have never been out of range of the money I was trying to vacuum in. |
| Rapid | Same as drill, as long as you hold the button, it is on |
| Special | Nothing really. Use it if you are too lazy to pick up the zenny or if you just want to ensure none of it disappears, this gun seems useful but actually is not very. |
| Parts | Broken Propeller: Trashcan in front of hospital Broken Motor: Cell box in apple market Broken Cleaner: Trashcan downtown |

8) Active Buster

This gun packs quite a punch. You shoot out homing missiles, one at a time, each one seeking it's enemies and blowing up on impact. This gun is by far the second best gun in the game. It gets infinite energy (for a draining 990,000 ;_;) and amazingly high of each other

|stat too. What makes this gun great is that you can stand far away, |
|fire 5 missiles a second, and have each one hit and kill the enemy. |
|Although this gun is amazing, the cost is just too damn much. |

|Attack | Yeeeeouch! Amazing! It is strong enough to beat every and any |
| boss and enemy with little to no effort |

|Energy | Infinite, but you gotta be REALLY rich. |

|Range | Far enough...you won't ever be having range problems |

|Rapid | As heck |

|Special| It homes onto the enemies. This weapon is the best |
| all-around weapon, and if it were not for the Shining Laser, |
| this weapon would be the best by a very large margin. |

|Parts | Guidance Unit: Found in Clozer Woods Sub-gate |

|9) Blade Arm |

|-----|
|If any of you have played Mega Man Legends Two, you would know that |
|the blade arm kicks butt. Well, guess what? In Mega Man Legends/64 it |
|is horrible. Although the attack is super high, and each other stat |
|is satisfactory, the range factor is horrible. And, what is worst of |
|all, is that with each slice of the blade, you take a step forward. |
|Eventually, you just end up smacking into your target. |

|Attack | Very very high. It hurts and kills even final enemies in |
| three hits. |

|Energy | Doesn't get too high, but, each slice of the blade doesn't |
| use up that much either |

|Range | Not very far, which would be withstandable if you didn't |
| take a step forward every slice... |

|Rapid | Not high, the low rapid really makes this gun unreliable |

|Special| Whenever you slice and do not hit the target, an energy |
| blade flies through the air in the direction you sliced |
| (kinda like Jambela in DBZ and Fierce Deity in Zelda 2). I |
| really wish this blade was more like the one in MML2, but, |
| oh well. This weapon is pretty horrible, do not even bother. |

|Parts | Zetsabre: Won for beating beast hunter |
| Pen Light: Found in ruins (need high jump boots) |

|10) Grand Grenade |

|-----|
|This gun is much better then most people give it credit for. Much |
|more powerful then the Spread Buster, this gun shoots one mega-ultra |
|grenade. The spread of this weapon is wide enough to consume a group |
|of enemies, but each of them gets the same crazy damage, instead of |
|the split damage that the Spread Buster offered. Killing even the |
|toughest enemies in three hits (the same as the Blade Arm amazingly), |

|this gun is very lethal. There are major downsides though.

|Attack | No comment- too high for it's own health

|Energy | The biggest problem. It does not get high, and each grenade
| uses up a lot. But, if you bring along a hyper cartridge you
| should be fine

|Range | Far enough to do the job

|Rapid | Fast enough to do the job

|Special| Well, this gun is definitely my personal favorite grenade-
| based weapon. It hurts like nuts, has great overall stats
| and you can move in-between shots (unlike, say, the Active
| Buster). A very great weapon, you should try it out some
| time ;). The only other use it has is blowing up one
| particular ceiling panel in one particular dungeon...

|Parts | Bomb Schematic: Found in flutter, in Barrel's room in a
| treasure chest

|11) Splash Mines

|-----
|*Yawn* Do not even bother with this one. This is THE worst weapon in
|the game, except on the first few bosses (and hard mode believe it or
|not)

|Attack | The equivalent of nothing

|Energy | Gets pretty high, but who cares?

|Range | Zero, you drop the mine straight down

|Rapid- | Very, too bad each mine does nothing

|Special| This gun may have high energy and rapid, but it gives near
| no damage. Especialy to end-of-game enemies. Just use it in
| the first Bonne battles, and the never use it again. On the
| upside, it costs near nothing to upgrade! Yay!

|Parts | Mine Parts Kit: Once you save the junk shop man, talk to
| Roll and you will automatically get the gun.

|12) Shield Arm

|-----
|This gun could be REALLY good if it had infinite energy. But since it
|doesn't I would have to call this weapon the second worst, unless
|used PERFECTLY (see special)

|Attack | Zero, it is a shield

|Energy | Pretty high, but drops fast

|Range | Right in front of you

| | |
|---------|--|
| Rapid | Same as drill- constant rapid |
| Special | The arm is used to protect yourself. It will protect you from charging enemies, bullets and almost any projectile. I do not know if it works against boss attacks, but you do not get it until later. If you use this arm you are forced to attack enemies with your buster gun. Now, although this could work well, it takes too long to stop firing your buster and put up your shield. Also, you cannot move while using your shield (sorry to you all who came from MML2). Basically, I would rather throw my Grand Grenade and blow up the guy instead of sit there firing a million buster shots, then stopping to shield. |
| Parts | Mystic Orb: Gotten from winning Balloon Fantasy Marlwolf Shell: Gotten after giving the gangsters a saw |

| | |
|--|---|
| 13) Shining Laser | |
| ----- No ifs, ands or buts, this gun is the best. No intro paragraph needed just read on ----- | |
| Attack | Highest |
| Energy | Infinite!!!! |
| Range | Loooooooooong |
| Rapid | SAME AS DRILL!!!! |
| Special | Read Rapid and Attack and you should already see the point. The Shining Laser is a long-range drill. Meaning, constant damage, highest damage. Energy is no problem, nor is range. Bosses are pathetic if you max this weapon out, no sarcasm, p-a-t-h-e-t-i-c. The ONLY thing that makes this weapon bad is that you cannot move and use it at the same time :(. But, when the boss dies in six seconds, who really cares? |
| Parts | X buster: Gotten from gangsters in exchange for the comic Weapons Plan: Ruins Prism Crystal: Gotten from girl in green in the museum |

-----<Movement>-----
-----<4>-----

Settings

When pressing options from the start menu, the top option asks you whether you want Z/R to be your turning or the control stick. I personally recommend you do Z/R and I will write this guide in assumption that that is the setting you have. Why do I prefer this? Because you cant side step if you choose control stick instead of Z/R! And side stepping is very important, especially for a certain trick >:) Press "R" to rotate right and "Z" to rotate the camera left, it's hard at first but you'll get used to it. Press left or right to side step, and forward or back to move in that direction.

"Quick Rotate"

Note that you can only shoot what is in FRONT of Mega Man, so if your enemy is behind you, you have to change the camera by rotating. The other thing you can do, is "quick rotate", which is to press the direction you want to go in (like down) on the joystick then tap "C-Down". You should auto-change directions.

Other Notes

The reason I gave movement it's own section is because it is unique to any other N64 game (that I have played anyways) and it needs to be clarified. There is a very big trick you can do with camera changing that will make nearly every boss easy- if you want to simplify the bosses (you loser ;) go down to "Special tricks".

<Characters>

<5>

This is NOT a full character list, only the ones I refer to in this guide.

Mega Man

Who you play as, you are referred to as "blue boy" a lot too (and also "hippopotamus" if you do things right). Mega Man is a digger (see story) with unknown origin. He was found in a ruins by Barrel

Roll

An amazing scientist, she creates and enhances all your weapons. She is 14 years of age, and seemingly has a crush on Mega Man.

Barrell

The old half-metal head weird guy. He is Roll's grandparent, and is not too terribly important in this game, but is referred to a lot, so that is why he is listed here. He found and adopted Mega Man, and was once was a world-famous digger (when he was younger).

Tron

The opposite of Roll, she is also a technician/scientist who develops weapons and vehicles. The only difference is she has evil tendencies and is generally up to no good. She also has a crush on Mega Man (good grief).

Teasel

The weird green guy with the white hair. This guy is always trying to stop you (Mega Man) and is a constant annoyance. He is Tron's

| brother, and acts like the leader of the company
|

| Bomb
|-----
| The big fat guy that says "faboo". He is not important at all, but
| he reappears with Teasel and Tron, he is their brother.
|

| The Mayor
|-----
| Yes, I know she has a name but so we don't get mixed up I will
| always refer to the mayor as.. The Mayor!
|

| Servebots
|-----
| Weird yellow lego men that have high-pitched squeaky voices. They
| are constant mini-bosses, and according to the instruction manual
| there are 40 of them.
|

-----<Map Markers>-----
-----<6>-----

| Explanation
|-----
| When exploring the dungeons in Mega Man 64, it is best to follow the
| strategy that I have named "Map marking". When you enter a dungeon,
| your map starts out completely blank. As you walk around, walls and
| ground appear on your map. You always want the entire room you are
| currently in to appear on your map. Why? Because if, by chance, you
| missed an item and are back-tracking through dungeons, it is best to
| know what rooms you have explored.
|

| Example
|-----
|
| |---- -----|
| | |
| | |
| |-----|=|-----|
|

| The drawing above represents a room on your map. The (~) is a door,
| and all other lines represent walls. If you were to enter the dungeon
| which contains this room, and were to look at your map, you would see
| that the top and bottom right of the room were not explored. This
| could mean that you missed a door, or it could mean that the room is
| a dead end. You really have no way to tell unless you enter the room
| again and look. So to avoid this un-needed exploring, make sure each
| wall and floor panel of each room you have explored is marked on your
| map. To mark the walls you see onto the map, you simply have to walk
| up and touch them. Get it? Got it? Good.
|

-----<Before you Read The Walkthrough>-----
-----<7>-----

|Terms

|-----|
|A "Zone Door" means that when you open the door, you're screen blacks
|out and you appear in a new area with a new map

|-----|
|A "Normal Door" simply opens and closes; there is no area change

|-----|
|An "Area" is the current map your on
|-----|

|Treasures

|-----|
|When exploring a dungeon, it is VERY important you look for holes in
|the walls!!! MOST treasures are NOT in chests!!! They are in little
|black holes in walls, and most of the best stuff are in them.
|-----|

-----< Walkthrough>-----

-----<8>-----

-----<Intro Dungeon>-----

-----<A>-----

After watching the intro, you will appear in a tower dungeon. This
dungeon is definitely the easiest and most self-explanatory of them
all. You really do not need to explore this dungeon to any extent, but
you can if you are rusty or if you just want some early zenny. But, if
you are new to game, I recommend you start to get used to Map Marking,
because this is the easiest dungeon to do it in. Listen to Rolls
advice, and go through each door you see (there is door per area, so,
it is not that hard to figure out which door to enter). If you are
curious, the only things you can find by fully exploring each area are
a trap and reaverbots. Eventually, you will find a room with three
pillars and three reaverbots. Blow up the reaverbots and collect the
zenny they leave behind. This is a good place to practice the Circle
Strafing technique (see special tricks). Continue on and you will reach
an opening blocked by a blue force field. Just ignore and continue on,
and you will find another opening which leads to a room with two
electric pillars. Figure out what to do with them, and you will
deactivate the force field (this is pretty obvious, if you cant figure
this out, turn off your N64 and return this game). In this same room,
continue going north and you will find two chests; one with zenny, the
other with a buster part, "Power Raiser". Equip Power Raiser, and go
out of this room, and back to the area where there was a force field
(marked with a blue square on your map). Enter the room and get ready
for the first boss.

Boss 1- Weird One-armed robot man

Attacks- Only has two. In one he slowly walks up to you and then slams
his arm on the ground. The second one only happens if you are far away
from him. If you are, he will charge at you with his arm.

Damage- Both attacks do not hurt terribly much, but, both let loose
explosions upon impact to the ground (or your head).

Strategy- Circle Strafing works perfectly on this boss. He never can
hit you once. But, it is just as easy to shoot at him, wait until he
draws back his arm, and then move to the side. Don't do any jumping

rolling or any fancy on this guy, he is a piece of cake.

-----<To Town And The First Ruins>-----

Figure out where town is (not too difficult; there is a sign that specifically tells you "To Town") and watch the cut scene. Go talk to Barrel, and then head back towards town. Enter the north gate, and behold Apple Market! This place is a great source for money (see Special Tricks) and is also the easiest place to go to for your battling needs. This place also teaches you early on to explore EVERYTHING. There are trashcans and boxes scattered randomly around this hallway. Both trashcans and all the boxes contain zenny, except for one trashcan that contains the "Broken Cleaner". Get that, and then enter the only shop here that matters, the junk shop! Talk to the lady, and then it is on to the first ruins!

It is very important that you Map Mark here, because you will definitely regret later if you forget to. Explore every nook and cranny, and mark everything down. You will find one door too high to reach, one ledge too high to reach (both towards the beginning) and one huge orange wall that is mysteriously blocking another path. Ignore all three of these things, because you can't do anything with any of them. Once you have explored the dungeon to it's fullest, and have checked every wall and chest, you should end up with zenny and Rapid Fire. Exit the dungeon and go talk to the junk store owner. After much dialogue, you can choose between two names. Pick either one, it does not matter, and then go talk to Roll. You will receive your first (and worst) weapon, the Splash Mines! Simply press C-Left and you will drop a pitifully weak mine right in front of you. If an reaverbot is stupid enough to step on it, it will damage (not kill) it! Go back to the Apple Market and sneak up on the kids (punks). Once you have heard their ploy, head into the junk shop. Buy a shield repair, then go and buy Power Raiser (both) and turbo charger (both) *WARNING*, DO NOT BUY RANGE BOOSTER!!! ALPHA OR NORMAL!!! With your left over money, I suggest you buy two energy canteens, and use the rest of your money on life gauges. Actually, it is best to kick that can until you have all of your Life Gauge upgrades, because then you will have the maximum health for the entire rest of the game. It will get pretty expensive, but you will thank me later ;). Go in the "N" door when you are done, watch your cut-scene, then off to downtown!

-----<Downtown And City Hall>-----
-----<C>-----

In downtown, the first thing you want to do is go trashcan searching. In one of them (across the street from the library) is a trashcan with the Broken Motor! Don't bother exploring the rest of downtown, there is nothing of any interest, importance or anything else for that matter. Head towards the door with an "N" and talk to the guard in front of the mayors building (the big 'ole building in the northern part of this map). Watch the cut scene, then leave the building. Watch the next (semi-humorous) cut scene and chase after Tron to downtown. Talk to her, then to the dog and watch the cut scene. Once you have finished this, head south, through apple market, and to Roll. Watch the cut scene. Talk to her then watch another cut scene. Now head back to downtown, watch one final cinema and it is boss time!

Boss Preparations: It is best to have high attack and energy for this one

Mini-Boss- The Three Weird Machines

Special Notes- There are three bosses here, but all three are easy as heck. The Red machine is the strongest, the Blue machine is the fastest, and the Yellow machine has the most life. There are also two flying ships above your head. One of the three ground machines has a key, and you do not know which one. They also pass the key amongst each other as well, so it is hard to tell who has it. Each time I have played this boss I have beat all three of them anyways, for the money and the fun, but if you are in a hurry I believe the blue one starts with it. Also, all five of these vehicles can blow up surrounding buildings, light posts and other scenery so try to keep them from doing that! How? Just basically don't be in front of one, because that would mean that the bullets or bombs would fly past you and hit the building.

Attacks: Only three. They can run you over, shoot you with a machine gun or throw a bomb at you.

Damage: Being run over hurts the most (about a square), the machine gun bullets don't even phase you and the bombs are so easy to avoid that you won't have to worry about it ;)

Strategy: Start off by running up to the blue machine and keep laying down Splash Mines. He will die before the battle has barely started. Once this has happened, all the other vehicles will start moving around. You should first blow up the flying vehicles, because they are the most annoying and easiest to kill. After they are down, head off for the first ground- vehicle you find. If it is yellow he will be hard to keep up with, but by cutting corners you should be fine. Once he is dead, blow up red and gather his zenny. If you are low on health, you may want to go kick a vending machine and get full health ^_^ Right after you pick up the Bonne Family Key, you go straight to...

Boss 2: Squid-headed, four-legged red machine

Special: You have to keep something in mind the entire time you are fighting this boss; if you are in front of a building and you dodge an attack, the attack WILL hit the building behind you, and it WILL blow up! So, you must stay on the street and right in front of him the entire time! Besides that this boss is nothing special

Attacks: He has many.

Bullet Spiral- he spins around and shoots a circle of bullets

Bullet Stream- He shoots a semi-straight stream of bullets

Bomb Spiral- He spins around and shoots a circle of bombs

Bomb Stream- He shoots a semi-straight stream of bombs

Missile Shock- He slams his legs together and a missile fires at you

Charge- He charges at you

Damage:

Bullet spiral- A square, not too bad but not too good either

Bullet stream- Ouch. Three squares at the most

Bomb Spiral- Depends. At the most two squares

Bomb Stream- do NOT get hit by this! You will get hit by many bombs over and over, and this can lower your health A lot

Missile Shock- Hurts like nuts, dodge this at all costs!

Charge- Not much, usually just breaks your shield

Dodging:

Bullet Spiral- Err, just jump over the spiral ^_~

Bullet Stream- move to the side, that's it ~_~

Bomb Spiral- Run away! Don't try jumping or you will land on the explosion

Bomb Stream- Same as Spiral except run towards him and to the side

Missile Shock- Easiest to dodge, just roll or move to the side

Charge- Stand between his head and his leg and he will miss you

Strategy:

Stand in the middle of the street and fire at him. If he shoots an attack refer above to how to dodge it, and then continue firing. This is a very easy boss as long as you dodge each of his attacks (not very hard). If you get in trouble, kick a vending machine! If you just cannot seem to avoid his attacks, you can try circle strafing. The only reason I do not recommend it is because the buildings are GOING to be destroyed.

Once the boss has been destroyed, go to the north gate and talk to Data. Select "Tell Me..." "What should I do now?" then when he asks if you have any range-increasing buster parts, say NO. You will get a free Range Booster Alpha! He will then ask if he has been a good boy. If you say no, he will take back the range booster, so just say yes ;). Go back to the junk shop and buy your buster parts, life gauges and extra packs (you only really need 11 energy packs in total by the end of the game and you will be fine). Head north, and head north again for another boss fight!

Mini-Boss: Tractors and Flying Arms

Mini-Boss Preparations: Although the game recommends you use range, I found power and energy to be the most useful attributes here. If you need range, pick range and energy.

Special: There are three different kinds of units here. Red ground units attack city hall and have weak armor. Yellow ground units have stronger armor and attack the first thing they see (including city hall). The third units are flying arms (no joke) and they drop off the yellow and red units. The goal is to protect city hall, but in reality the only building that you would want to save for future purposes is the Police Station. Whatever is destroyed you can pay to re-build, so concentrate on protecting the police station and city hall. You can also blow up the news blimp hovering over city hall to become Dark Mega Man real quick (see Special Tricks).

Attacks: The ground units do not attack you, and the air units drop bombs on you

Damage: The bombs do near nothing

Strategy: The best way to go about this mission is to kill the flying things FIRST. Since they drop off more units, killing them would stop the unit flow. To make them appear, destroy a unit. When a fly guy appears to drop off a new one, blow him out of the sky. Repeat. You will most likely lose SOME buildings in the process.

After you defeat every enemy, you will watch a cut scene and then have to fight

Boss: Baby In A Can

Attacks:

Missile Launch: He launches a missile out of each of his fingers and they home onto you

Long Lick: He shoots his tongue out at you

Slap-Clap: He reaches out his arms, flies to you and then claps his hands

Beat-up: Not done to you; he does this to buildings.

Dodging:

Missile Launch: Right before they hit you, roll to a side. You might still get hit by one missile

Long Lick: Move to the side, really easy.

Slap-Clap: run away from his hands

Strategy:

This boss is kind of hard, mainly because he does his attacks quickly. The worst combo he has is two missile launches, followed by a long lick followed by a slap-clap. The best way to beat him is to circle-strafe around him until he shoots his missiles. Roll, the continue circle strafing. If he does a slap-clap, jump while circle strafing and you should make it over his hands. If you have a lot of trouble, you can lead him to a light post and have him beat it up while you nail him from behind. He will not turn around to hit you until the pole is gone.

-----<Another Ruins, The Digging Site And The TV Station>-----
-----<D>-----

Once the boss has been defeated, watch the cut scene and then go towards the front of city hall and into the truck. Talk to Roll and get the walkie-talkie (use this to all Roll to pick you up and take you places; only works in certain places). Go downtown and head towards the West door (but don't go in it!). Between a blue and yellow building is a trashcan, check it to get the Blumbear Parts! With that said and done, go north to city hall, then north again and watch the cinema. You will notice that you cannot make it up to the hill where there are watch-towers on top and a building as well. Well, go around the walls of the hill and you will eventually find a point where you can jump and cling on to the ledge. Do that and head towards that building (it is actually the second and only other junk shop). Outside of the shop is a Cell box, check it and get the Safety Helmet. In the junk shop are two new parts, the Blast Unit and the Sniper Unit. But, more importantly armor is now available! You can buy it now or later, but either way buying the jackets (Flak, Kevlar) is your TOP-most priority, for they will GREATLY decrease the amount of damage you take. Go outside the shop and head north east, into a meadow-like place. Head north (stop and recharge at Data, but don't go into the door next to him!) and head into the ruins. There is only one path you can take, and once you are done you should end up with zenny and a Cannon Kit. Once you have finished head out, re-charge at Data and enter the door behind him. Watch the cut scene then blast through the enemies. Jump down and get ready for...

Boss: Teasel Tries to Dig With a huge Yellow Vacuum Cleaner

Boss Preparations: Full out attack. You wont need range or energy for this one. Rapid and attack is fine. Also have Splash Mines on (this is your last time you will ever use them)

Attacks:

Bombs: Bombs are dropped out of the hatch

Missiles: Five missiles are shot out of the hatch into the air, and drop down on your head (if your unlucky)

Green Energy: Homing energy balls

Slap: Slaps his hand at you

Run over: Runs you over

Dodging:

Bombs: Trust me- you will never get hit by a bomb

Missiles: Trust me- you will never get hit by the missiles

Green Energy: This one is tough. You have to wait until the energy balls are just a little bit away, then roll to the right or the left.

Slap: Impossible to dodge (that I know of). Read strategies to see how you will never be in the position to have to dodge it.

Run Over: Very hard to dodge, just run away and try to get away fast enough.

Strategy:

This boss is easy simply because his attacks are all very easy to dodge, and the ones that are hard to dodge give little to no damage. First you need to blow up his treads (the conveyer belts at the bottom of the machine; his feet). It will take a while, but after you do he will be dramatically slowed down. Next, blow up all the surrounding tanks, then jump up the ledges so that you are at a ledge above him. Once you are there, jump aboard his back and wait for the hatch to open. If he shoots a green energy ball, turn the camera so that the boss's back is across the screen horizontally and roll into the boss:

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When he opens the hatch, start dropping splash mines like crazy. Once the hatch closes, jump back to the ledge. Dodge his attacks, then jump on his back again and drop more splash mines. That should be it, if not, just repeat one more time. Watch the cinema. Start to leave, and you will get a transmission from Roll. At some point you will get the option of Yes or No. Say yes or you have a long walk ahead of you. You will end up back at City Hall, and you now have the option to donate money to re-build the destroyed buildings. I would re-build them all, but if you want to only re-build the essential ones, they are the library, police station and the residential buildings. Once you have done that, go into the truck, and go to item development. You should get the Helmet, the Powered Buster and the Machine Buster. Head back to downtown, and go West, and you will be in Uptown. Go to the huge TV building and talk to the lady behind the counter. You will have the option of playing one of two games:

Beast Hunter:

How to play: You want to kick the ball and hit the dog, not the man. Each time you hit the man you lose a point, and each time you hit the dog you get a point. If you kick a dog and hit the dog you get two points, if you kick a dog and hit the person you lose two points. If you kick a ball and hit a gold dog (which will at two points run by quickly) you will get two points. If you kick a dog and hit the golden dog you get three. The object is to get as many points as it says to pass each rank. You need to pass C, B, then A and you will get a prize for beating A.

If you just want to win: Don't move in any direction, and press "B" to kick the ball or dog. Hit the dog whenever it is in front of you, and hit the golden dog when it runs by. You should be able to easily beat all the ranks

To be a pro: My record is 28. Here are my tips on how to get a very high score. Hold C-Down so that you can slowly move sideways. Once you kick the dog when he is in front of you, scoot to the side and hit "B" to kick the ball diagonal left, or scoot to the other side and hit "C-left" to kick the ball diagonal right. Using this strategy you can hit the dog five times in one rotation. I have never been able to get 28 again, my average is 24.

Your prize: A zetsabre!

Balloon Fantasy:

How to play: Shoot and pop all the red balloons within the given time. If you hit a blue balloon a second is added to your time. Beat C, B, then A to get a prize.

Just To Win: Don't move at all, just press Z or R to move the camera left or right, and shoot at the red balloons. You should be able to win just fine just by doing this. It will help to max out your rapid and energy to the highest you can.

To Be A Pro: My record is exactly five seconds. Max out your rapid and energy before you get enter the game. Say you want to play balloon fantasy, then when you appear in the arena, DO NOT PRESS ANYTHING! The balloons will be bouncing around. Press "A" when the balloons seem like they are in a perfect arrangement, and then fire like crazy. Hold Z AND R so that you can turn faster, and also shoot over (and under) the blue balloons.

Your prize: A Mystic Orb!

Skating Game: (NOTE: You will not be able to do this mini game quite yet. You need to jet skates which you will get later on. When you have them, talk to the man to the right of the counter to start this one up)

How To play: Pick a course, then skate through the cones. Hitting a yellow cone stops the time for one second. The goal is to clear all the cones and reach the finish before time runs out.

General Tips: Before attempting this mini-game, you may want to practice outside a little bit. Get used to sharp turns (R/Z), as well as breaking (holding down) speeding up (holding up) and combing these both. When you are a pro at all of these, head to the...

Straight Course: This is a breeze. Just skate through the cones, take a sharp right turn to hit the first yellow cone, head straight for the second yellow cone, make a sharp right turn and clear the last three sets of cones. Practice here until you get the top new record before going on to the...

Left Turn Course: This one is trickier. Utilize you sharp turn, and remember to always hold up. On the left turn itself, stop holding up, and hold Left/Z. After that, continue holding up and sharp turn your way to the finish. Definitely practice here a while, perfecting your

sharp turns, and when to hold up. When you feel you are good enough (or you made the number one record) move on to the...

Technical Coarse: The hardest of them all. I have no tips on this because your own reflexes will determine how well you place on this. You will need to use a combination of Down/R's, Down/Z's, Up/Z's, Up/R's, R's, Z's and non-sharp turns. I am attempting to write exactly how I do it, but it is very hard to describe. If you can master the previous two courses you should be fine.

Prizes:

Straight: Music Box

Left Turn: Omni-Unit

Technical: Giant Horn

-----<Cardon Sub-gate>-----
-----<E>-----

Go to Cardon forest and go south (away from town). You will find a cave entrance and a lady in front of it. Once you get close enough, you will watch a cinema. Go into the cave entrance, and you will end up not in a cave, but a huge meadow. Blow up all the tanks blocking Roll's way, then enter the ruins. Remember, scroll down to the "Maps" section and print out the map of this sub-gate to make your life a whole bunch easier. First things first. Go right and check out the control panel. After you do that, enter the door on the right to enter the main room of the dungeon. Now, in this room are weird beehive thingys on top of the platforms, and green charging men on the floor. If you have a powered buster out, use it on the beehives and the beehives AND the bees will die all at once! A WHOLE mess of zenny will fly out, you can do this a couple of times to make some cash. As for the green men, you will encounter their kind (in a variety of colors) throughout the game. To kill them, shoot them until they charge at you, then right before they hit you jump to the side/roll to the side. Jump from platform to platform, and on the uppermost platform (next to the entrance platform) there will be a starter key! After getting it, continue your platform hopping until you get to the bottom-center platform, which will have a door on it. You will zone, and then be in a room with a conveyer belt running across it and alot of golden sun things in the air. The golden sun things explode upon contact, be careful. Ignore everything and go strait across the room. You will be in a weird blueish place. Take a small left and open the chest, containing a "Grenade Kit". Turn flat around and go up the slope. You will be in a room with icy platforms. Careful, they break upon being walked on! Make your way across (ignore the chest) and enter the door on the other side. You will now be (very) high up, in the main room again. Open the chest to your immediate right, and you will get a "Spring Set". Keep going along the path, and you will find a hole in the wall (next to the door you haven't been in yet) and it contains a "Old Bone" Enter the door and you will be in a room with three force fields and three weird pillar thingys with buttons in front of them. The goal is to step on all three buttons, then run past the place where the force field is. If you are too slow, the force field will re-activate and you will have to press the buttons all over again. The easiest way to do this is to keep the camera strait forward (towards the switches) and run from side to side, then after the third switch, jet to the force field. This should not be too terribly difficult. Keep walking, and you will find another key! Enter the nearby door and you will be back again in the main room. Go back to the lower-center door again (where there were all those golden suns), and back up to the room with the icy platforms that shattered when you

walked on them. Go walk on the platform with the chest on it, and have both you and the chest drop. Next, follow the conveyer belt up to the wall and you will find a switch. Press it. Go down the conveyer belt and you will be in the previous room. Quickly take a right and get the hole in the wall. It will contain an "Old Doll". Continue down the conveyer belt and you will be in a new room with even MORE golden suns. Blow up real quick, then watch as the chest gets crushed by the spiked roller. Pick up the key that flew out of the chest. Before you leave this room, check the nearby hole in the wall to get 300 zenny. Leave this room via a nearby door. Take a left, and in the hole is 2300 zenny. Leave and go back to the refractor room. Check the control panel, and lower the shield. Watch the cut scene. Then, jump into the truck. You should item develop for the grenade arm, and most importantly, the jump springs. Now that you have the jump springs, it would be a good idea to start exploring the ruins more thoroughly. This will give you better weapons, buster parts etc. You can get almost everything, the only things you cannot get are the things behind those orange walls (drill walls). If you would like to just go on with the game, skip the next (very long) section. If you would like to reap in the treasures, then on to...

-----<Ruins>-----
-----<F>-----

I am not going to write a walkthrough for this part because there are no bosses (but one) and no puzzles either. You simply have to refer down to the "Maps" section and decide how you will go through them. You should come out with a zetsabre and a machine gun buster part, along with a buster unit, triple access and a whole buncha cash. You will also end up with a Rollerboard, old shield and a shiny object, which have no immediate use. But, since there IS a boss, here it is...

Boss: One-armed robot's revenge

Remember the boss in the intro dungeon? Well, he is back but now, with TWO arms (ooooh!). He runs around in a square smacking the ground. Just follow him from behind shooting him like crazy. Eventually, he will stop and turn around. If he charges at you while smacking the ground, RUN! If he shoots his arms at you, stay!

Moves:

I hate the ground: He hits the ground and explosions erupt everywhere
I hate my arms: He shoots his arms out at you ^_~
I hate Mega Man: He walks up to you, raises his arms, and smacks them down on you (if he is lucky). Explosions erupt

Dodging:

I hate the ground: Just stay behind him ;)
I hate my arms: Just stand between his two arms ;)
I hate Mega Man: Jump right before his hands hit the ground/you.

Strategy:

All you gotta do, is dodge everything he does (see above) and shoot. It will take about a minute. This is not a real challenge, don't worry ^_^

Once you have finished, continue on to...

-----<The Gangsters, The Painter And The Bomb Threat>-----
-----<G>-----

The first thing you want to do is go north of city hall. East of the junkshop is a house (looks exactly like the junkshop) with the three gangsters in it. Talk to the big yellow one, join, and he will tell you to get a pickax. Go back to city hall, and near the bank is a construction worker. Talk to him and he will give you a pick. Go back to the gangsters and give it to them. Then, head towards the police station. Talk to the inspector twice and you will get a mission. Head downtown. There are three bombs. The first one blows up upon entering downtown. The second one is on the roof of a green house in front of the east gate, and the third is right in front of a green house (I think it randomizes, but for me, it was in front of the east gate). The bombs are called "Bomb" and "Plastique" and are used to make the buster parts "Power Blaster L" and "Power Blaster R". After you have done this, go to uptown. On the ledge over looking the museum, is a lady in front of a canvas. Talk to her, and when you get an option, pick "red" (pick talent though if you're looking for a good laugh, don't worry, it will not affect anything >:). Go down to downtown and then head to Apple Market. Go to "The Hipbone" and talk to the lady behind the counter (that has the hots for you...). Get her lipstick, and then go on back to Uptown. Give your lipstick away to the painter (yeah, sorry, it is not used to make the Lipstick arm), and watch the cut scene. Ok, with that said and done, go back to the gangsters' hideout. The hideout SHOULD look slightly different (the roof is blue and there is an attic). If the hideout is not changed, go kill things for five minutes and then return. Talk to the big yellow gangster again, and you are sent off again to fetch a saw. Go back to City Hall, and talk to the construction worker by the bank again. He will tell you he threw it out while working on something (A disposable saw...interesting). Head to downtown, and it is in a trashcan north of the library. Go back to the gangsters and give them their saw (nope, no Saw Arm either), and it's off to...

-----<Aqua Trouble And The Lake Jyun Sub-gate>-----
-----<H>-----

"Aqua Trouble" was a nice way of putting "Hardest mini-battle in the game". I recommend you get a whole bunch of energy and rapid, power is NOT very important. The best combination I think is Machine Gun and Triple Access. Weapon wise, It does not really matter. Powered buster is good, and there is a cool trick you can do with the Splash Mines, but, just pick something strong and accurate. When your ready, head to Uptown and go into the boat house (western most building). Go to the boat and talk to the construction worker. Call Roll, watch the cut scene, then SAVE!!! If you are on hard mode, prepare for the time of your life. It WILL take you MANY tries to beat this on hard mode. If you are skilled, you may be able to beat this on normal mode your first try, but, don't get your hopes up. Ok, take a deep breath, and get ready for the

Mini-quest: Submarine Battle

I will divide this into two sections: Hard mode and Normal mode

Hard Mode

Strategy: Ok, this is going to take a while. The way I did this was by using the above mentioned buster parts and splash mines. Now, why splash mines? Because they stick to the water! If the red ships shoot a torpedo at you, the splash mine will detonate and blow it up! It isn't TOO useful, but, anything helps in this mission. DO NOT aim to kill

water crafts! ONLY aim at the torpedoes! Also, completely ignore the yellow ships. Their missiles near never hit, and they have no other means of attacking. ALL shots should be focused on the red ships' torpedoes. Then, when the flying crafts come in, try to take them out with you buster gun between volleys of water ships. If you are lucky you will be able to kill them all, but don't get your hopes up. This will take MANY tries, but just keep going at those torpedoes and ignore EVERYTHING else! Once the boss appears, focus with all your mind on the missiles that shoot out of his head!! Just keep them from hitting you for about four volleys, and you will get the option to retreat. DO IT! Retreat, save, and then re-enter and your boat will have full health and you will be straight at the boss! (Note that you WILL NOT do this on your first try! You WILL have to spend a lot of time on this mission).

Damage:

Yellow Missiles- Near nothing

Red Missiles- 1/12 of your life PER ONE

Fly guys' machine guns- Near nothing, but a bit more then the Missiles

Normal Mode

Strategy: Focus on killing the torpedoes that the red guys launch and killing the red guys themselves. Completely ignore the yellow guys and the missiles they launch. You SHOULD be fine just by doing that. When the air guys appear, take them out real quick (not that hard) and then go back to killing red guys. If there are still ships in the air, kill them in your spare time. You should be able to win this mission within a couple tries. The Powered buster also helps in this mission to kill red guys too far away to shoot. When the boss appears, shoot the missiles that get launched from his head, and then retreat and save.

Damage:

Same as Hard mode, except the Red Missiles give (about) 1/24 instead.

Boss: Floating Frog with Claws

Preperations: You want ESPECIALLY high range and energy. Next would be attack. I recommend using the buster parts "Sniper Unit" and "Power Blaster R". The powered buster is a great companion here too.

Attacks:

Phase 1: Missile Launcher- Shoots missiles from his head.

Phase 2: Missile Launcher- same as above

Phase 3 (final):

Slash - He sticks out his arms and you automatically get hurt

Missile Launcher- same old, same old

Cannons - Two cannons on his back shoot bombs at you

Energy Beam - Same as always, a huge green energy ball

Damage:

Phase 1: Not much

Phase 2: Not much

Phase 3:

Slash - Not TOO much, but don't let it be used on you to any great extent

Missile Launcher - Same as above

Cannons - Pretty powerful, don't get hit by these!

Energy Beam - OUCH! Unless you wanna go deep sea diving, don't get hit by this!!

Dodging:

Phase 1: Just shoot them ;)

Phase 2: ...just shoot them ;)

Phase 3:

Slash - Shoot the arms (sensing a pattern?)

Missile launcher - Take a guess (shoot the missiles)

Cannons - shoot the bombs and the cannons (get it?)

Energy Ball - this one is tricky. The cannon will charge up, and then when it is fully charged it will let loose the energy ball. The way to avoid it is to shoot the cannon as many times as you can before it fires. If you are successful, it will malfunction and not shoot the blast. Just make every shot count!

Strategy: In stage one the boss is invincible, just blow up his missiles. Same thing in stage two. In stage three, the boss is finally vulnerable. Shoot his arms and the two cannons on his back. Once they are all gone, shoot the mega cannon on his back as many times as you can! (see dodging energy ball). This won't be too difficult (MUCH easier than the previous battle).

Watch the cut scene and you will be on a little island. Open the sub-gate, and welcome to Lake Jyun! Take the only path available until you reach a big room. Take the right path and get your "Old Hoverjets". Turn around and go in the door. Take your first left and go straight down the hallway. You will get a starter key. Turn around, and take your first left. In a hole in a wall is a gatling part. With that done, go back to the door where you entered this area. Go forward and take your first (and only) right. Continue across the path, and to your right will be a hole with a "ring" in it. Continue on and you will find a door. Go in it, and welcome to water world! Be careful, don't fall and follow the wall next to you. You will enter a room with a chest, open it and get your starter key. Turn around. Jump down and climb up the first left platform short enough for you to jump on. There will be a door at the top, but ignore it and take the passage to the right. At the end of the passage, jump onto the platform, then jump to the left into a room with your third and last starter key. Behind the chest is a hole with money. Turn around and go back into the big water room. Careful "BE CAREFUL, NOT CAREFUL", all along the ground are invisible enemies. Make your way to the middle platform, and open the chest on top of it to get the "Joint Plug". Now go in the northern most door and RUN. The enemies here are IMPOSSIBLY STRONG and HURT WAY TOO MUCH. Sprint forward, don't shoot or turn back, and take the left turn. Get your "Rapid Striker", then go back to the impossible room and take a left. Go into the door and you will be in a room with a weird pillar thingy in the middle. Ignore it and go into the next room. Lower the shield, and get your Red Refractor! After the cut scene, get ready, because it is boss time!

Boss: When Pillars Come Alive

Preparations: All ya need is attack and rapid, I suggest using Power Blaster L and Power Blaster R

Attacks:

Walk - He walks, and if you crash into him, it hurts!

Dive - He jumps and dives at you (this one really hurts)

Shock Wave - He jumps into the middle, and a shock wave goes across the floor.

Kick - He kicks you

Dodging:

Walk - ...don't crash into him...

Dive - Run and jump to the side

Shock Wave - Don't be in the middle of the arena, and jump over the shockwave!

Kick - Don't go right next to him.

Strategy:

This guy is annoying because of his height. Powered buster, yet again, is a great weapon because (using C-right) you can aim the fire ball at his head and it will hurt him like nuts. But, it is safer just to use your buster. Circle strafe around him while jumping and shooting (jumping because he is too tall to hit without doing it). When he dives at you, jump away. When he jumps into the center, jump over the shockwave while firing at him. This boss is very repetitive, but it is not a very long match.

After he is dead, run out of the ruins and jump into the boat. Watch the cut scene, and go to Roll. Watch the cut scene, then talk to Roll again. She will tell you to talk to Gramps. Go to talk to Barrel, and tell him yes or no, it does not matter. Once you have done this, go into the green door. In this room is a (lot of junk) treasure chest. Inside is a Bomb Schematic. Now, go back and talk to Roll. Go to the R&D room and item develop. You should get the "Grand Grenade", the "Jet Skates" and the "Adapter Plug". Equip the jet skates right away, along with another buster part!

-----<Gangsters, Hospital, Jet Skates And Some Gifts For Roll>-----
-----<I>-----

Go back to the gangsters' hideout. Wow, it is amazing what one can do with a pick and a disposable saw. Talk to big and yellow again (after admiring the pretty lady on the poster behind him). Then, check the pile of junk next to him. You will get a "Marlwolf shell". Next, go to the junk shop in this area and right next to it is a comic book (well, actually, a pornography book by the looks of it). After Mega Man does his victory pose, enter the junkshop to buy some much needed buster parts. A REALLY good combination at this point is "Power Blaster R", "Laser" and "Machine Gun". Now, go towards the digging site (where you fought that huge digging machine). Don't actually go TO the digging site, walk past it and towards the Ruins entrance. On a hill near it (and under a tree) is a "Stag Beetle". Now, go to the area south of the Flutter (between the Cardon Ruins and the Cardon Forest). Again on a hill and under a tree is a "Beetle". Head back to uptown and talk to the girl in the wheel chair. Tell her "yes". Then, talk to the nurse behind the counter. Enter the door to your right, and talk to the nurse in this room. Go outside and skate for a while until you have perfected your skills. Then, go and finish all the skating games (see section D for tips). Next go to city hall. Talk to the mayor "about the hospital's equipment". Pay for it (if you can't, kill things and make money). Now, go back to gangsters' hideout. Give the big yellow guy the comic (porn) book, the stag beetle and the beetle, then get three items from the pile to the right; "Broken Circuits", "Old Heater" and "X-Buster". No, you don't get your X-buster from all the other Mega Man games, it kills you as much as it kills me. Head to Roll, and go to Uptown. Go to the hospital and talk to the lady behind the counter. Go into Ira's room again. Watch the cut scene. You will get a "Flower Pearl". Go back to Roll and item develop. You will get a "Gatling gun" and "Shield Arm". Oh, by the way, in the R&D room, "Talk to Roll" to

give her three gifts (the flower, the ring and the music box). Now with all that said and done, it is time to go on to the last sub-gate...

-----<Clozer Woods Sub-Gate>-----
-----<J>-----

Equip the grand grenade special weapon (it is ESSENTIAL in completing this dungeon) and I recommend equipping the buster parts "Power Blaster R", "Laser" and "Gatling Gun". Talk to Roll in the Flutter, and select "Go to the sub-gate". Now leave the Flutter, and you will be in the Clozer Woods sub-gate. Go into the next room, then down and into the control room. Check the control panel, then go across the room into the door. First take a left and get the treasures in the two holes in the walls. Then, go to the rightmost door, get the chest with the "Guidance Unit" and jump down from the platform you are on. In this room are four pillars. Each pillar has one hole in it. Check all four holes in all four pillars. Then, jump up onto the platform opposite the one with the Guidance Unit, to get an ID card. Enter the middle structure in the room you are in. First take a left and get "Target Sensor". Then go onward and take your first left. You will be in the ruins, get the "Ancient Book". Continue along, and you will enter a huge room with a weird blue wall in the middle. Check the front of it and start up the elevator. Then, go straight behind you and open the chest for a ID card! Go back to the big room, and enter the room on the northern most side. Watch out, there are spider-reaverbots on the ceilings! Hope you brought your Grand Grenade, because look up and there will be a weak ceiling tile! Shoot it with your Grand Grenade, and jump up! Get ready for the easiest (or hardest) mini-boss in the game.

Three Mad Fire-Breathing Wolves

Moves:

- Dash - They dash, if you touch them, you get hurt
- Bite - They jump and bite at you
- Flame - They spit fire out at you

Dodging:

ALL - CIRCLE STRAFE!

Strategy:

This is the easiest battle you've ever fought or your worst nightmare, it all depends on if you can circle strafe. Just shoot and run around in circles, and the dashes, the bites AND the flames will ALL miss! Sounds too easy? Well, it is! As for you circle-strafe impaired, good luck to ya! Run away, fire, run away, fire. What I am trying to say is you are neck-deep in trouble ~_~ Go out the door, DONT FALL OFF, and follow the path to the last chest, containing the last Key Card. Go all the way back to the control panel, insert the ID cards, watch the cut scene, and go back to the Flutter.

-----<A Ship Gone Wrong And A Logic-Impaired Bird>-----
-----<K>-----

First things first- go to Roll and item-develop. You will get the "Active Buster" and the "Sniper Scope". The next battle will be VERY hard if you are on Hard mode, but otherwise it should be pretty easy. Tell Roll you want to go back to the forest, and you will go straight into the boss (part one).

A Ship Gone Wrong

Preperation:

Use the same buster parts, except change "Power Blaster R" to "Power Blaster L", and equip the Grand Grenade (UPGRADE POWER IF YOU CAN). You NEED the Grand Grenade if this is hard mode!!!!

Part 1: Little Midget Ships

These guys just fly around shooting the ship and you, but there is one trick you can do that will ensure they do little to no damage on both easy and hard modes... don't move an inch, just shoot strait forward the entire time. Don't even move the camera. Watch how well it works!

Part 2: The Frog Ship Itself

Moves:

Cannons - The sides Shoot Bombs At You

Space Bombs - The front shoots floating bombs at you

Energy Ball - Same as always; big green ball flies at you from the skull

Damage: (all of these don't do much on normal, the below is only in reference to Hard mode)

Cannons - ALOT OF DAMAGE! You DEFFINITELY do NOT want to get hit!

Space Bombs - Not much

Energy Ball - Less then the cannons surprisingly ^_~

Dodging:

Cannons - shoot the bombs in mid air (harder then it sounds). If you are on Normal, you could also try blowing up the cannons themselves.

Space Bombs - Just shoot them when you see them

Energy Ball - There is NO dodging it! It doesn't matter on normal, but for hard mode GO RIGHT UP TO THE BLAST AND TAKE IT! That way, Mega Man gets hurt, NOT Roll!

Strategy: (applies to both normal and hard difficulties)

The battle starts off with the ship above you. Shoot it's underside as much as you can. Next comes space bombs. Shoot them, then you will be under the ship again. Shoot and destroy the underside of the ship. You will start to rise under the left wing. Shoot TWO grand grenades if you did not upgrade it's energy. If you did, then shoot them till the wing blows up. You will either face the cannons (in which case you hit the bombs as best you can) or go to the other side of the ship. If you go to the other wing, you will notice you are too high above the wing to shoot it. BUT, you can throw a grand grenade down, through the clouds, and hit the wing! Aim at the cannons, and your grand grenade will miss them, fall down, and hit the wing! Do this until the wing blows up. Lastly, you will be put in front of the ship overlooking a huge skull. Shoot it as much as you can with your grand grenade. If this is hard mode, go ALL THE WAY up to the skull so that the green energy hits YOU, not the ship. After you beat this, it's off to the next boss! (NOTE: if this is hard mode, you want to have AT LEAST half life by this point!)

Part 3: Bird Minus Brain

Moves:

Fly-by rockets: He flies by and shoots homing rockets

Machine Soar: He soars over the flutter shooting bullets

Machine Spurt: He hovers over the flutter, shooting bullets directly at it

Dodging:

Fly-by rockets: Half the time you can't, jump left and right and hope for luck

Machine Soar: You can't

Machine Spurt: You can't

Strategy: (Hard Mode)

This is a tough battle on Hard mode. You need to take him out before he blows up the flutter, and two of his moves are un-dodgeable. When he soars to the side of the flutter jump and shoot at him, and when he launches his missiles, continue jump/shooting, but now at the missiles. Once this has happened, he will soar or spurt, it is random. Shoot him as he does it, that is all you can do. With a couple tries and a little luck, you will have him!

Strategy: (Normal Mode)

Just shoot him, LOL, as long as you are hitting him whenever possible you will win. Use the same strategy as in Hard Mode, but it is not as serious if something hits you.

Once you've won, watch the cut scene and you are back in the flutter!

-----<An Encounter With Roll, The Pregnancy Problem And The Police>-----
-----<L>-----

Go try and save with Data, to have an um...interesting...interaction with Roll! Now, head down to Apple Market and talk to the grocer. Now, head back to the flutter, and a little south of it is a meadow of some sort. Find a pregnant lady here (she's not too hard to miss) and you will automatically go to the hospital. After the cut scene, leave the hospital and go back in and talk to the grocer. He will give you the "Sun-light". Now, go to City Hall and talk to the inspector. Next, go to the main part of the Police station. Talk to the right-most grocer and he will tell you he lost it when he was going to the electronics shop. Head down to apple market, into the electronics shop, and talk to the man behind the counter. He will say he went to get a bite to eat (after telling you how he wanted him to buy something). Go to the jetlag bakery and talk to the lady behind the counter. She will direct you to the library. Go to the library and talk to the (girl? boy?) behind the counter. She/He will direct you to go to a soda machine. Go to a near by soda machine where a girl in green is walking near. Talk to her, and she will say that she didn't see him holding it. In downtown still, go to a trash can with a kid wearing red next to it. Talk to him three times. Then, look in the trash can next to him to get a "Bag". Take it back to the police station. As a reward, you will receive "Arm Supporter".

-----<The Main Gate And The First Two Sub-Cities>-----
-----<M>-----

Don't worry, you will not be getting into a mega-boss battle. Go to Roll and have her take you to the main gate. Enter it and take the one and only route. You will go down in a spiral. You will find a hole in the wall with money, then a door with a buster part in it, and then a second door. There is a third door further down, but you can't open it. So enter the second door and talk to the nearby computer. Tell it to unlock to sub-cities, and Mega Man will tell you to go back. Don't listen to him and keep going. There will be an old boss (the mad fire-breathing wolf). Circle strafe him to death. After that enter the RIGHT

most door, open the chest to get a "generator part". Head back the way you came, kill the mad fire-breathing lion again and then take a right (the way you have not been yet, but do NOT ENTER THE OTHER ZONE DOOR!). There will be two other mad fire-breathing lions, Holes containing 2170 Zenny, a "shiny red stone", an "auto-fire barrel" and a chest containing a blunted drill. After you have gotten all these things, leave the main gate. Head off to the sub-cities. There is one in downtown, one in uptown, and one in the old city. To complete a sub-city, all you have to do is kill the enemies in the city and then enter the large structure and grab the key. The best way to do this is to stand back and fire. They are not too difficult to kill, just don't get ambushed by more than one or you will be in trouble. First do the sub-city downtown because there is no trick to it at all (by the way, now is the best time to make money. The downtown sub-cities give you quite a bit of money, and so do the mad fire-breathing lions). Just kill the enemies and get the key. Next go to uptown. Upon entering you will notice...

Boss: A walking rear-end

(Im not kidding with that description, this boss consists of one big, long rear-end...)

Preperation:

NO range needed, just ATTACK and RAPID. A powerful special weapon is always good of coarse. Laser, Rapid striker and an energy/attack mix buster part are a great mix.

Moves:

Stomp - If you touch him you get hurt

Enemie Creation - He umm... shoots enemies out of his rear end

Strategy:

This has always worked for me, but I have been told it doesn't always. Immediately at the start of the battle, go strait up to the boss and go to the very end of his rear. He takes above ten steps, stops, opens up his rear end and shoots out an enemy (noooo comments). What you want to do is look up and fire up his rear-end. If you do, he won't shoot out an enemy. As long as you stand fairly close to the boss, outside enemies wont harm you. Just continue the pattern of follow boss, shoot up rear and eventually part of his rear end will blow up (o_o). Although his rear has gotten shorter, the same strategy applies. After he blows up, kill the enemies in the area, and go into the main structure and grab key number two.

-----<The Drilling Expedition And The Bank Robbery>-----
-----<N>-----

The "Drilling Expedition" is not a mission or a side-quest, it is completely optional, but you get the best items in the game from this, namely, the Shining Laser and a buster part that maxes out your energy. Remember all those huge orange walls in the dungeons? Well, those walls break upon being drilled into. Refer to the "Maps" section and go back and blow up all those walls, getting all the treasures you can. You will end up with a "Generator Part", "Main Core Shard", "Old Launcher", "Blaster Unit R", "Weapon Plans" and 7180 Zenny total. Go make your spread buster, omni-unit omega and auto battery. It is time you get the most powerful weapon there is-the shining laser. You should already have the weapon plans and the X-buster, all that is left is the prism crystal. Remember the girl you gave lipstick? Well,

she opened up a museum exhibit in Uptown. Go to the museum and up the spiral staircase. Talk to her multiple times, giving her all the items she asks for. Once she has taken everything she will, go down the stairs and right back up. There will be people everywhere and items on display. One person there is a girl with a green dress, talk to her and she will ask if you want a statue. Get it, and you have got the prism crystal! Now go to Roll and develop hell on earth. Update the attack FIRST (if you can), then energy SECOND. If you upgrade this weapon fully, the game will be too easy, so I recommend you stop there ;). Equip this weapon, and prepare for the hardest battle in the game. Refill your energy canteens, equip your shining laser and head off back to the main gate. Go down the spiral and back to the first mad fire-breathing wolf. Take the left turn this time, and go up the ladder. You will be in the old city. Check out the big grated building next to you, and watch the cut scene. Take a VERY deep breathe, and hope this is your lucky day...

Boss: Death Itself

Preparations:

If you don't have the shining laser you are in deep trouble. I am going to this boss in two sections; Normal mode and Hard mode.

Attacks:

Dual Energy Balls - Same as always, two huge green energy balls fly at you

Homing Missiles - Homing missiles shoot out at you

Bombs - He shoots bombs out of his feet

Stomp - Destroys buildings, and also hurts you if your caught under him

Machine Gun - If you are high up, he will shoots two machine guns at you.

Dodging:

Dual Energy Balls - Same as always, roll aside. Or, be behind a building

Homing Missiles - Shoot them in mid-air or roll

Bombs - There is no dodging these, but he only shoots them if you are close to him

Machine Gun - Don't go high up ;)

NOTE: On easy or normal mode, if you have a fully upgraded shining laser you can EASILY kill the boss before he takes a step. DO NOT! Shoot him until he has very little health, but do NOT actually kill him until he breaks a section of the surrounding fence. If you do not do this, you will need to go through the main gate each time you want to come to the sub-city.

Strategy:

Normal Mode:

If you have the shining laser with any upgrades at all, there is no strategy needed. Just shoot his mid-section until he dies, you will get hurt and may need to use an energy canteen, but you WILL win.

If you don't have the shining laser, or don't have it upgraded. Shoot his mid-section with your buster gun, run away when he turns to shoot and at you and roll out of the way of his green blasts. You may need to take a couple tries before you beat him, but you will. If you are really having a lot of trouble, refer to the hard mode strategy.

Hard Mode:

If you follow the strategy I laid out in "Speed Walkthrough" you will NOT have the shining laser. This means that the boss will take about ten minutes to kill. If you have the shining laser and managed to get it upgraded, you MAY be able to kill this boss easily, but I doubt it. You need to keep moving while fighting this boss, so even the shining laser won't save you (unless you upgraded it to max or just about max). This is what you need to do: Get good range, attack and energy (all of these stats are equally important). Stay AWAY FROM HIS FEET! If you get close to him he will shoot out bombs and you will be in deep trouble. This is a hit and run boss. Have him travel off killing buildings, then while he is doing it, go up and shoot a rally of blasts into his mid-section. He will turn around and blast away. Run like mad, seek shelter behind a building if you can. Then, turn around, and blast him all over again. This match is all about patience, eventually you will win, but if you try to just quickly get it over with you will-lose you will lose though. That is really all the strategy I can offer, just keep dodging and firing when you can.

After beating the boss, SAVE, then enter the last sub-city (it is where that building with the boss once was). Kill the enemies (they are a lot easier here) and get your last key.

Go to the flutter and in the main room check out the TV. The reporter will talk about a robbery. Head towards downtown and you will see a car and a police car. Your job is to fire your buster gun at the bank robbers. There is a very easy way to do this. Stand directly in front of the robbers' car, and let them hit you. You will bounce up onto their car! Now just fire strait forward and every shot will be a hit. After about ten shots, the car will smoke, you will roll off, and the police car will crash into it. Now it is decision time. A case containing 200,000 zenny flies out of the robbers' car. You can do one of two things; take the case and walk out with the money, or return the money to the inspector. If you keep it, you don't miss out on anything (actually, you get a much better prize then just turning it in) and there is no downsides to it at all. On the other hand, you turn jet black right away (Evil Mega Man). If you turn it in, the only thing you get from this whole thing is 20,000 zenny. You can pick either one, I recommend stealing the money ^_^.

-----<The Main Gate>-----
-----<O>-----

Now there is nothing left but the main gate. Go down the spiral, all the way down to the last door. Open it and the three doors the follow and watch the cut scene. You are now probably very confused, but shake it off and go on with the game. Turn left and get the chest right in front of you, containing the buster part "Power Stream". Power Stream, Auto Battery, and Rapid Striker are my favorite three buster parts to use at this point. Follow the path, and eventually you will end up at Data. Energy charge and save, then open the door and get ready for the final boss...

Boss: Mega Man Juno

Preparations: Shining laser is good to have, but not much of a help on hard mode. Eleven energy canteens is perfect, full life, at least a flak jacket, and the three above-mentioned buster parts. This will be divided into Normal and Hard. If you are playing on hard mode, MAKE SURE YOU HAVE A DEFENSE SHIELD, MAXIMUM LIFE AND AT LEAST ELEVEN FULL CANTEENS!!!

Moves:

Charge - He bends over and charges at you

Super Stomp - He jumps up and stomps the ground. An explosion erupts and a shock wave flies across the arena

Laser Shots - Juno's right arm fires off a laser, followed by his left

Laser Spin - Juno spins around in a circle while both of his arms are constantly shooting a laser

Desperation Move - When Juno is low on health, he disappears and an explosion appears in the middle of the room. Juno then appears in it, his arms fly downwards and hit the ground, creating a shock wave.

Dodging:

Charge - move to the side

Super Stomp - jump over the shockwave

Laser Shots - Once a laser fires, move to the side

Laser Spin - VERY hard to dodge. Once he starts to fire, try to resist the urge to jump. Wait about two second, THEN jump over the beam closest to you

Desperation Move - Jump over the shockwave

Normal Mode Strategy:

This boss is a lot easier then you may think. Circle strafe and fire at him. If he disappears, stop, find him, and continue to circle strafe. Just by doing this you dodge his Laser Shots and his Charge. If while you are strafing he does a super stomp or his desperation move, continue to fire and just jump over the shock wave. If he does his laser spin, hope you dodge it and do what I say to do in "dodging". You will probably get hit only once or twice before he dies.

Hard Mode Strategy:

Do exactly what I say in the Normal Mode strategy. The main difference is, one charge will basically kill you, the laser spin takes away a fourth of your life, and your shield brakes nearly every time your hit. Try your best to avoid the laser spin, and you should NOT get hit by any other attacks.

Mega Man Juno: Phase two

Attacks:

Charge - He charges at you and explosions erupt where he ran from

Ultra Stomp - He jumps up and tries to land on you

Energy Ball - NOT the green one that is you roll to dodge! Nope, this one is a red one that does not home in. When it is shot the screen ripples, and when it hits the ground explosions fly in a whole bunch of directions

Explosion Wave - He waves his hand and explosions erupt where he waved
Desperation Move (normal mode)- When he hits half-life he starts doing this move. He scrunches into a ball, gathers a whole bunch of energy and then a shock wave goes through the arena. About two seconds later he starts shooting rainbow laser beams down at you, about ten of them in all

Desperation Move (hard mode)- When he hits half-life he starts doing this move. He scrunches into a ball, gathers a whole bunch of energy and then two shock waves go through the arena. About a second later he shoots about fifteen rainbow laser beams down at you

Normal Mode Strategy:

Circle strafe him to death. Believe it or not it works. You will dodge the Charge, Stomp and energy ball this way. To avoid the explosion wave, jump. To avoid the Desperation move, just jump over the shockwave, then KEEP MOVING and NEVER go in the exact opposite direction then the one you are going in. Just keep moving and making circle-like patterns (or keep circle strafing) and Mega Man Juno will be dead.

Hard Mode Strategy:

Same strategy as Normal mode for half of his life. Then comes his desperation move. I have yet to find a way to dodge it. As for as I know you CAN NOT AVOID EACH AND EVERY RAINBOW LASER SHOT! You WILL get hit by one of the first three, and every other one after that. It HURTS! You can only survive two of them, MAYBE three if you have a Kevlar jacket and 11 energy canteens (Which is all you have if you following my "Speed Walkthrough"). So you face the facts. Shoot him as much as you can while he is doing his desperation attack, and get hit by the first volley of lasers. HIT HIM AS MUCH AS POSSIBLE BETWEEN THIS DESPERATION ATTACK AND THE NEXT! When he does this attack (your energy canteen has now been used) shoot him as much as possible, then get smacked down by the lasers. Use any remaining energy and hit him AS MUCH AS POSSIBLE! When he does his desperation attack again, use a defense shield AFTER the shockwaves, and shoot him in-between getting thrown around by the lasers. Shoot him AS MUCH AS POSSIBLE and hope he dies. If he gets around to using another desperation move, hope your defense shield is still alive and running. Usually if he uses his desperation move a second time your shield will still be intact. If you have been shooting him as much as possible, he will die before he does it this second time. If he isn't dead by then, make sure he is before the rainbow volley. If not, pray to your defense shield or its lights out. This WILL take a couple tries. After you win, laugh as Mega Man Juno explodes and watch the looooong ending sequence.

-----<Speed Walkthrough>-----
-----<9>-----

NOTE: SKIP ALL MOVIES (press start) AND IGNORE ALL ENEMIES UNLESS STATED OTHERWISE!

NOTE2: The Time Marks are the GENERAL times you should finish these tasks in. Try to keep up or even beat the times where there are no bosses, for the bosses are the hard times to keep up with. As long as you are VERY close to the target times, you will complete the game under two hours. If you know the bosses very well, and the areas as well, you will beat the game under an hour and a half

NOTE3: If you are not able to complete a section as fast as I did and totally don't understand how it is possible, try stopping and exploring a bit for a shortcut. If you still don't prevail, give me an E-mail and ill help ya out.

NOTE4: Beating the game in 1hr 15min does NOT give you any prizes! I set this up so that you can either beat the game super fast and brag to your friends. If you are simply going for under 8 hours, give yourself some leniency on (all) the times and you will make it.

=====Time Mark~ 0:00=====

- Take all proper doors and destroy force field
- Get zenny and power raiser
- equip power raiser
- defeat boss (circle strafe)
- Head to town, skip movie sequences, talk to barrel and save the game

=====TIME MARK~ 0:03=====

- Go to town
- Kick can
- Get the broken cleaner
- Talk to junk shop lady, then go to ruins
- Run through, get zenny in hole, then kill snakes
- Continue and get rapid fire
- Equip rapid fire
- Leave, re-charge, save

=====TIME MARK~ 0:06=====

- Back to apple market
- Kick the can
- Go to junk shop
- Go talk to Roll, return, sneak up on gangsters
- Go to city hall, talk to mayor, go back to downtown
- Talk to Tron then paprika, then go back to Roll
- Talk to Roll, go to Apple Market, kick the can
- Buy three extra packs, a power raiser alpha and as many life gauges as you can afford.
- Equip power raiser alpha
- Recharge and save

=====Time Mark~ 0:11=====

- Go in north door, kill all bosses
- Talk to data, select top option, say no then yes, get free equipment
- Replace rapid fire with the range booster alpha
- Go north, defeat sub-boss (kill the flying guys first, then anyone attacking the police station, then randomly pick them off)
- Kill Bomb
- Go to van, get walkie-talkie
- recharge/save

=====Time Mark~ 0:14=====

- Go north and straight to junk shop
- Get the safety helmet and go inside
- Buy the blast and sniper units, sell your broken cleaner and all your other buster parts
- Buy as many life gauges as possible
- Run straight to drill boss and save

=====Time Mark~ 0:22=====

- Go back to city hall. Save and heal

=====Time Mark~ 0:25=====

- Support car to downtown-get blumebear parts and broken motor
- Go to junk shop and sell those two parts
- Refill canteen, buy life gauges
- Go south to cardon sub-gate; ignore turrets, only kill tanks
- Item develop the helmet

=====Time Mark~ 0:30=====

-Check out control panel
-Get key in next room
-Get grenade kit in south door
-Go to icy room; don't fall, get spring set and starter key
-Go back, make chest fall, break it open and get key
-Get refractor and leave
-Recharge and save

=====
=====Time Mark~ 0:35=====

-Go to apple market, go into junk shop and sell your grenade kit
-Buy life gauges and go uptown
-Get broken propeller next to hospital
-Call Roll, item develop and recharge/save

=====
=====Time Mark~ 0:36=====

-Equip jump springs
-Put refractor in boat
-Recharge and save

=====
=====Time Mark~ 0:37=====

-Beat (extremely difficult) boat battle and retreat when get p[ition
-Recharge/save

=====
=====Time Mark~ 0:43=====

-Beat Boss
-Recharge/save

=====
=====Time Mark~ 0:48=====

(NOTE: DO NOT GET HIT BY THE ENEMIES HERE! THEY WILL HALVE YOUR LIFE!)

-Go into the sub-gate, get zenny from holes and get old hoverjets.
-Go through door, take left and get key and gattling part.
-Go back, take right route and get next starter key.
-Go west and get the last starter key.
-Get joint plug on middle platform
-Go onward, take left and get rapid striker
-Go back, and continue northwards
-Go to refractor, get it, go back
-Defeat boss and run all the way back to entrence
-Recharge/save

=====
=====Time Mark~ 0:55=====

-Go to van, then flutter, then talk to barrel.
-Go to barel's room, get bomb schematic
-Go to junkshop and sell the broken propeller, gattling part and sniper unit. Buy the laser and extra packs. Buy a hyper cartridge if you can.
-Go back to flutter and item develop
-Equip your Grand Grenade, leg springs, Rapid Striker, Laser and Blaster Unit
-Recharge/save

=====
=====Time Mark~ 0:58=====

-Go to sub-gate
-Go to control panel and check it
-Leave room, go through door and then go in rightmost door
-Get guidance unit
-Circle the room, jump up onto the ledge and get an ID card
-Go into center pillar
-Take a left, get target sensor, then continue on into ruins

- Get ancient book
- Activate elevator, turn around and get ID card.
- Go back up, past enemies, and into Grand Grenade room
- Blow up ceiling
- Kill evil wolves (circle strafe)
- Walk on catwalk (carefully) and get ID card
- Go back to control panel, activate main gate, return to flutter
- Recharge/Save

=====Time Mark~ 1:08=====

- Defeat the bosses
- See Roll naked
- Recharge/Save

=====Time Mark~ 1:13=====

- Go to Apple Market, sell all items except guidance unit and current buster parts
- Refill your canteen (if needed)
- Item develop and switch to the Active Buster. Increase energy and range (if possible)

=====Time Mark~ 1:14=====

- Go to main gate
- Spiral down, get zenny and buster unit omega
- Activate sub-cities
- Get all items in area and go to Old City (through main gate)
- Kill boss (have fun, this will take a while)
- Recharge/save

=====Time Mark~ 1:24=====

- Get Watcher key

=====Time Mark~ 1:27=====

- Get other two keys

=====Time Mark~ 1:35=====

- Go to main gate, get Power Stream and go all the way to Juno
- Equip Power Stream instead of Laser

=====Time Mark~ 1:37=====

Beat Juno!

=====Under 2 Hour Mark=====

-----<Maps>-----

-----<10>-----

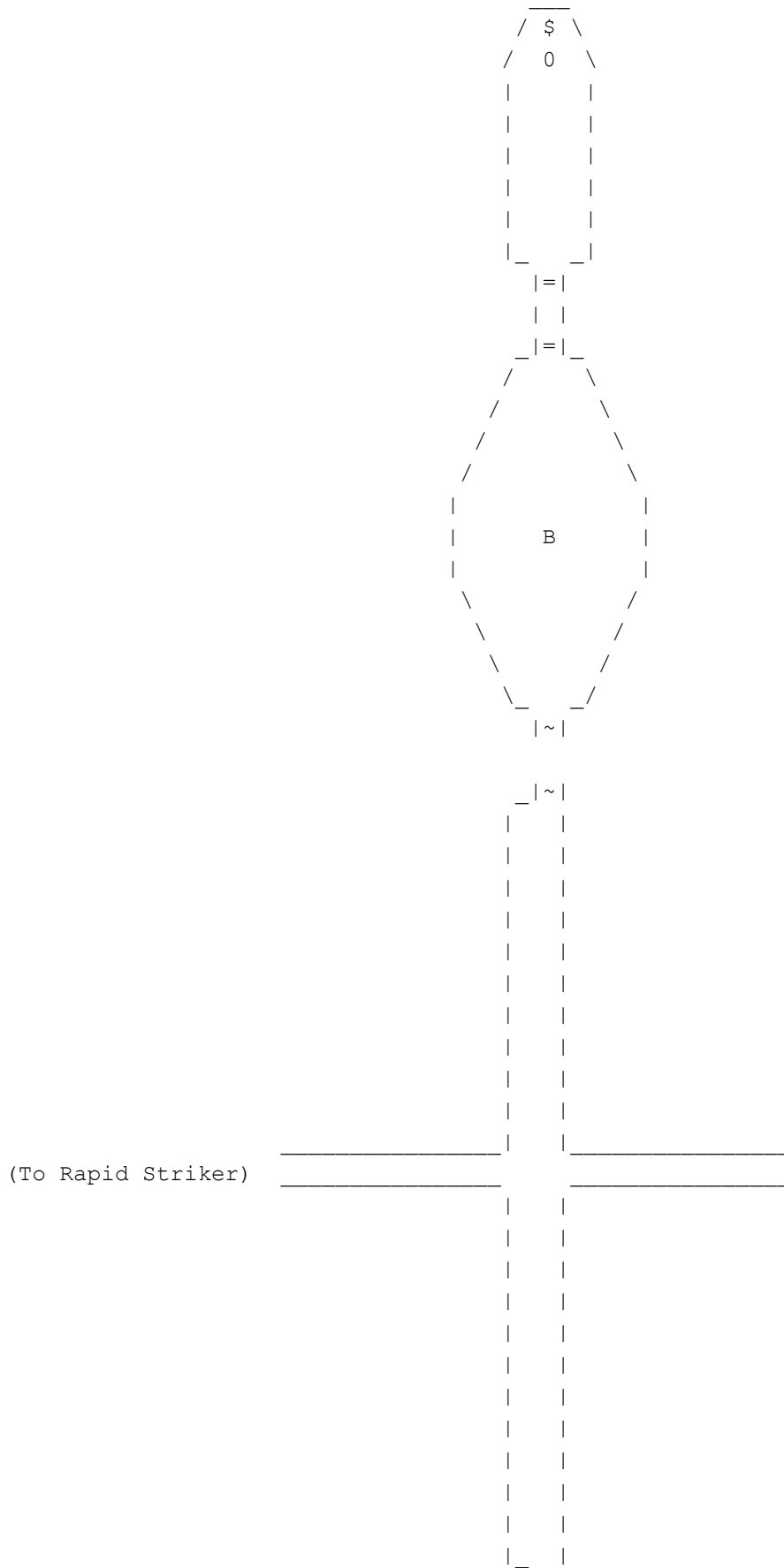
These are maps of each dungeon. In the walkthrough I will refer to them.

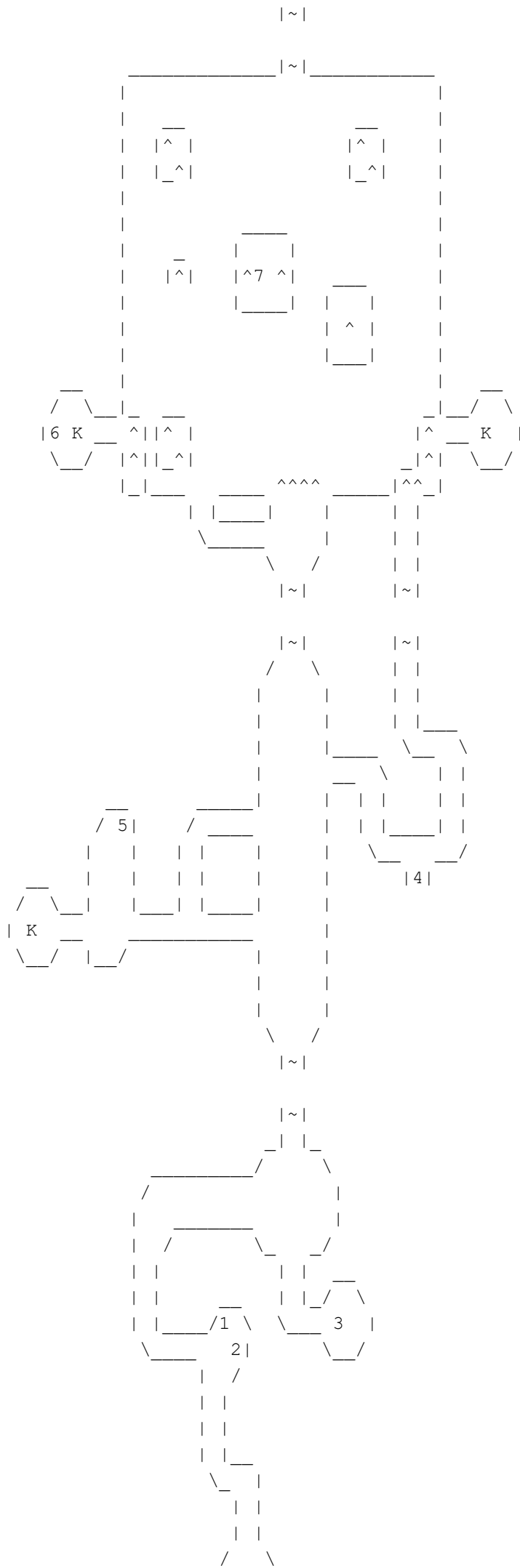
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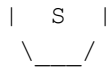
| Mark | What it means |
|--------------------|----------------------------|
| S | Entry to gate/ruins |
| = | Door |
| ~ | Zone Door |
| A number | Chest/Hole |
| A lowercase letter | Connects two maps together |

- 1 is a grenade kit
- 2 is a spring set
- 3 is an old bone
- 4 is an old doll
- 5 is 300 Zenny
- 6 is 2300 Zenny

Map 2- Lake Jyun sub-gate



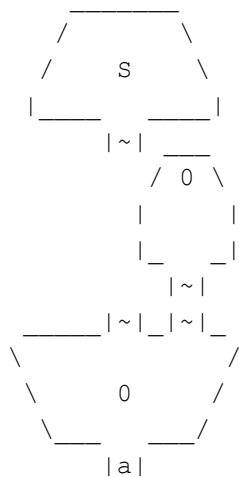




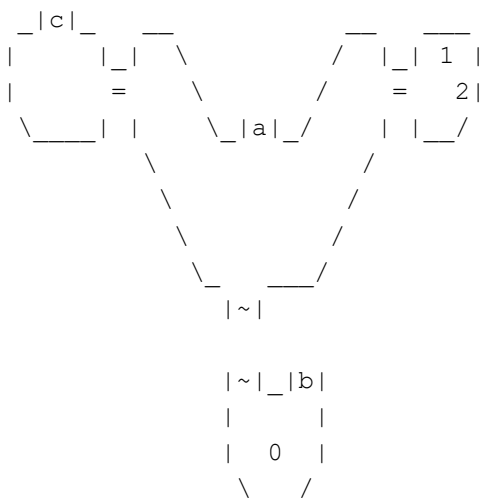
- 1: 220 Zenny
- 2: 1240 Zenny
- 3: Old Hoverjets
- 4: Ring
- 5: Gattling Part
- 6: 5130 Zenny
- 7: Joint Plug

Map 3- Clozer Woods sub-gate

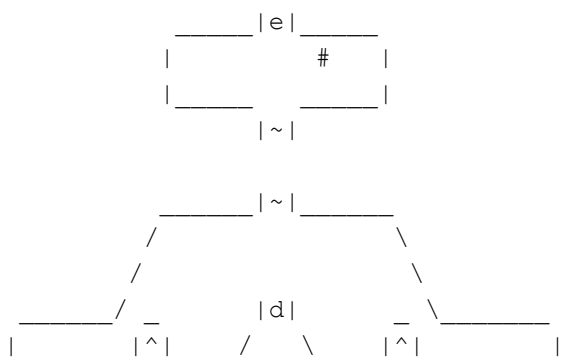
1st floor

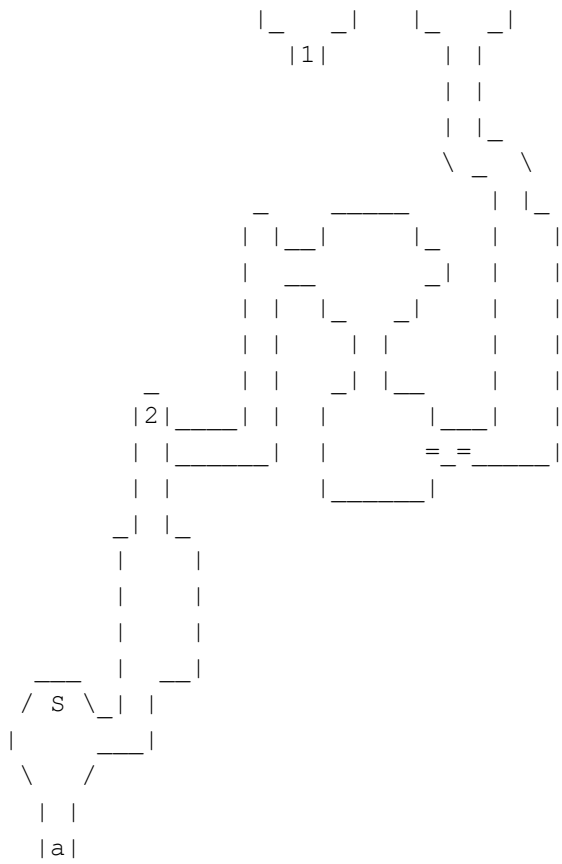


2nd floor



3rd floor



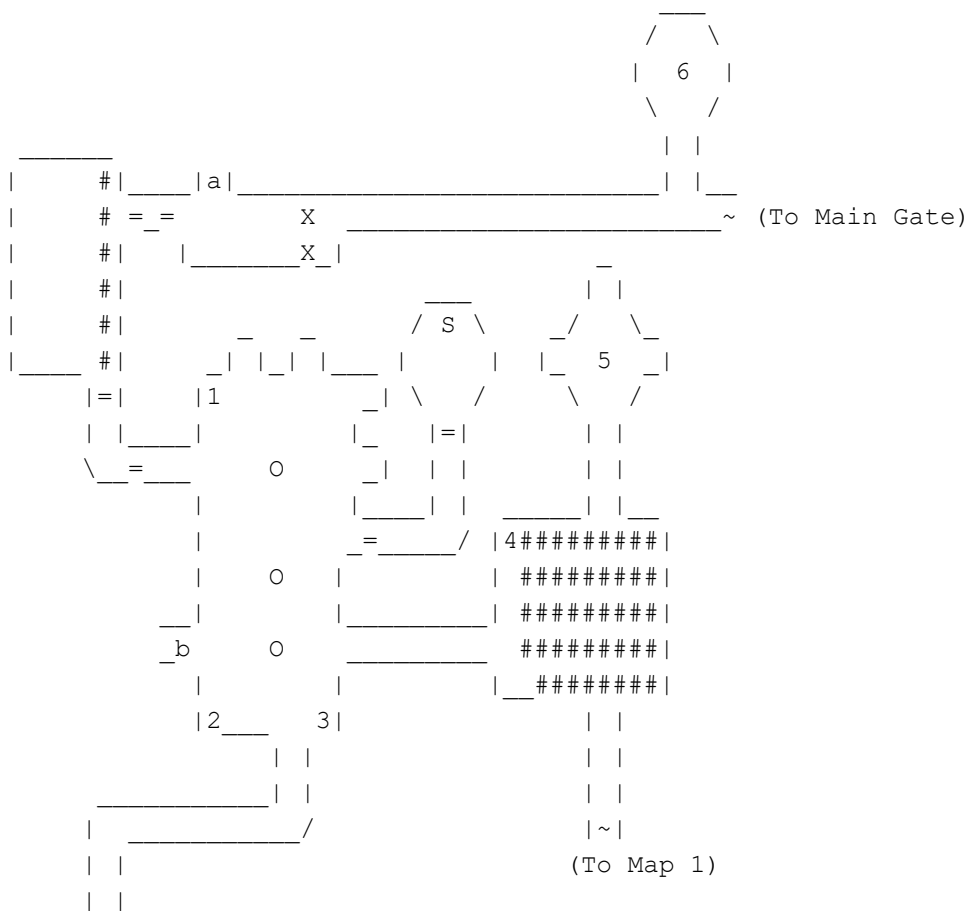


1: Rapid Fire

2: Zenny

II.

(Entrance is the Cardon Forest, right behind the flutter)



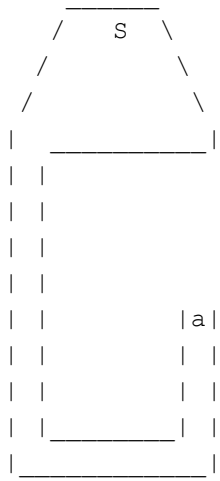
13: Rapidfire Barrel

S = To outside of digging site

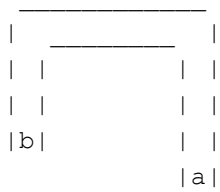
Map 5- Main Gate

(NOTE: This map goes in a spiral, so I have to divide it into the seven layers of the spiral)

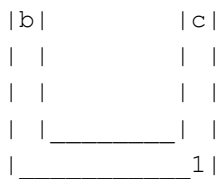
1st Layer



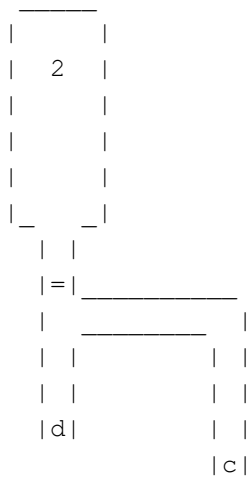
Second layer



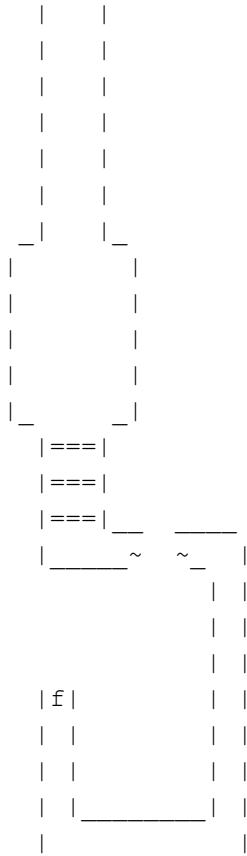
Third Layer



Fourth Layer



Fifth Layer



1: Power Stream

-----<Clarifications>-----

-----<11>-----

 What you know by the end of Mega Man 64/Mega Man Legends

|If You Find An Inconsistency

|-----|
 |This is just MY personal interpretation of the storyline. So far only
 |one person has disagreed with it, so, as far as I can tell it is
 |pretty accurate!!! :) |

|Mega Man Trigger

|-----|
 |A purifier model. A purifier model is a machine made to destroy
 |malfunctioning reaverbots (confused yet?). Mega Man Trigger is who
 |you play as. When you are adopted by Barrel Casket, your name
 |appropriately changes to "Mega Man Casket". In the ranks of
 |reaverbots, a Purifier model is a high-ranking reaverbot (see the
 |rank chart in the "Mega Man Legends 2" section farther down. |

|Mega Man Juno

|-----|
 |A purifier-purifier model. A purifier-purifier is a machine that
 |destroys malfunctioning purifier models. They are considered of
 |higher "class". A purifier-purifier watches over a certain part of
 |the world and they have almost complete control over that one area. |

|Data

|-----|
|Is well, data! Mega Man Trigger stored his memory in Data so that if
|he were ever to be destroyed he could be re-built again. |

|Mother

|-----|
|is a guardian of earth who looks after and controls every single
|reaverbot. Mother has access to all things memory, all back-up files
|and basically is God. |

=====
|Note

|-----|
|This following story IS incomplete, because you need to beat Mega Man
|Legends Two before you can fully understand the entire story. |

Basically, Mega Man is a reaverbot. Our hero was found in a strange bubble-like thing in a ruins lying next to data and was adopted (This Mega Man is not known as "Mega Man Trigger", but "Mega Man Casket"). They land on the island and what is so ironic is everything Mega Man does is what his model class is SUPPOSED to do. The guardian of the island (Mega Man Juno) was locked up, sealed in a box-like thing. Juno's job is to wipe out all the carbons (people) on the island when their numbers get too high (AKA, when there are too many people, they are all killed). Now, Mega Man Juno was not "awake" to wipe out the carbons. When the purifier-purifier is not available to do this, it's the next down in class (purifier) who gets responsibility of waking up the guardian. Now, Mega Man did do just that! He went through the ruins and set off a whole bunch of reactions so that the Main Gate would rise up, and Mega Man Juno could be awakened. The problem is, even though Mega Man Trigger had therefore done his job, Mega Man Casket did NOT want that to happen because it resulted in the destruction of every single person on the island (well, actually the island is saved but you know what I meant). Mega Man becomes a sort of rebel purifier. He destroys fully operational reaverbots. After Mega Man defeats Mega Man Juno, Data contacts mother and basically says "Mega Man Trigger killed Mega Man Juno because he was not working properly. Do not back up Mega Man Juno's files. Instead, classify Mega Man Trigger as guardian of this section of the world". So by defeating mother you yourself become a guardian (purifier-purifier). The huge black box that comes down at the end of the game is made to wipe out the carbons. The sub-cities with the "prototype anthro units" are cities where advanced reaverbots (im guessing that advanced reaverbots get a new name, "Anthro") are being made and tested. You kinda realize this when they are super strong and killing you ;).

But even though that's the story of MM64/legends, there is a lot unanswered. What was Mega Man's past? Who is Mother? What do the "carbons" play in all this; why are they so controlled and manipulated? When and why did Mega Man originally build Data; why did he need to have a back-up of his information in a monkey instead of in mother like Mega Man Juno's information was? Why did Mega Man go rebel? What in the heck are reaverbots? What are the ruins? Why does Data have the ability to order Mother around if he is just a compiled amount of data?

*****What you know by the end of Mega Man Legends 2*****

WARNING WARNING WARNING WARNING WARNING WARNING WARNING WARNING WARNING

DO NOT READ ANY FURTHER!!! THIS IS A HUGE SPOILER!!! YOU'VE BEEN WARNED

WARNING WARNING WARNING WARNING WARNING WARNING WARNING WARNING WARNING

|If You Find An Inconsistency |
|-----|
|Ok, well, this will definitely be tricky because even I don't know |
|for a fact that my interpretation of the story line is correct. If |
|you make a suggested change that totally throws off my interpretation|
|I will put it down separately as "Another Clarification". Well, here |
|goes! |
|_____|

=====

|The System |
|-----|
|Yikes, here goes. The System is basicly a huge gigantic computer, run |
|by The Master. This computer is made up of a tree of workers (see the |
|reaverbot tree below) and each of them is assigned a certain task. |
|Mega Man, Mother(s), Mega Man Juno and every other reaverbot ever |
|encountered is part of this system. Each individual can only do what |
|the system allows them to do. For example the boss of the intro- |
|dungeon in MM64 could NOT become a purifier model-his life has been |
|already played out for him. There is one thing that ALL creatures in |
|the system have in common-they are not allowed to feel emotions. If |
|they somehow manage to, they are considered defective and are killed |
|by a purifier model. So why is this system so great? You don't feel |
|emotions. So no pain or suffering. No disease or hatred, jealousy or |
|torture. Everything is controlled. So it is a utopia, or a "perfect |
|world". Why was this system built? The Ancients built it to make |
|themselves immortal. The Ancients were reaverbots, much like the ones |
|that you find in ruins. You see, The Ancients didn't want to die, and |
|they thought that this system wastheir chance at immortality. And |
|although they were immune from all pain, they were killing themselves |
|by trying to make themselves un-killable (irony). |
|_____|

|Mother (Yuna) |
|-----|
|Yuna is the guardian of Terra, or the earth. Yuna is a mother, making |
|her the second most powerful reaverbot in the universe. She has |
|complete access to all data files that concern Terra. She also keeps |
|track, creates, deletes, and restores these files. |
|_____|

|Mother (Sera) |
|-----|
|The Mother guardian of Elysium. She has complete control of all data |
|and files that concern the planet. |
|_____|

|Data

|-----|
|A compilation of data made by Mega Man Trigger so that he could
|survive and restore himself while being outside The System
|

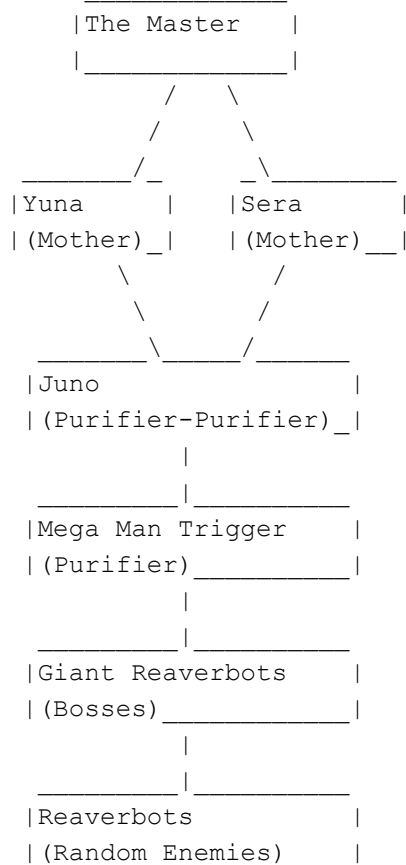
|Mega Man Trigger

|-----|
|The Master's personal favorite purifier model-class reaverbot. Mega
|Man Trigger disconnects himself from The System in an effort to grant
|The Master's last request given to him-to destroy The System.
|

|The Master

|-----|
|The only ancient that did not connect himself to The System. His job
|is/was to guard The System and make sure everything runs smoothly
|with it.
|

=====
A Tree Of Power
=====



=====
|The True Story Of Mega Man
|-----|

The Ancients were a race that wanted to live forever, and so they created The System to allow them to do just this (go back up and read The System for the details). The Master was set to run The System and make sure everything stayed perfectly in hand. After many years of this "perfect" world running, The Master tried out an experiment. He created a race of creatures that could feel pain and got diseases, could die and could never come back. And The Master watched them. He then realized that there was something in the race he created (Carbons {Humans}) there were special things that the Ancients did not have; Love, Family, Warmth, Joy, Happiness, Hope, Dreams (etc.). He realized that the life The Ancients were living was actually a hell, not a paradise. The Master went to live with the Carbons and experience these things, and after he did he had firmly decided that for the better of his race, he was going to destroy the system. He spent many months on Terra, and because of this he started to die. When he finally went back home he had been away too long to sustain his own life; he was going to die. Before he did he freed Mega Man Trigger from the system, and gave him a special pendant. He then told him as his dying wish to destroy the system, and to make sure the Carbons live on. The Master then died, and, in a sense, Mega Man Trigger becomes the new Master.

*****MM64*****

When Mega Man Juno requested a file back-up and re-initialization of the island, he was asking Yuna to delete all the carbon files, and restore them as they were when they first created (AKA kill the current humans and bring back the original ones that were first created). Yuna is jealous of Mega Man Trigger's relationship with The Master, and watches as The Master dies and Mega Man Trigger is given his rank, his power, and his freedom of being out of The System. Yuna wants this freedom, so she does a drastic move; she separates herself from the system. This causes the sudden bezerkness of the reaverbots on earth and is the reason why so many reaverbots started to appear and become violent. Yuna, after separating from the system, finds her sister Sera and locks her up in a diamond-like force field and sends her down to Terra. Yuna then forever guards Sera so that no one will unlock her. This is so that the carbons continue living, because without Yuna there to guard over the carbons, Sera may gain complete control, or may create a new mother. Either way the Carbons will get killed over and over. Next Yuna finds Mega Man Trigger, and completely erases his memory. Mega Man Trigger and Data then get locked up together and also sent down to Terra. Why did Yuna do this? Mega Man Trigger was told by The Master to destroy the system. If Mega Man Trigger does this, EVERYTHING in the system would die. To save her sister and her entire race, Yuna had to lock Mega Man Trigger up. She also had to memory-wipe him, otherwise he would just wake up and come back to destroy. Nothing she could have said would have made Mega Man Trigger see it her way; The Master had gave him a job and he was going to fulfill it. Then, Barrel finds Mega Man Trigger and Data locked up in their diamond. When you are part of the system, your memory is backed-up so that if you ever die or malfunction you will be destroyed then simply resurrected. Since Mega Man Trigger is not part of the system, he has only one life. But, he finds away around it. He compiles Data, who is just a collection of his memories, so that if he is destroyed in battle he will get re-built, just like in The System. Unfortunately, Mega Man Trigger could easily be damaged beyond repair-Data is just data, not a

materials and tools kit.

So anyways, Mega Man is freed from his prison, but has amnesia. Data is aware of Mega Man's mission etc., but he alone can not restore Mega Man-he is just the data, not the repair kit. So Mega Man lives out his life, and the reaverbots are all growing and going insane without a mother to guide them. Mega Man becomes a digger and then goes through ruins getting treasures. What is SO ironic about this is it is his JOB to destroy the system, and he is doing that very thing piece by piece! By the end of Mega Man 64/Legends, you destroy the main gate... meaning one whole island on Terra has been rid of control by the system! You also rob the refractor shards, making each ruin un-powered. What I find humorous is that by the end of Mega Man 64/ Legends, Mega Man Trigger is a purifier model, a Master, and a purifier-purifier, AND a guardian. Quite a job ^_~

****Mega Man Legends Two****

Since this is NOT a MML2 guide, I have to make this brief. Sera is unlocked in this game. Yuna tries desperately to prevent it, but does not succeed. You are then sent to gather four different keys scattered across the world. You do, and then your ship is attacked. At a point during the fight you get knocked out, and when Mega Man awakens he is in a dream-like place with Yuna in front of him. Yuna, by use of Data, unlocks and restores Mega Man's memories and he finally realizes again who he is and his mission. He has two. His first mission is by the system-to restore the mother of Terra and help destroy all of the malfunctioning reaverbots. His other mission by The Master is to destroy the system. Yuna tells Mega Man it's his choice, and he will pick what's right. Why is this such a debate? If he destroys the system he not only destroys all of the Ancients, but HIS race. Mega Man IS an ancient. So he will be killing his father and mother and sister and brother. Its kill his entire family, or save them and kill the Carbons. Yuna says to him that he should feel very lucky to have someone who LOVE him like Roll does. And that's what pushes Mega Man to follow The Masters wishes- because he, like The Master, finds emotions like Love to be the greatest treasure of all (don't shoot me; I know that was corny). So then Yuna basically sends Mega Man to Elysium in a space ship (Elysium is the moon) and upon landing, the game goes crazy. The site you land in is the heart of the system, and you have to work your way through a hell of gravity-changes and ground-breaking until you FINALLY find a very interesting place-the home of the Ancients. It's a REALLY cool looking place, if anyone has played Realms Of The Haunting, it looks likes Arqua or the garden in Sheol. You make your way through a series of warp gates, and you come across the Master's house (very interesting) and then finally you head down to the library. This place brings back memories, you dual it out in classic mega man style (AKA you fight every single boss you've ever encountered one by one). Finally, you reach Sera. You battle her and upon killing her she realizes her mistake (great timing Sera...). She frees herself of the system, and she and Yuna are on good terms again. The system gets destroyed, leaving Yuna, Sera and Mega Man as the only remains of the race. Now for the wrap up of the game- the mother lode. It isn't a big treasure- it isn't a huge amount of wealth. It is Sera and Yuna. The "mother" lode. A disappointment I know, but, try to find the irony in it ~_^

-----<FAQ>-----
-----<12>-----

Note There is a really nifty trick that you can do to find your

answers to these things. Hold ctr and press F. A text box will appear, type in your keyword (AKA Shining Laser, Jet Skates) and it will direct you to every location in this guide concerning that word.

Q: Where do I get the parts for (insert weapon name here)

A: Read the weapons section for the names of the items and their locations, and if you still have trouble there are maps of each dungeon in the "maps" section, so look over there to see WHERE they are.

Q: I got (part name) and Roll isn't making the weapon/item!

A: There is more then one part per item/weapon folks, read the Item list or weapons list to see what else ya need

Q: How did you beat the game so fast?

A: After beating the game for your fifteenth time, you eventually get faster ~_^

Q: I see the sub-gate in old town, but I can't get to it! How do I get there?

A: If you would read that section called the *walkthrough* you would see that you get there by going to the Main Gate, spiraling downwards until you get to the room with those fire breathing wolves, and then take a left through the door.

Q: Did you write a Paper Mario FAQ?

A: No, I did not, I just drew a table or two for one.

Q: Where is the (insert location)

A: ...the walkthrough IS there for a reason...

Q: I watch the TV and all the guy does is talk about the weather!

A: You need to complete EVERY SINGLE OTHER SIDE QUEST and have beet Bruno before that quest will work-it is the last quest and yields the most money, that is why.

Q: I can't find the girl in the green dress and I gave ALL the museum items to the museum!

A: You missed an item.

-----<Buster Parts And Items>-----
-----<13>-----

Below is a list of all buster parts, special items and items

Buster Parts:

| Name | Attack | Energy | Range | Rapid | Where/What/How |
|---------------------|--------|--------|-------|-------|-------------------------|
| Buster Max | Max | Max | Max | Max | Beat Hard quickly |
| Power Raiser | +1 | | | | Intro Dungeon |
| Power Raiser Alpha | +2 | | | | Bought |
| Power Raiser Omega | +3 | | | | Bought |
| Laser | +4 | | | | Bought |
| Power Stream | Max | | | | Main Gate |
| Turbo Charger | | +1 | | | Bought |
| Turbo Charger Alpha | | +2 | | | Bought |
| Turbo Charger Omega | | +3 | | | Bought |
| Turbo Battery | | +4 | | | Bought |
| Auto Battery | | Max | | | Autofire barr./gen.part |
| Range Booster | | | +1 | | Bought |

| | | | | | |
|---------------------|-------|-------|-------|-------|-------------------------|
| Range Booster Alpha | | | +2 | | Bought/given by Data |
| Range Booster Omega | | | +3 | | Bought |
| Sniper Range | | | +4 | | Bought |
| Rapid Fire | | | +1 | | Found in Ruins (I) |
| Rapid Striker | | | +2 | | Found in Ruins |
| Sniper Unit | | +1 | +2 | | Bought |
| Sniper Unit Omega | | +2 | +3 | | Bought |
| Sniper Scope | +1 | | +5 | | Target sensor/tele-lens |
| Blast Unit | +1 | +2 | | | Bought |
| Blaster Unit R | +2 | +2 | | +2 | Ruins |
| Blaster Unit Omega | +2 | +3 | | | Bought |
| Buster Unit | +1 | | +2 | | Found in Ruins (II) |
| Buster Unit Omega | +3 | | +3 | | Chest in Main Gate |
| Power Blaster L | +2 | | +1 | | Bomb threat side quest |
| Power Blaster R | +2 | | +1 | | Bomb threat side quest |
| Omni Unit | +1 | +1 | +1 | +1 | Won in left turn course |
| Omni Unit Omega | +2 | +2 | +2 | +1 | S.light/core/B.circuit |
| Triple Access | | +1 | +1 | +1 | Found in Ruins (2) |
| Gattling Gun | +1 | +4 | +1 | | Gatt. part/flower pearl |
| Machine Gun | | +3 | | +1 | Rapidfire barrel |
| _____ | _____ | _____ | _____ | _____ | _____ |

Special Items:

| Name | Where you get it |
|---------------------|--|
| Blue Refractor | Found in intro dungeon |
| Yellow Refractor | Found in cardon forest sub-gate |
| Red Refractor | Found in lake jyun sub-gate |
| Helmet | Found outside second junkshop in a cell box |
| Jump Springs | Made from item found in cardon forest sub-gate |
| Jet Skates | Made from an item found in lake jyun sub-gate |
| Flak Jacket | Bought in stores after the city hall mission |
| Kevlar Jacket | Bought in stores after buying the flak jacket |
| Kevlar Jacket Omega | Bought in stores after buying Kevlar jacket |
| Energy Canteen | Bought in stores |
| Adapter Plug | Made from an item found in lake jyun sub-gate |
| Citizens Card | Given to you after you save the junk shop guy |
| Class B License | Given to you after beating city hall |
| Class A License | Given to you after beating the digging boss |
| Walkie-Talkie | Given to you by roll after the city hall quest |
| Bonne Family Key | Gotten by destroying a mini-boss downtown |
| Cardon Forest Keys | Gotten in the cardon forest sub-gate |
| Lake Jyun Keys | Gotten in the lake jyun sub-gate |
| Clozer Woods Keys | Gotten in the clozer woods sub-gate |
| Sub-city keys | Found in the sub-cities |
| _____ | _____ |

Items:

| Name | What it does/Used in | Where/when you get it |
|-----------------|-----------------------|----------------------------|
| Hyper Cartridge | Energizes weapon | bought in junk shops |
| Shield Repair | Repairs shield | bought in junk shops |
| Chameleon Net | Partial camouflage | bought in junk shops |
| Defense Shield | Partial invincibility | bought in junk shops |
| Life gauge | Increases max. life | bought in junk shops |
| Mine Parts Kit | Used in splash arm | after saving junk shop man |

| | | | |
|------------------|------------------------|-----------------------------|--|
| Extra Pack | Restores Life | bought in junk shops | |
| Broken Cleaner | Used in vacuum arm | apple market cell box | |
| Broken Motor | Used in vacuum arm | downtown in trash can | |
| Broken propeller | Used in vacuum arm | uptown in trash can | |
| Blumebear parts | Used in machine buster | downtown in trash can | |
| Zetsabre | Used in blade arm | beating beast hunter | |
| Mystic Orb | Used in shield arm | beating balloon fantasy | |
| Flower | Give to Roll | found outside of dig site | |
| Flower Pearl | Used in gattling gun | for helping Ira (cripple) | |
| Safety Helmet | Used in Helmet | outside 2nd junk shop (box) | |
| Pick | Given to gangsters | Construction worker by bank | |
| Lipstick | Given to painter | Hipbone | |
| Saw | Given to gangsters | Trash can downtown | |
| Bomb Schematic | Used in Grand Grenade | Flutter | |
| Comic Book | Give to gangsters | Outside second junk shop | |
| Stag Beetle | Give to gangsters | Outside dig site | |
| Beetle | Give to gangsters | Area south of Flutter | |
| Prism Crystal | Used in Shining Laser | Museum (from girl in green) | |
| Sun-light | Used in omniunit omega | Pregnancy sub-quest | |
| Music Box | Give to Roll | Winning Straight Course | |
| Giant Horn | Museum Exhibit | Winning Technical Course | |
| Broken Circuits | Used in omniunit omega | Got from gangsters | |
| Marlwolf Shell | Used in Shield Arm | Got from gangsters | |
| X-buster | Used in shining laser | Got from gangsters | |
| Old Heater | Museum Exhibit | Got from gangsters | |
| Bomb | Used in PowerBlasterR | Police side-quest one | |
| Plastique | Used in PowerBlasterL | Police side-quest two | |
| Bag | Given to victim | Police side-quest two | |
| Arm Supporter | Used in spread buster | Police side-quest two | |
| Trunk | Given to Detective | Police side-quest three | |
| Old Bone | Museum Exhibit | Cardon sub-gate | |
| Old Doll | Museum Exhibit | Cardon sub-gate | |
| Spring Set | Used in jump springs | Cardon sub-gate | |
| Grenade Kit | Used in grenade arm | Cardon sub-gate | |
| Old Hoverjets | Used in jet skates | Lake Jyun sub-gate | |
| Ring | Give to Roll | Lake Jyun sub-gate | |
| Gattling Part | Used in Gattling gun | Lake Jyun sub-gate | |
| Joint Plug | Used in Adapter Plug | Lake Jyun sub-gate | |
| Tele-lens | Used in Sniper Scope | Clozer Woods sub-gate | |
| Antique Bell | Museum Exhibit | Clozer Woods sub-gate | |
| Guidance Unit | Used in Active Buster | Clozer Woods sub-gate | |
| Target Sensor | Used in Sniper Scope | Clozer Woods sub-gate | |
| Autofire Barrel | Used in Auto Battery | Main Gate | |
| Blunted Drill | Used in Drill Arm | Main Gate | |
| Generator Part | Used in Auto Battery | Ruins | |
| Main Core Shard | Used in OmniUnit Omega | Ruins | |
| Rollerboard | Used in jet skates | Ruins | |
| Rapidfire Barrel | Used in machine gun | Ruins | |
| Pen Light | Used in Blade Arm | Ruins | |
| Ancient Book | Used in Spread Buster | Ruins | |
| Old Launcher | Used in Spread Buster | Ruins | |
| Cannon Kit | Used in Powered Buster | Ruins (see map 2) | |
| Weapon Plans | Used in Shining Laser | Ruins | |
| Shiny Red Stone | Museum Exhibit | Ruins | |
| Shiny Object | Museum Exhibit | Ruins | |
| Old Shield | Museum Exhibit | Ruins | |
| EMPTY | Gameshark code* | Nothing? | |
| JUNK-ITEM 25 | Gameshark code* | Nothing? | |
| JUNK-ITEM 26 | Gameshark code* | Nothing? | |
| JUNK-ITEM 27 | Gameshark code* | Nothing? | |

*Gameshark code is:

81205650 FFFF

81205652 FFFF

81205654 FFFF

81205656 FFFF

-----<Special Tricks>-----

-----<14>-----

|Circle Strafing

|-----
|This is a trick that makes all boss fights (that are not Bonne
|fights) easy as heck, and also simplifies almost every enemy. Hold
|"R" and Left on the analog/D-pad or "Z" and right on the analog/
|D-pad. You will be running around a fixed point. Hold be and you will
|be constantly firing into the middle of the circle you are making.
|Now, go up to an enemy and do this. They will stand there shooting
|aimlessly while you circle them and blast them away. Practice and
|perfect this technique and you will be able to easily beat every
|boss, even the boss of the game!
|-----

|Kick The Can!

|-----
|The best money making trick for those of you not skilled enough in
|the mini-games in Uptown, and a great source of money in the
|beginning of the game. In apple market there is a can lying near the
|south gate. Kick it to the Bakery (next to the junkshop). This part
|is tricky; kick it behind the counter. Mega man will make a victory
|pose, you will receive 1,000 zenny, and you will be told to "Throw
|trash in it's proper place!". If you do this enough you will notice
|that your armor is turning black. This leads to...
|-----

|Dark Mega Man

|-----
|By doing evil things (Kicking the can, stealing money, etc.) your
|armor will slowly (or in some cases very quickly) start to turn
|black. You will never become pitch black, but pretty darn close.
|There are (I believe) three shades of darker color. Once you are
|dark, the only way to become light is to do nice things. So far as I
|can tell there is NO disadvantages to being Dark. Prices do NOT go
|up, people say the EXACT same lines and no cinemas change (except
|that Mega Man is dark). I personally think he looks cooler dark (all
|evil look'n and all), but, there is really no reason to or not to do
|this.
|-----

|Blow Up News Blimp/ Dark Mega Man 2

|-----
|Hehehe, this is fun. Before the City Hall battle, equip buster parts
|so that your range is +3. Now, aim at the news blimp that is hovering
|above city hall. It will blow up, and you will turn jet black right
|away >:) However, by the end of it (after saving city hall) you
|become lighter again ;(
|-----

|Dark Mega Man 3

| In the third police side-quest, don't give back the money. Instead,
| just steal it ;). You will immediately become black, and will get
| 200,000 zenny!
|

| Kick the Vending Machines!
|

| Kick the vending machines instead of paying 100 Zenny and you will
| either get a free can, or it will blow up! If you get the free can,
| it fully restores your life.
|

| Blow up the "Cell" boxes (submitted by Max "Catman" Preston)
|

| If you use an explosive on a "Cell" box it blows up... (LOL this has
| no use but hey, it is kinda neat, kinda... hey it is!)
|

| Blow up the trash cans (submitted by Max "Catman" Preston again)
|

| If you use an explosive on a trash can it blows up... (same comment
| as above)
|

| Kick the Servebots!
|

| If you blow up a servebot (the yellow lego men) and then kick them,
| you will get life back! You can only do this three times!
|

| Beehive Cash
|

| This will give you about 15,000 to 25,000 cash, but with one catch.
| In the Cardon Sub-gate, in the second room there are three beehives.
| Max out your vacuum arm, and max out your buster's attack. Blow up
| the hive and the bees that come out of the hive and suck up the
| money. There will be three beehives. Also kill the ground enemies if
| you wish. Although this DOES give you a lot of money, the only way to
| re-spawn the beehives is to leave the dungeon and come back. It is
| very repetitive and annoying, but the cash is worth it!
|

| Lion Money
|

| You know those stupid lions at the main gate (the big, fire breathing
| ones?) Well, they give you almost as much as the beehives. The
| upside? There is a quick and convenient zone door that you can enter
| and then return in and the lions will re-appear, making it slightly
| faster than the beehive cash. I would take the active buster or
| shining laser, because the money doesn't fly very far and the quicker
| the better! (Submitted by Max "Catman" Preston)
|

-----<Codes And Secrets>-----

-----<15>-----

Difficulty Changes- If you beat the game, you unlock "Hard" difficulty.
The bosses are harder, and so are the enemies. A LOT harder. Upon
beating hard mode, you unlock "Easy" mode. Money seems to come in

faster, enemies and bosses are very weak and the game is generally a piece of cake.

New Game Prizes- If you beat hard mode in under eight hours, you can start a new game with jet skates and the buster max. Also, when you start Easy mode you will always have the buster max. As for as I know, those are the only two prizes you can get. I beat the game in 1 hr, 40 min and those were all I got. Yes, I did say 1hr, 40 minutes ;). To find out how to beat it that fast, go to "Speed Walkthrough".

Burger Shop- (Submitted by Max "catman" Preston) If you solve most of the peoples' problems, during the part of the ending where you can walk around, there is a burger shop Downtown! (weird, hu?) As for what it is for, I have no clue.

Game Shark Codes- Can be found at <http://www.cmgsccc.com/n64/mm64.shtml>, I won't bother listing them.

-----<Credits>-----
-----<16>-----

Thank you...

Donutdisturbme@AOL.com for help in all areas (especially picky stuff)
Roaddoggy26@AOL.com for spelling mistakes and grammar mistakes
pokedude745@hotmail.com for the help, even if I did already know about that trick ;)
dcrocker@bconnex.net for a helpful weapons-section suggestion
MarkKoziel for detailed information on Hard mode, Easy mode and new game prizes!
GameSage4 for detailed information on the modes and prizes as well
Xx Cyrax xX for the gameshark codes web page
Linkmasterr1 for the helpful map suggestions
Henry "Cardhouse" Kim for the boss strategy for Bruno

-----<Special Thanks>-----
-----<17>-----

Max "Catman" Preston for the TONS of help you've lent me. Thank you for your time, patience, electronics, spelling checks, grammar checks, consistency checks, error sighting, and ways to improve my guide.

NTRentals for the VERY large quantities of information and scattered improvement.

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-----<18>-----

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My email is ChronoGamer00@AOL.com, email with questions and comments. All e-mails asking questions answered in my FAQ will be immediately deleted.