

# Mega Man: Powered Up Construction Packs Guide

by ReptoBM

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MegaMan Powered Up

Construction Packs Guide by Reptobismol

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further. This guide covers every single construction pack to be found while playing the game; not only the stage it's in, but exactly where to get it. The names of the packs are here as well, so if you know you're missing a certain one, finding it right down to the stage it's in is very easy. I've no doubt that my guide will help you finish your search quickly and with little frustration.

That said, this guide ONLY covers construction packs and their placement ingame. I won't be discussing any aspects of Construction Mode; that's for a whole nother guide (one I have no interest in writing, as well.) I also won't be covering the construction packs unlocked as gifts from Capcom. Though I know what they are, they have no affiliation with this matter. Now, let's get this guide rolling!

OOOOOOOOOOOOOO [3] Checklist & Minor Notes OOOOOOOOOO  
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I thought it would be considerably more convenient if I sorted the packs by the stage you find them in, as opposed to listing them in their exact order, not to mention make the guide far more organized. I still have the exact names of every pack to match every location, though, so if you know you're missing one from the list, just use Ctrl+F to jump right to it.

Every pack lists every robot master that is able to get it one way or another, as far as I know, and then a description of its location relative to the level itself, and how to get it. Obviously this guide will be a lot more helpful to someone that already has a grasp on the layouts and placement of things. Also, it's important to mention that I found all of these while playing normal difficulty. Hard mode changes the retry flag placements, and I often use them to help describe the moment you'll come across them, so bear that in mind.

For those of you that have no idea how many there is of which, use this checklist to see how many you're missing:

SCENERY:

- X-Starters (you have all of them from the start)
- Cut Extra
- Guts Extra
- Ice Extra
- Bomb Extra
- Fire Extra
- Elec Extra
- Time Extra
- Oil Extra
- Elemental Special
- Trans Special
- Ground Special
- Action Special

ENEMIES:

- Basic Pack 1-8 (you have all of them from the start)
- Common Pack 1-8
- Fine Pack 1-16

This totals to 36 packs scattered throughout the levels. Now, the guide itself, in all its sexy glory...

00000 [4] CutMan's Stage: 0000  
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Enemy Pack: Fine Pack 13

Obtainable by: BombMan

The first pack you'll come by in CutMan's stage, while you're ascending the tall ladder in the beginning. This one is in plain sight on the left of the screen, behind some destructable bomb blocks. Just climb the ladder and lay a bomb at your feet to rid of them.

Scenery Pack: Trans Special

Obtainable by: MegaMan, OilMan

During the second long ladder climb, you'll come across a pack sitting on a small ledge to the left, across a huge gap with no feasible way to cross it- unless you use the Oil Slider, that is. Simply leap over the edge with the board, and you should sail onto the ledge. Jumping off as you get close is unnecessary.

Enemy Pack: Fine Pack 16

Obtainable by: MegaMan, GutsMan, OilMan

Further up the second ladder climb is a large stack of logs with a pack sitting atop it. Notice the ladder in the corner? On the screen above, you can remove the block in the way with the Super Arm and then climb down to it. GutsMan on the other hand can simply stack his way up with ease. OilMan must use the Oil Slider, jumping from the Guts block to the left of the logs.

Scenery Pack: Bomb Extra

Obtainable by: BombMan

At the top of the second ladder climb, to your immediate left will be another stack of logs, this time with a mass of destructable bomb blocks. Only BombMan can arc his bombs high enough to blow them away. Climbing up the next two rooms, you'll have to trek your way through a leafy area, laying waste to a few Sniper Joes in the process. On the far right of this wooded area is a pack wedged between more bomb blocks; arc your bombs to blow away the blocks atop the platforms, then leap your way across and nab the pack.

Scenery Pack: Fire Extra

Obtainable by: FireMan

After the second retry flag, you'll soon reach some screens heading downwards. One screen down from the beginning of this descent, there'll be some barely visible blocks of snow in the left corner (Flying Shells will begin attacking you here as well.) Stand on them and melt them away, allowing you to drop down into the room below, and onto a tiny ledge on which the pack sits. However, as you drop, make sure you hold to the right or else you'll plummet onto the spikes.

00000 [5] GutsMan's Stage: 0000  
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Enemy Pack: Fine Pack 6

Obtainable by: All

Once you reach the end of the first section of the stage, right above the drop leading down into the next room is a tiny ledge with this enemy pack. You can't miss it unless you're blind or mentally challenged. You also have to be pretty bad at the game to muck the jump up to it, as well. =P

Enemy Pack: Common Pack 1

Obtainable by: CutMan

Once you reach the end of the second horizontal portion of the stage, you'll come to a fork- a ladder leading both up and down. Only CutMan can take the ladder heading up, as it requires his wall jump. From there, slice away the block and make another wall jump up. The following corridor has no hazards other than a long string of bats, and the end will present you with an enemy pack. No daring acrobatics required to hop up to it.

Enemy Pack: Fine Pack 2

Obtainable by: GutsMan

After the second retry flag, once you've crossed the huge chasm with the annoying rails, you'll find a lone Picket Man standing underneath a steel beam, with nothing on it or above it, save for a gap in the ceiling. Looks fishy, does it not? The only way to climb up there is to stack blocks with Guts, and once you've reached the beam, jump up into the ceiling and walk along it, unseen, to the left. Soon you'll see the message that you found an enemy pack. This one seems to elude a great number of people.

Scenery Pack: Ice Extra

Obtainable by: MegaMan, OilMan, IceMan

Immediately after nabbing Fine Pack 2, you'll have to head downwards again. The first screen you climb down to has a huge gap with a pack on the ledge across it; MM and OilMan must use the Slider to leap across, firing a drop from the ladder, first. IceMan can wait for the bat enemy to fly close enough so that freezing it will give him the ledge he needs to make both jumps. This one is a real pain in the ass.

00000 [6] IceMan's Stage: 0000

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Enemy Pack: Fine Pack 12

Obtainable by: MegaMan, OilMan, GutsMan, IceMan

Right in the beginning, sitting on a ledge above the water. Mega and OilMan can nab it by taking the Slider across the surface; GutsMan can stack his way up, and IceMan can freeze one of the penguins that comes his way and use it as a stepping stone.

Scenery Pack: Ground Special

Obtainable by: MegaMan S, MegaMan C

After the first retry flag is a couple of vanishing block sequences. Immediately following the second one is a narrow passage that only the S or C versions of MegaMan can access, for it requires the slide. The pack awaits you at the middle the little tunnel.

Enemy Pack: Fine Pack 15

Obtainable by: MegaMan, FireMan

Immediately following the third retry flag is a flame spout, and to the right of it, a block with the fire symbol on it. A Fire Storm will blow it up and relinquish the pack.

Enemy Pack: Common Pack 5

Obtainable by: FireMan

Make sure you light your torch after the 3rd retry flag and before dropping down into the next area. Two screens down, you'll find some snow in the corner which you must melt. A few more screens of this (losing your fire here matters little) and you'll be in a long horizontal portion of the stage. You'll come across a high ledge with some snow blocks, and both a flame and water spout below it. With your torch still lit, melt the snow, then drop down the right side and douse yourself. Make your way back to the left, taking care not to light up again. Now you can leap across the snow blocks to the right of the

platform without melting them, and once you reach the last block of snow, wait patiently for a vanishing block to appear, giving you the edge you need to make that jump.

Enemy Pack: Common Pack 6

Obtainable by: ElecMan

Following the passage with the annoying green lifts, you'll drop into a room with nothing in it besides an elec block, sealing off a crevice with a pack inside. Zap it with your Thunder Beam, then ride it up to the pack. Easy.

00000 [7] BombMan's Stage: 0000

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Enemy Pack: Fine Pack 5

Obtainable by: All

As you're climbing the first latter in the stage, as you enter the next area you'll see a pack on the other side of the wall to your left. Continue climbing up, then drop down the ladder on the left and nab the pack. Simple.

Enemy Pack: Fine Pack 11

Obtainable by: MegaMan, GutsMan

Immediately following the second retry flag is a Guts block, and behind it an enemy pack. Either Mega or Guts can remove it.

Enemy Pack: Common Pack 3

Obtainable by: IceMan

This one may take a few tries. Once you climb the ladder after the second retry flag, you'll find a ladder above and to the left of you; to reach it, you must freeze an oncoming Flying Shell and use it as a stepping stone. Here's where it gets tricky. Wait for a Killer Bullet to fly over, then freeze it and cross the gap; now, there's an even larger gap which requires freezing two of them. Don't hesitate, but you'll need to get yourself close enough to make the distance between the second bullet and the ledge on the right. Now, grenades will launch from below; freeze them the second they line up with you, and immediately jump onto it. Another grenade will follow; you must freeze it and jump a second later before the grenade you're standing on breaks free. Five frozen grenades and you'll be able to nab the pack on the other side.

Enemy Pack: Common Pack 8

Obtainable by: MegaMan, OilMan

After the third retry flag, you'll drop into a long corridor. Soon you'll find some oil blocks in a row, sealing off a high ledge; simply create a slider and leap up to it, then bust your way through to the pack.

00000 [8] FireMan's Stage: 0000

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Enemy Pack: Fine Pack 10

Obtainable by: MegaMan, IceMan, GutsMan

As soon as you begin climbing up, take the left side and freeze the flamethrower, using it as a pedestal to reach the ladder. Do the same in the room above this, as well. Now you'll be able to simply climb the rest of the way, and the pack is sitting on a ledge, at the top of the ladder. GutsMan can stack his way up, though he'll have to take the standard route.

Scenery Pack: Oil Extra

Obtainable by: OilMan

You read correctly; ONLY OilMan can get this one. He moves faster and gets more air with the Oil Slider, the latter of which is needed in this case. After the ladder climb, you'll find a bulky platform with flamethrowers on either side, and a Hothead harassing you on the right. Get on top of that platform and get onto your slider, then shove off and leap as far to the right as you can. If done correctly, you'll smash through an oil block concealed in the ceiling and cruise along it, dropping onto an extra life on the other side. Continue on into the next room and slide along the bottom, not bothering with the flame spouts above. To reach the scenery pack, simply slide along and jump towards the platform with the pack on it, then leap off of the slider to get the extra boost of air needed to land next to it. If this is never-before-heard-of rocket science, press Up and X simultaneously to leave the slider.

Scenery Pack: Time Extra

Obtainable by: TimeMan

Once you take your first ladder downwards, the next screen you come across will have three stacks of time blocks, with a dispenser above them. First, charge up and release a time slow, then blast your way through and nab the pack before the blocks can materialize and crush you.

Enemy Pack: Fine Pack 4

Obtainable by: All

After the first retry flag, you'll trek through a passage full of lava, among other things. Before you head up the ladder at the end, though, jump down to the lone block below and to the right, perched right above the lava.

Enemy Pack: Fine Pack 14

Obtainable by: MegaMan, IceMan, CutMan, GutsMan

After the second retry flag, another lava-filled passage awaits. This time, the ladder into the next area is heading down and the pack is above and to the right. A wall jump will get you up there, as will a flame-turned frozen platform. Gutsy has no problem using a block to give him the boost he needs.

00000 [9] ElecMan's Stage: 0000

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Scenery Pack: Cut Extra

Obtainable by: CutMan

Once you've passed the first green platform segment, you'll find this one in the room above, up on a ledge in the corner. Only CutMan's wall jump will make it up there.

Scenery Pack: Action Special

Obtainable by: MegaMan S, MegaMan C

Shortly after the first scenery pack, you'll come across two paths; the one on the right leads up just like the left path, but you must use S or C's slide to even take it. At the top, the pack sits in front of the little crevice you slide out through.

Enemy Pack: Fine Pack 9

Obtainable by: MegaMan, GutsMan

You'll soon take a ladder upwards past some of those annoying eye-beamer enemies and be presented with yet another fork. The right path requires a bit more patience with the vanishing blocks, but once you make it up, you'll be able to nab the pack after you've removed the Guts block in the way.

Enemy Pack: Common Pack 7

Obtainable by: TimeMan

This one could be tricky at first. After the second save point you'll find the

second platform segment; rather than taking the ladder up into the next room, however, you can blast away the time block in the lower right. Be careful when jumping so that you not only don't fall, but aren't crushed by the block it'll try to produce in its stead. Once past that, the rest is cake. Up one room, and you'll have to use Time Slow, then blast away the blocks and climb up; Time Slow again, this time running across the row of blocks as they fall from above; then use it one last time, quickly running across the blocks and nabbing the pack sitting on the ledge. That wasn't hard at all, was it?

00000 [10] OilMan's Stage: 0000  
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Enemy Pack: Fine Pack 7

Obtainable by: MegaMan, FireMan

During the beginning stretch, you'll find this one along the way, between some transparent canisters of oil. The flame that encircles you from Fire Storm will destroy them and give access to the pack.

Scenery Pack: Elec Extra

Obtainable by: ElecMan

At the end of this long first section is a ladder heading up and an elec block on the right. Take the hint and zap it, entering the hidden area and climbing up via the blocks. In the room above the one you'll enter, a scenery pack sits on a ledge across a large gap; simply zap the elec block to your left and ride it across.

Scenery Pack: Elemental Special

Obtainable by: ElecMan

Climbing up another three screens from the last scenery pack, you'll find a second one, obtained muchly the same way.

Enemy Pack: Common Pack 2

Obtainable by: GutsMan

After the first long vertical climb, you'll be out on a metal bridge of sorts. Trekking your way across will bring you to a row of brown blocks filled with cracks; jumping on them as GutsMan will destroy them and make way to the pack.

00000 [11] TimeMan's Stage: 0000  
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Enemy Pack: Common Pack 4

Obtainable by: All

You'll first see this one as you head up one screen from the beginning, on a ledge in the upper right corner. Now, if you want to grab it with anyone, you'll have to work your way up to the next screen, then all the way through that area, and once you reach the end, drop into the hole on the far right and you should land on this one. Or, if you want to skip all that fuss, just bring GutsMan along and stack your way up. He has another pack which he must get by himself here, anyway.

Scenery Pack: Guts Extra

Obtainable by: GutsMan

You'll eventually come by two rows of cracked blocks, sealing the way to a ladder up above. Smash 'em with Gutsy's noggin and stack your way up, then do the same in the following room. In the next screen, stack blocks so that you can walk on them instead of the cracked ones, and risk breaking them. Jump down to grab the pack, then back onto a block, then to the ladder.

Enemy Pack: Fine Pack 1

Obtainable by: All

Once you reach the second ladder climb, you'll come across a motionless pendulum and an extra life closeby, and further to the left from that, a pack. Get the pendulum moving and hop onto the lone block with the heart, and then carefully jump over to the enemy pack.

Enemy Pack: Fine Pack 3

Obtainable by: BombMan

Further up the second ladder climb, you'll find another enemy pack, this time behind a Guts block, sitting on top of two bomb blocks. You can't use Super Arm to remove the block, and Mega has no way of being able to destroy both blocks with his crappy bombs. So what's left to do? Bring BombMan, and position him up against the right wall; two powerful throws forward should send his bombs into the tiny crevice and up against those blocks. Then the Guts block will be out of the way, and the pack is as good as nabbed.

Enemy Pack: Fine Pack 8

Obtainable by: MegaMan, GutsMan

Further onward, after the third save point, you'll come across a fat platform with Guts blocks on either side, and an enemy pack between them. Jump towards the blocks and grab them in midair with the super arm, making way to the pack.

00000000000000 [12] Questions 00000000

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Just a few things that would help people just getting into the game.

Q: What's MegaMan S/C and how do I get them?

A: MegaMan S has the ability to slide, and C can not only do that, but fire charged Mega Buster shots. You earn S by clearing EVERY STAGE on Easy difficulty and C by clearing every stage on Normal difficulty. A bunch beaten on easy and a bunch completed on normal won't cut it, regardless if you beat the game or not.

Q: I'm playing the levels, but I don't see ANY packs! WTF is going on?!?!

A: You won't be able to collect anything unless you stop being a pussy and play on a difficulty setting other than Easy. Your mother might finally be proud of you.

Q: Are there any construction packs found in Dr. Wily's levels?

A: No. What you see here is all there is to be found on your own.

Q: How about when changing between Normal and Hard mode?

A: Again, no. The locations are exactly the same no matter which setting you use, and once you grab it, nothing will take its place.

Q: I can't get Oil Extra for the life of me. Is there something I'm doing wrong?

A: Probably not; it's just a very aggravating stunt. I find myself more



