

Mega Man: Powered Up Character FAQ

by Arcadian_Legend

Updated to v1.0 on Jun 13, 2006

Megaman Powered Up
Character FAQ
Version 0.9
By Tei Sama

VERSION HISTORY

April 8, 2006//Version 0.1

Somewhere atop a hill in the desolate, graytone valleys of southern Connecticut, mad laughter permeates the air as a FAQ is brought to life on a stone slab table during a lightning storm. A torches-and-pitchforks chase scene up to an old windmill ensues.

May 3, 2006//Version 0.8

Not a full month after I start this FAQ, and not two months since purchasing it, my PSP meets an unfortunate end due to its own stupid fragility as the screen breaks from *being put into my pocket.* There's two hundred dollars down the crapper. That means that my FAQ is almost done as what I had left was mostly stuff I needed to play through the game in order to research. Stupid frail piece of garbage handheld.

June 12, 2006//Version 0.99

Almost done! I've just got to write a credits, contact and outro section, followed by a thorough proof-reading before this thing is ready to be published.

June 13, 2006//Version 1.0

Well, everything that can get done has been done! Now, I shall...well, take a potty break. But after that I shall post! NUHAHAHAHAHAH!!!

-
- [1.00] Intro
 - [2.00] Playing As...
 - [2.01] Megaman
 - [2.02] Megaman S
 - [2.03] Megaman C
 - [2.04] Mega
 - [2.05] Cutman
 - [2.06] Gutsman
 - [2.07] Iceman
 - [2.08] Bombman
 - [2.09] Fireman
 - [2.10] Elecman
 - [2.11] Timeman
 - [2.12] Oilman
 - [2.13] Roll
 - [2.14] Megaman 8 Roll
 - [2.15] Sports Roll
 - [2.16] Protoman
 - [3.00] Fighting Against...
 - [3.01] Proto Eye
 - [3.02] Cutman

- [3.03] Gutsman
- [3.04] Iceman
- [3.05] Bombman
- [3.06] Fireman
- [3.07] Elecman
- [3.08] Timeman
- [3.09] Oilman
- [3.10] Megaman?
- [3.11] Yellow Devil
- [3.12] CWU-01P
- [3.13] Copy Cutman
- [3.14] Copy Gutsman
- [3.15] Copy Iceman
- [3.16] Copy Bombman
- [3.17] Copy Fireman
- [3.18] Copy Elecman
- [3.19] Copy Timeman
- [3.20] Copy Oilman
- [3.21] Copy Megaman
- [3.22] Copy Mega
- [3.23] Copy Roll
- [3.24] Copy Protoman
- [3.25] Wily Machine 1 (First Form)
- [3.26] Wily Machine 1 (Second Form)
- [4.00] Generic Enemies
 - [4.01] Beak
 - [4.02] Big Eye
 - [4.03] Blader
 - [4.04] Bobble
 - [4.05] Bombbomb
 - [4.06] Bubble Bat
 - [4.07] Cactuspy
 - [4.08] Count Bomb
 - [4.09] Crazy Cannon
 - [4.10] Crazy Razy
 - [4.11] Eye Watcher
 - [4.12] Flea
 - [4.13] Flying Shell
 - [4.14] Foot Holder
 - [4.15] Hothead
 - [4.16] Killer Bullet
 - [4.17] Met
 - [4.18] Octo Battery
 - [4.19] Peng
 - [4.20] Picket Man
 - [4.21] Screw Bomber
 - [4.22] Shield Cannon
 - [4.23] Shield Guard
 - [4.24] Sniper Joe
 - [4.25] Spine
 - [4.26] Tackle Fire
- [5.00] Dialogues
 - [5.01] Megaman/Mega Storyline
 - [5.02] Cutman Storyline
 - [5.03] Gutsman Storyline
 - [5.04] Iceman Storyline
 - [5.05] Bombman Storyline
 - [5.06] Fireman Storyline
 - [5.07] Elecman Storyline
 - [5.08] Timeman Storyline

[5.09] Oilman Storyline
[5.10] Roll Storyline
[5.11] Protoman Storyline
[6.00] Credits and Contact
[7.00] Outro

[1.00] Intro

Hellote! Friendly neighborhood Tei here to walk you through the wonderful world of Megaman Powered Up, a PSP game so full of awesome the system is actually worth OWNING now. (Hell, this thing is a varitable treasure trove for Capcom games--what with this, Megaman Maverick Hunter X, the Powerstone Collection and Megaman Legends 1 and 2 all slated to be released on it.) This title in particular is rife with win of all kinds--including and not limited to playing as your favorite boss characters from the first Megaman game on the NES. Being a diehard Cutman fanboy myself, I decided to take the \$300 blow to my wallet and invested in this thing.

What you'll read here is basically a character walkthrough for New Style mode. I haven't beaten Old Style mode and I'm not really that interested in it, so there you go. I'll go into detail about how playing as certain characters is like, how they act, etc...I'll also cover bosses, generic enemies (and throw out a few general tips for beating them) and dialogue. This is not a walk-through; I will not help you unlock characters, I'll only tell you how to make the magic happen. Please don't email me requests to do so.

[2.00] Playing As...

This section covers--like the title says--the aspects of playing as each available character. This means that all versions of Megaman and Roll will have their own section, so some information will be repeated. Otherwise you'll find historical information and play attributes on everyone here, as well as how to unlock them (just don't expect a walkthrough for Mega or Protoman).

[2.01] Megaman

Designation: DLN-001 Initial Function: House-keeping
How to unlock: Make it to Dr. Light's lab in Opening Stage
Teleport Color: Blue
Voice: Cole Howard
Strong against: N/A Weakness: N/A

Weapon: Mega Buster, Rolling Cutter, Super Arm, Ice Slasher, Hyper Bomb, Fire Storm, Thunder Beam, Time Slow (New Style only), Oil Slider (New Style only), Magnet Beam (Old Style only)

Shot Type: Plasma Bullets (Mega Buster), boomerang; arcs up from head level before curving around to body level (Rolling Cutter), throws blocks that split into 4 upon contact with enemies, floors or walls (Super Arm), projectile ice blade (Ice Slasher), toss an old-fashioned black bomb at your enemies (Hyper Bomb), projectile waves of molten magma and shielding fireball (Fire Storm), fire bolts of electricity ahead, up and down (Thunder Beam), slow time down for others (Time Slow), dispense a droplet of oil on the ground, jump on it to ride a devastating board attack (Oil Slider), temporary

platform generator (Magnet Beam)

Power:

Weak: Mega Buster, Ice Slasher, Time Slow, Oil Slider, Magnet Beam

Average: Rolling Cutter, Fire Storm, Thunder Beam

Strong: Super Arm, Hyper

Bomb

Range: Indefinite straight ahead (Mega Buster), 6 squares ahead and 1 square up, then 6 squares back and 1 square down (Rolling Cutter), 7 squares ahead and 2 squares up (Super Arm), Indefinite straight ahead (Ice Slasher), 6.5 squares straight ahead, 2 squares up (Hyper Bomb), Indefinitely straight ahead, 1 square all around (Fire Storm), indefinitely straight ahead, up and down (Thunder Beam), All around (Time Slow), 3 squares straight ahead (Oil Slider), 1 square directly ahead (Magnet Beam)

Pass Through Walls:

Yes: Rolling Cutter, Super Arm, Ice Slasher, Time Slow, Magnet Beam

No: Mega Buster, Hyper Bomb, Fire Storm, Thunder Beam, Oil Slider

Guard Break:

Yes: Super Arm, Hyper Bomb

No: Mega Buster, Rolling Cutter, Ice Slasher, Fire Storm, Thunder Beam, Time Slow, Oil Slider, Magnet Beam

Shoot While Walking:

Yes: Ice Slasher, Fire Storm, Thunder Beam, Oil Slider, Magnet Beam

No: Mega Buster, Rolling Cutter, Super Arm, Hyper Bomb, Time Slow

Shoot While Jumping:

Yes: All

Shoot While Climbing:

Yes: Mega Buster, Rolling Cutter, Ice Slasher,

Hyper Bomb, Fire

Storm, Thunder Beam, Oil Slider, Magnet Beam

No: Super Arm,

Time Slow

Maximum Number of Shots On-Screen: 3 (Mega Buster, Magnet Beam), 1 (all other weapons)

Ammo (Old Style / New Style):

Mega Buster: <-----> Infinite

Rolling Cutter: <--> 28 / 14

Super Arm: <-----> 28 / 07

Ice Slasher: <-----> 28 / 14

Hyper Bomb: <-----> 14 / 14

Fire Storm: <-----> 28 / 09

Thunder Beam: <-----> 28 / 09

Time Slow: <-----> == / 02

Oil Slider: <-----> == / 28

Magnet Beam: <-----> 14 / ==

[Special thanks to GameFAQs forumer iggycutman for coming up with the ammo numbers for Old Style!]

Unique Abilities: To absorb the powers of other robots for his own use. Using other Robot Master weapons, he can pick up Super Arm

blocks and destroy the blocks marked by scissors, ice crystals, flames and glops of oil.

Personality: Megaman is a friendly, if not somewhat naive robot who believes that peace is the true way for humans and robots to exist; a belief taken from his creator, Dr. Light, no doubt. However, when it looks like Dr. Wily plans on causing some trouble with Megaman's eight robot brothers, he dons blue armor and decides to fight to restore order. Always the optimist, Megaman will attempt to talk his opponents out of a fight before raising his rapid Mega Buster at them.

[2.02] Megaman S

Designation: DLN-001 Initial Function: House-keeping
How to unlock: Beat every New Style level as Megaman on Easy Mode
Teleport Color: Blue
Voice: Cole Howard
Strong against: N/A Weakness: N/A

Weapon: Mega Buster, Rolling Cutter, Super Arm, Ice Slasher, Hyper Bomb, Fire Storm, Thunder Beam, Time Slow, Oil Slider

Shot Type: Plasma Bullets (Mega Buster), boomerang; arcs up from head level before curving around to body level (Rolling Cutter), throws blocks that split into 4 upon contact with enemies, floors or walls (Super Arm), projectile ice blade (Ice Slasher), toss an old-fashioned black bomb at your enemies (Hyper Bomb), projectile waves of molten magma and shielding fireball (Fire Storm), fire bolts of electricity ahead, up and down (Thunder Beam), slow time down for others (Time Slow), dispense a droplet of oil on the ground, jump on it to ride a devastating board attack (Oil Slider)

Power:

Weak: Mega Buster, Ice Slasher, Time Slow, Oil Slider
Average: Rolling Cutter, Fire Storm, Thunder Beam
Strong: Super Arm, Hyper

Bomb

Range: Indefinite straight ahead (Mega Buster), 6 squares ahead and 1 square up, then 6 squares back and 1 square down (Rolling Cutter), 7 squares ahead and 2 squares up (Super Arm), Indefinite straight ahead (Ice Slasher), 6.5 squares straight ahead, 2 squares up (Hyper Bomb), Indefinitely straight ahead, 1 square all around (Fire Storm), indefinitely straight ahead, up and down (Thunder Beam), All around (Time Slow), 3 squares straight ahead (Oil Slider)

Pass Through Walls:

Yes: Rolling Cutter, Super Arm, Ice Slasher, Time Slow
No: Mega Buster, Hyper Bomb, Fire Storm, Thunder Beam, Oil Slider

Guard Break:

Yes: Super Arm, Hyper Bomb
No: Mega Buster, Rolling Cutter, Ice Slasher, Fire Storm, Thunder Beam, Time Slow, Oil Slider

Shoot While Walking:

Yes: Ice Slasher, Fire Storm, Thunder Beam, Oil Slider
No: Mega Buster, Rolling Cutter, Super Arm, Hyper Bomb, Time Slow

Shoot While Jumping:

Yes: All

Shoot While Climbing:

Yes: Mega Buster, Rolling Cutter, Ice Slasher,
Hyper Bomb, Fire
Storm, Thunder Beam, Oil Slider

No: Super Arm,

Time Slow

Maximum Number of Shots On-Screen: 3 (Mega Buster), 1 (all other weapons)

Ammo:

Mega Buster - Infinite

Rolling Cutter - 14

Super Arm - 7

Ice Slasher - 14

Hyper Bomb - 14

Fire Storm - 9

Thunder Beam - 9

Time Slow - 2

Oil Slider - 28

Unique Abilities: Megaman can absorb the abilities of defeated foes for his own use. Additionally, as Megaman S, he gains the ability to slide on his back to escape danger or pass through narrow tunnels. Using other Robot Master weapons, he can pick up Super Arm blocks and destroy the blocks marked by scissors, ice crystals, flames and glops of oil.

Personality: Megaman is a friendly, if not somewhat naive robot who believes that peace is the true way for humans and robots to exist; a belief taken from his creator, Dr. Light, no doubt. However, when it looks like Dr. Wily plans on causing some trouble with Megaman's eight robot brothers, he dons blue armor and decides to fight to restore order. Always the optimist, Megaman will attempt to talk his opponents out of a fight before raising his rapid Mega Buster at them.

[2.03] Megaman C

Designation: DLN-001

Initial Function: House-keeping

How to unlock: Beat every New Style level as Megaman on Normal Mode

Teleport Color: Blue

Voice: Cole Howard

Strong against: N/A

Weakness: N/A

Weapon: Mega Buster, Rolling Cutter, Super Arm, Ice Slasher, Hyper Bomb, Fire Storm, Thunder Beam, Time Slow, Oil Slider

Shot Type: Plasma Bullets, Charged Plasma Burst (Mega Buster), boomerang; arcs up from head level before curving around to body level (Rolling Cutter), throws blocks that split into 4 upon contact with enemies, floors or walls (Super Arm), projectile ice blade (Ice Slasher), toss an old-

fashioned black bomb at your enemies
 (Hyper Bomb), projectile waves
of molten magma and shielding
 fireball (Fire Storm), fire bolts of
electricity ahead, up and down
 (Thunder Beam), slow time down for
others (Time Slow), dispense a
 droplet of oil on the ground, jump
on it to ride a devastating board
 attack (Oil Slider)

Power:

Weak: Mega Buster (Uncharged), Ice Slasher, Time Slow, Oil Slider

Average: Mega Buster (Half-charged), Rolling Cutter, Fire Storm,
 Thunder Beam

Strong: Mega Buster (Fully charged), Super Arm, Hyper

Bomb

Range: Indefinite straight ahead (Mega Buster), 6 squares ahead and 1
square up, then 6 squares back and 1 square down (Rolling Cutter),
7 squares ahead and 2 squares up (Super Arm), Indefinite straight
ahead (Ice Slasher), 6.5 squares straight ahead, 2 squares up (Hyper
Bomb), Indefinitely straight ahead, 1 square all around (Fire
Storm), indefinitely straight ahead, up and down (Thunder Beam), All
around (Time Slow), 3 squares straight ahead (Oil Slider)

Pass Through Walls:

No: Mega Buster (Uncharged, Half-charged), Hyper Bomb, Fire Storm,
 Thunder Beam,

Oil Slider

Yes: Mega Buster (Fully charged), Rolling Cutter,

Super Arm, Ice

 Slasher, Time Slow

Guard Break:

No: Mega Buster (Uncharged), Rolling Cutter, Ice Slasher, Fire
 Storm, Thunder

Beam, Time Slow, Oil Slider

Yes: Mega Buster (Half-charged, fully charged) Super Arm, Hyper Bomb

Shoot While Walking:

No: Mega Buster, Rolling Cutter, Super Arm, Hyper Bomb, Time Slow

Yes: Ice Slasher, Fire Storm, Thunder Beam, Oil Slider

Shoot While Jumping: Yes (All)

Shoot While Climbing:

Yes: Mega Buster, Rolling Cutter, Ice Slasher,

Hyper Bomb, Fire

 Storm, Thunder Beam, Oil Slider

No: Super Arm,

Time Slow

Maximum Number of Shots On-Screen: 3 (Mega Buster), 1 (all other
weapons)

Ammo:

Mega Buster - Infinite

Rolling Cutter - 14

Super Arm - 7

Ice Slasher - 14
Hyper Bomb - 14
Fire Storm - 9
Thunder Beam - 9
Time Slow - 2
Oil Slider - 28

Unique Abilities: Megaman can absorb the abilities of defeated foes for his own use. Additionally, as Megaman C he gains the ability to slide on his back to escape danger or pass through narrow tunnels and can charge his buster shots up to two different levels for massive destruction. He and Timeman are the only characters with chargable weapons in the entire game. Using other Robot Master weapons, he can pick up Super Arm blocks and destroy the blocks marked by scissors, ice crystals, flames and glops of oil.

Personality: Megaman is a friendly, if not somewhat naive robot who believes that peace is the true way for humans and robots to exist; a belief taken from his creator, Dr. Light, no doubt. However, when it looks like Dr. Wily plans on causing some trouble with Megaman's eight robot brothers, he dons blue armor and decides to fight to restore order. Always the optimist, Megaman will attempt to talk his opponents out of a fight before raising his rapid Mega Buster at them.

[2.04] Mega

Designation: DLN-001 Initial Function: House-keeping
How to Unlock: Beat every New Style level as Megaman on Hard Mode
Teleport Color: Brown
Voice: Cole Howard

Weapon: Mega Kick
Shot Type: Short-range soccer kick
Strong Against: Wily Machine 1 (First Form)
Weakness: N/A
Power: Average Range: .5 squares straight ahead
Pass Through Walls: No Guard Break: No
Shoot While Walking: No Shoot While Jumping: Yes
Shoot While Climbing: Yes
Maximum Number of Shots On-Screen: One

Unique Abilities: Um...he kicks things really well?

Personality: Mega is a friendly, if not somewhat naive robot who believes that peace is the true way for humans and robots to exist; a belief taken from his creator, Dr. Light, no doubt. However, when it looks like Dr. Wily plans on causing some trouble with Mega's eight robot brothers, he decides to fight to restore order. Always the optimist, Mega will attempt to talk his opponents out of a fight before unleashing his furious soccer kicks on them.

[2.05] Cutman

Designation: DLN-003 Initial Function: Lumberwork
How to Unlock: Defeat Cutman in New Style mode using ONLY the Mega Buster

Teleport Color: Gray
Voice: Elinor Hort

Weapon: Rolling Cutter
Shot Type: Boomerang; arcs up from head level before curving around to
body level
Strong Against: Bombman Weakness: Super Arm
Power: High Range: 7 squares straight ahead
Pass Through Walls: Yes Guard Break: No
Shoot While Walking: No Shoot While Jumping: Yes
Shoot While Climbing: Yes
Maximum Number of Shots On-Screen: Two

Unique Abilities: Cutman has possibly the handiest ability of all playable characters--the ability to jump off walls a la Samus Aran in Super Metroid. It's not like in Megaman X where he can cling to a wall indefinitely and just keep hopping up on it; he pushes away instantly, so you need to have pretty good control to successfully jump off the same wall. This ability works best either when there are parrallel walls present, or during a boss fight when you need to jump over an otherwise hard to avoid attack (like Fireman's Burning Body move). The only time the walljump can't be performed is if you're trying it on ice blocks--their slick surface prevents Cutman from hopping upwards. Cutman and Megaman are the only characters who can destroy blocks marked by a pair of scissors. His Rolling Cutter is difficult to control at first due to its nature; when standing in place, Cutman shoots up to two pairs of scissors in a slight upward arc that goes seven squares ahead before coming back at him in a slight downward arc. However, if Cutman is moving or jumping when the Rolling Cutter is on its return course, it will adjust its movements so that it returns automatically to Cutman wherever he currently is on the screen, making it difficult to rely on returning damage.

Personality: As the eldest of the eight Robot Master brothers, and fourth oldest of all Dr. Light's robotic creations, Cutman is very protective of his siblings, if not a little bit afraid of them. Like Megaman, he would prefer not to fight, but he sees the necessity to restore peace through violent means. An expert tree-trimmer, he's learned to throw the scissors on his head like a boomerang, and plans to use it and his newly aquired walljumping skill to bring his brothers back home safely.

Quotes: "I'll finish this!"
 "Cuttin' it up!"
 "Down the middle!"
 "Mission complete!"

[2.06] Gutsman

Designation: DLN-004 Initial Function: Construction
How to Unlock: Beat Gutsman in New Style mode using ONLY the Mega
Buster
Teleport Color: Orange
Voice: Tommy James

Weapon: Super Arm
Shot Type: Creates and throws blocks that split into 4 upon contact
with enemies, floors or walls

Strong Against: Cutman Weakness: Time Slow
Power: High Range: Half-screen Straight ahead
Pass Through Walls: Yes Guard Break: Yes
Shoot While Walking: Yes Shoot While Jumping: Yes
Shoot While Climbing: No
Maximum Number of Shots On-Screen: Five

Unique Abilities: Gutsman can summon Super Arm blocks from anywhere, as long as there is solid ground beneath his feet. (This does not include moving platforms, lava/water/elec jets, Elec Blocks, Bomb Blocks, and Easy Mode's "saver" blocks. However, as long as he has half a block in front of him, Gutsman CAN generate a Super Arm Block on top of another Specialty Block.) This handy power allows him to fill in otherwise tricky spike pits, or get him to hard-to-reach areas with ease. Gutsman can grab an already-created Super Arm Block in mid-air, but he cannot create them without standing on solid ground; he can pick them up and carry them as he pleases, throwing only when you hit the fire button again. The Super Arm Blocks themselves are immune to most attacks, meaning that Gutsman is adequately played as a defensive character. However, there can only be five blocks on the screen at a time, so be careful with your placement and usage. Gutsman and Megaman are the only characters who can pick up and throw Super Arm blocks already placed in a level. Gutsman is the only character who can break through blocks made of clodded dirt either by jumping up into them or landing squarely on top of them.

Personality: It's been the stereotype for years now that Gutsman is a big, lumbering 'bot with more muscle than brains. Now we get a glimpse at his true personality: sure, he's not exactly the smartest of the eight Robot Masters, but he more than makes up for it by keeping level-headed in any situation and looking out for his siblings. The second eldest of the eight, Gutsman--like Cutman and Megaman--feels that it's his duty to ensure the safe return of his brothers despite his gruff exterior. He has a vast amount of respect for his creator and "Pops," Dr. Light, and applies his foreman-like persona to many odd, yet fitting situations.

Quotes: "I've got it covered!"
 "I've got the guts!"

[2.07] Iceman

Designation: DLN-005 Initial Function: Sub-zero exploration
How to Unlock: Beat Iceman in New Style mode using ONLY the Mega Buster
Teleport Color: Light Blue
Voice: Zoe Slusar

Weapon: Ice Slasher
Shot Type: Rapid-fire projectile ice blade
Strong Against: Fireman Weakness: Hyper Bomb
Power: Weak Range: Indefinite straight ahead
Pass Through Walls: Yes Guard Break: No
Shoot While Walking: No Shoot While Jumping: Yes
Shoot While Climbing: Yes
Maximum Number of Shots On-Screen: Three

Unique Abilities: Unfortunately for our crazy little soldier-eskimo

friend here, the Ice Slasher is the second weakest weapon in the game, even weaker than the basic Mega Buster. However, this curse is also a disguised blessing; Iceman can use frozen enemies as platforms. It's a difficult method if used in succession and robots don't stay frozen for very long, but with enough practice a person could use it well enough. Iceman also does not slip while walking on ice. Iceman and Megaman are the only characters who can destroy giant blocks marked by an ice crystal.

Personality: Okay--all of the Robot Masters have been given new personalities for this game and some of them are pretty crazy. Iceman, though, is the craziest of the lot--he acts like two soldiers, one timid and incompetent, acting under the strict orders of a more capable and experienced officer. Unlike the others, Iceman can't seem to distinguish the fact that the Robot Masters are his siblings and treats them as "just another target/AWOL soldier." Whether Iceman actually cares for his brothers is unknown due to his logic circuits being so fried.

Quotes: "Stop and freeze!"
"Mission accomplished."
"Reporting for duty."
"Soldier down!"

[2.08] Bombman

Designation: DLN-006 Initial Function: Mining
How to Unlock: Beat Bombman in New Style mode using ONLY the Mega Buster
Teleport Color: Green
Voice: Ryan Stockert

Weapon: Hyper Bomb
Shot Type: Toss an old-fashioned black bomb at your enemies
Strong Against: Iceman Weakness: Rolling Cutter
Power: High
Range: 1 square straight ahead (Dropped)
 6 squares straight ahead (Tossed)
 11 squares straight ahead (Hurled)
 3 squares straight up, 1 square ahead (Thrown upward)
Pass Through Walls: No Guard Break: Yes
Shoot While Walking: No Shoot While Jumping: Yes
Shoot While Climbing: Yes
Maximum Number of Shots On-Screen: Two

Unique Abilities: Bombman can lob his bombs at angles, as opposed to Megaman when using the Hyper Bomb. Bombman can throw them at the normal forward distance, he can power-throw them forward so they go further, he can toss them upward at a tight forward angle and he can drop them directly in front of himself. He is the only character who can destroy the small bomb blocks, and his bombs explode on contact with an enemy, unlike Megaman's.

Personality: Fireman is a pyromaniac, Timeman is a...chronomaniac, I guess, and Bombman is an...explosionmaniac...? Either way, he LOVES his boom-booms. A party lover at heart, Bombman has the tightest ties with Gutsman, Fireman and Oilman and almost shares the same mindset Megaman does regarding rescuing the other Robot Masters from Wily's

clutches. Almost--he's just a little bit too bomb-happy.

Quotes: "BOMBS!"
"Don't cry now!"
"Ka-BOOM!"
"That's a bit harsh."

[2.09] Fireman

Designation: DLN-007 Initial Function: Trash disposal
How to Unlock: Beat Fireman in New Style mode using ONLY the Mega
Buster
Teleport Color: Red
Voice: Roger Rhodes

Weapon: Fire Storm
Shot Type: Projectile waves of molten magma and a shielding ball of
fire
Strong Against: Oilman Weakness: Ice Slasher
Power: Average
Range: Indefinite straight ahead (Wave)
1.5 Squares on all sides (Ball)
Pass Through Walls: No (Wave)
Yes (Ball)
Guard Break: No
Shoot While Walking: Yes Shoot While Jumping: Yes
Shoot While Climbing: Yes
Maximum Number of Shots On-Screen: Three

Unique Abilities: Fireman is immune to the magma jets found frequently
in his level and a few others. When he makes contact with water of any
sort, the fire on top of his head goes out and he loses his long-
ranged attack. If he steps into a magma jet after losing power, his
hair and long-range attack returns. He and Megaman are the only char-
acters who can destroy the blocks marked with fire or the tanks filled
with oil. They can also ignite patches of oil using the Fire Storm and
Fireman will not take damage when standing on them. Fireman is the
only character who can melt through the blocks that look like clumps
of snow, but it only works if his hair is ignited.

Personality: A bigtime pyromaniac, the only thing that can outdo Fire-
man's passion for anything flaming is his passion for justice. When
not working under Dr. Wily's reprogramming, his sense of what's right
and wrong is actually on the correct path, but he shows little actual
concern for his brothers--intent only on stopping them from committing
their evils. He never backs down from a fight, even if he's at a dis-
advantage, and believes that he's on the path to becoming a true hero.

Quotes: "Fiiiiire!"
"Really cookin'!"
"Justice wins!"

[2.10] Elecman

Designation: DLN-008 Initial Function: Energy moderation
How to Unlock: Beat Elecman in New Style mode using ONLY the Mega

No (Time Slow)

Maximum Number of Shots On-Screen: Four (Time Arrows)

One (Time Slow)

Unique Abilities: Timeman is one of only two characters who can charge his attack, alongside Megaman; when he charges the Time Arrow up to full, Timeman unleashes a Time Slow blast, making everything, well, slow down for a short period of time, allowing Timeman to move at normal speed. He's the only character in the game who can destroy the blocks marked with a clock's hands. The upper and lower Time Arrows move at different speeds.

Personality: Not one to waste words, Timeman--like his older brother Elecman--doesn't seem to care too much for his robotic siblings. While he doesn't share the same passion for the dramatic that Elecman does, Timeman tends to overexaggerate his fixation with time to the point of not making sense when interacting with other characters. Being a walking clock, Timeman can accurately gauge the current time to .01 seconds. He also uses this ability to predict when things will happen, but whether or not this is directly tied to his previous function as a time travel researcher is unknown.

Quotes: "Time's up!"

"It's over."

[2.12] Oilman

Designation: DLN-010

Initial Function: Maintenance

How to Unlock: Beat Oilman in New Style mode using ONLY the Mega Buster

Teleport Color: Black

Voice: Scott Roberts

Weapon: Oil Slider

Shot Type: Dispense a droplet of oil on the ground, jump on it to ride a devastating board attack

Strong Against: Elecman

Weakness: Fire Storm

Power: Weak (Glops)

High (Board)

Range: 1.5 squares straight ahead

Pass Through Walls: No

Guard Break: No

Shoot While Walking: No

Shoot While Jumping: Yes

Shoot While Climbing: Yes

Maximum Number of Shots On-Screen: One

Unique Abilities: Oy, the Oil Slider...what a nuisance. Before I get to that, I'm going to point out that Oilman's only true redeeming quality--a good thing that isn't weighted down with SOME kind of flaw--is that he can walk across oil patches without falling on his butt like the other characters. He and Megaman can also use the Oil Slider to cross over water and break through blocks marked by a glop of oil. Otherwise, he's very susceptible to fiery attacks and can control the speed at which his Oil Slider travels, something Megaman CANNOT do. The Oil Slider's glops rise up when used underwater, stopping when they reach the surface.

Personality: If the Robot Masters were Ninja Turtles, Oilman would be Raphael. He's crude (AGH, THE BRICKS STING) and has an attitude that

goes unrivalled amongst his brothers. He's concerned for their well-being, but he's easily annoyed by their reprogrammed antics.

Quotes: "Yeah! It's showtime!"
"Man, that was too easy!"

[2.13] Roll

Designation: DLN-002 Initial Function: Assistant
How to Unlock: Download the "Roll Refuses to Lose!" patch from the
Megaman Powered Up server. (Made available March 14, 2006)
Teleport Color: Pink
Voice: Angie Beers

Weapon: Roll Swing
Shot Type: Sword-type broom slash
Strong Against: N/A Weakness: N/A
Power: High Range: 2 squares straight ahead
Pass Through Walls: Yes Guard Break: No
Shoot While Walking: No Shoot While Jumping: Yes
Shoot While Climbing: Yes
Maximum Number of Shots On-Screen: One, but can be comboed for a
double-slash attack

Unique Abilities: Roll has the more powerful of the melee attacks in the game, the Roll Swing outdoing the Mega Kick in range and attack.

Personality: When nobody else is around to save her eight brothers from Dr. Wily's clutches, Roll jumps into action with her broom and the Roll Swing ability. Dr. Light's cheerful lab assistant assumes her first active fighting role in the Classic series. She's as concerned for the Robot Masters' wellbeing as Megaman and Cutman, but gets pretty scary in wrangling them in. And for some...strange reason, many of the Robot Masters are attracted to her. INCEST, I SAY!! This version of Roll is decked out in the plain, sleeveless red dress she wore for Megaman 1-7.

Quotes: "I refuse to lose!"
"Here I come!"

[2.14] Megaman 8 Roll

Designation: DLN-002 Initial Function: Assistant
How to Unlock: Download the "Roll from Megaman 8!" patch from the
Megaman Powered Up server. (Made available March 16, 2006)
Teleport Color: Pink
Voice: Angie Beers

Weapon: Roll Swing
Shot Type: Sword-type broom slash
Strong Against: N/A Weakness: N/A
Power: High Range: 2 squares straight ahead
Pass Through Walls: Yes Guard Break: No
Shoot While Walking: No Shoot While Jumping: Yes
Shoot While Climbing: Yes

Maximum Number of Shots On-Screen: One, but can be comboed for a double-slash attack

Unique Abilities: Roll has the more powerful of the melee attacks in the game, the Roll Swing outdoing the Mega Kick in range and attack.

Personality: When nobody else is around to save her eight brothers from Dr. Wily's clutches, Roll jumps into action with her broom and the Roll Swing ability. Dr. Light's cheerful lab assistant assumes her first active fighting role in the Classic series. She's as concerned for the Robot Masters' wellbeing as Megaman and Cutman, but gets pretty scary in wrangling them in. And for some...strange reason, many of the Robot Masters are attracted to her. INCEST, I SAY!! This version of Roll is decked out in the garb she wore for Megaman 8 and Megaman & Bass, but her weapon does not change.

Quotes: "I refuse to lose!"
"Here I come!"

[2.15] Sports Roll

Designation: DLN-002 Initial Function: Assistant
How to Unlock: Download the "Sports Roll!" patch from the Megaman Powered Up server (Made available April 6, 2006)
Teleport Color: Pink
Voice: Angie Beers

Weapon: Roll Swing
Shot Type: Sword-type flag slash
Strong Against: N/A Weakness: N/A
Power: High Range: 2 squares straight ahead
Pass Through Walls: Yes Guard Break: No
Shoot While Walking: No Shoot While Jumping: Yes
Shoot While Climbing: Yes
Maximum Number of Shots On-Screen: One, but can be comboed for a double-slash attack

Unique Abilities: Roll has the more powerful of the melee attacks in the game, the Roll Swing outdoing the Mega Kick in range and attack.

Personality: When nobody else is around to save her eight brothers from Dr. Wily's clutches, Roll jumps into action with her flag and the Roll Swing ability. Dr. Light's cheerful lab assistant assumes her first active fighting role in the Classic series. She's as concerned for the Robot Masters' wellbeing as Megaman and Cutman, but gets pretty scary in wrangling them in. And for some...strange reason, many of the Robot Masters are attracted to her. INCEST, I SAY!! This version of Roll is decked out in her Japanese-schoolgirl-style sports gear and uses a flag on a pole instead of a broom.

Quotes: "I refuse to lose!"
"Here I come!"

[2.16] Protoman

Designation: DLN-000 Initial Function: Prototype
How to Unlock: Beat all 100 challenges in Challenge Mode
Teleport Color: Crimson Red
Voice: Jonathan Love

Weapon: Proto Strike
Shot Type: Massive Buster Attack
Strong Against: All Weakness: None
Power: High Range: Indefinitely straight ahead
Pass Through Walls: No Guard Break: Yes
Shoot While Walking: Yes Shoot While Jumping: Yes
Shoot While Climbing: Yes
Maximum Number of Shots On-Screen: One

Unique Abilities: When it comes to unique nuances, Protoman has the motherload; first, he jumps twice as high as any other character, allowing easy access to otherwise difficult-to-reach areas. When standing still, Protoman deploys his shield, protecting him from any attacks--however, he drops the shield if it gets hit, so you'll have to pick it up, or hope it doesn't fall into a pit or go off-screen during a boss fight. Another downside is that he takes twice as much damage compared to the other characters, so to make up for this defensive deficiency, the Proto Strike has the power of a fully charged Mega Buster attack.

Personality: Gruff and mistrusting, Protoman bears a grudge against Dr. Light for creating him, and hates Dr. Wily for using him and his brothers. Still, he offers to clean up in wake of Light having no other options. He does show a little bit of concern for the Robot Masters' safety, but is mostly out to put an end to their destructive new natures. In the end, he's just trying to sort out his place in the world--and continues to question it throughout his storyline--but knows the one proper action he MUST carry out is the destruction of Dr. Wily's plans.

Quotes: "I'm sorry, but it had to be."

[3.00] Fighting Against...

Again, this section is self explanatory--it takes you through what it's like to face all the bosses of the game. There IS a reason as to why certain characters have their own sections, which will be explained when the time comes. Also, there is no Copy Megaman? section because when you do the Copy Robot stage as a Robot Master, the original Megaman? appears instead of a pale copy.

[3.01] Proto Eye

Designation: N/A
Initial Function: Prototype attack robot
Voice: N/A

Weapon: Eye Beam, Proto Jump
Shot type: Plasma energy ball aimed at player (Eye Beam), crushing
 jump attack (Proto Jump)
Strong against: N/A

Weakness: Roll Swing, Proto Strike

Yields: N/A

Desperation Move: N/A

Easy Mode: Jumps from right of screen to left, turns, and jumps back to the right. Does not use Eye Beam.

Normal Mode: Jumps three times either to the left or right of the screen, this time at a faster rate. Still turns around only after third jump and fires a single, accurate Eye Beam.

Hard Mode: Jumps three times, turning to face the player any time he or she gets behind Proto Eye. Jumps are now much faster. After third jump, Proto Eye fires three Eyebeams at a downward 45 degree angle, all three of which are difficult to avoid.

Battle strategies: Proto Eye is an opening boss and pretty easy on all counts--even Oilman can beat him on Hard Mode without sustaining too much damage. While the Roll Swing does the most open damage to Proto Eye, no attacks in the game stun it except for Proto Strike, which works in all difficulties.

Other Notes: Proto Eye is like a cross between a prototypical Big Eye and a prototypical Yellow Devil, having the former's frame and the latter's eye and Eye Beam maneuver. Otherwise, there's nothing interesting to report on this guy--it doesn't even have its own voice or dialogue.

[3.02] Cutman

Designation: DLN-003

Initial Function: Lumberwork

Weapon: Rolling Cutter

Desperation Move: Giant Cutter

Shot type: Boomerang, returns automatically (Rolling Cutter), large boomerang

that clings to the floor and walls, homing in on player

(Giant Cutter)

Strong against: Bombman

Weakness: Super Arm

Yields: Rolling Cutter

Easy Mode: Stunned by any attack you make, even those he's weak to. Cutman will not unleash the Giant Cutter during the entire battle.

Normal Mode: Stunned by Super Arm, fully charged Megabuster and Proto Strike. Will use Giant Cutter infrequently when in peril.

Hard Mode: Cannot be stunned. Uses Giant Cutter frequently, throwing two consecutively.

Battle Strategies: Cutman is not your conventional boomerang-throwing character. You can't jump over the Rolling Cutter as it heads towards you, then jump back over it as it comes from behind; most of the time, after throwing it, Cutman himself will jump up, changing the trajectory of the Rolling Cutter to crash into you as you attempt that fateful second jump. Instead, after you jump over the Rolling Cutter on its

first pass, run under Cutman as he jumps to avoid him altogether. The Giant Cutter is simple to avoid; when Cutman's aura starts to shine, get to the far end of the room and hug the wall. Jump over the Cutter as it heads towards you, going as far out horizontally as you can before turning around to hug the wall again. The Giant Cutter will pass under you the first time by, then go over you the second. He uses this move twice in consession on Hard Mode.

Other Notes: Cutman retains most of his initial personality under Wily's sway--despite his reprogramming, he shows a great amount of concern for his siblings and swears to save them.

[3.03] Gutsman

Designation: DLN-004

Initial Function: Construction

Weapon: Super Arm

Desperation Move: Digger Arm

Shot type: Pulls a rock from the ground and throws it (Super Arm), digs into the ground and resurfaces beneath player with a rock in hand (Digger Arm)

Strong against: Cutman

Weakness: Time Slow

Yields: Super Arm

Easy Mode: Stunned by all attacks; throws rock when stunned, if holding one. Does not use Digger Arm move. Does not stun player when jumping.

Normal Mode: Stunned by Time Slow, fully charged Megabuster and Proto Strike. Stuns player when landing from a jump. Uses Digger Arm infrequently when in peril.

Hard Mode: Cannot be stunned. Greater chances of stunning player when landing a jump. Uses Digger Arm three times in consession frequently.

Battle Strategies: On easy mode, all you need to do is stay close to Gutsman and keep pelting him when he's not invulnerable, then move back as he throws rocks at you. For Normal mode, you need to jump just as Gutsman is landing, or else you'll fall on your butt and be open to attack. Same thing goes for Hard Mode, but your timing needs to be much sharper to avoid getting stunned. Digger Arm is difficult to evade until you know the secret; when he digs underground, either head to the side of the room or, if you're there already, wait a couple seconds before heading to the opposite side. When you see small rocks start to erupt from below you, jump toward the wall you're running to so Gutsman won't hit you as he comes up with a block in hand. Using the Time Slow on Gutsman as he starts digging will interupt him. On that note, there's only enough Time Slows in Megaman's arsenal to drain a little less than half of Gutsman's health, forcing him to be savvy with the buster. He is also NOT weak to Timeman's Time Arrows, which is... odd.

Other Notes: Gutsman is blinded by Dr. Wily's programming to not recognize his siblings, but he still has a foreman's attitude based on his obsession with work and potentially getting fired due to the others trying to save him.

[3.04] Iceman

Designation: DLN-005
Initial Function: Sub-Zero Research

Weapon: Ice Slasher
Desperation Move: Icicle
Shot type: Horizontal projectile ice blade (Ice Slasher), shielding
ice wall (Icicle)
Strong against: Fireman
Weakness: Hyper Bomb
Yields: Ice Slasher

Easy Mode: Stunned by all attacks. Will shoot at two different altitudes. Ice Slasher shots are very slow. Will not use Icicle.

Normal Mode: Stunned by Hyper Bomb, fully charged Megabuster and Proto Strike. Will shoot Ice Slasher at three different altitudes; Ice Slasher now moves faster. Uses Icicle when in peril.

Hard Mode: Cannot be stunned. Fires Ice Slasher at three different altitudes at a much faster pace. Can summon four Icicles at a time and will use the move frequently.

Battle Strategies: Iceman's a tough foe, especially for melee fighters, due to the slippery terrain. However, if you can time your jumps over the Ice Slashers that hug the ground, your character will be relatively safe. You can stand on top of the Icicles once they're stuck in the ground, so use that to your advantage. Hyper Bomb is capable of destroying the icicles, but they will not explode on impact.

Other Notes: Iceman retains his initial personality, for the most part--still militant, still suffering from MPD, still fails to recognize the other characters as his siblings. Otherwise, there's nothing new to say about him.

[3.05] Bombman

Designation: DLN-006
Initial Function: Demolition and mining

Weapon: Hyper Bomb
Desperation Move: Hyper Grenade
Shot type: Arching explosive attack
Strong against: Iceman
Weakness: Rolling Cutter
Yields: Hyper Bomb

Easy Mode: Stunned by all attacks. Throws bombs slowly and in high arcs.

Normal Mode: Stunned by Rolling Cutter, fully charged Megabuster and Proto Strike. Throws bombs faster and in various arcs. Will unleash Hyper Grenade infrequently when in peril.

Hard Mode: Cannot be stunned. Throws two bombs at a time quickly and at

various arcs. Uses Hyper Grenade frequently.

Battle Strategies: Bombman is one of the harder ones to pin down to any one strategy because he moves around so much, but he's one of the easier Robot Masters to best anyway. Just run around and shoot him, jumping over his bombs whenever they get near you. Speaking of those, though, the Hyper Bombs explode a few seconds after they hit the ground or immediately as they make contact with you. Bombman will throw the Hyper Grenade one of two ways--either he'll try to throw it directly on top of you, or he'll throw it so it bounces in narrow arcs across the room. Both of which are difficult to avoid, but if you manage to keep from taking much contact damage from Bombman himself, you can stand up to a few knocks from the Hyper Grenade. Rolling Cutter is capable of slicing through both the Hyper Bombs AND the Hyper Grenades.

Other Notes: Bombman becomes lost in his reprogramming to serve Dr. Wily; now he no longer cares much at all to help his siblings and prefers to just set off explosives wherever he pleases.

[3.06] Fireman

Designation: DLN-007

Initial Function: Trash disposal

Weapon: Fire Storm

Desperation Move: Burning Body, Fire Tower

Shot type: Horizontal waves of magma (Fire Storm), entire body erupts in a fiery aura (Burning Body), erupting train of lava jets rise from the ground (Fire Tower)

Strong against: Oilman

Weakness: Ice Slasher

Yields: Fire Storm

Easy Mode: Stunned by all attacks. Throws out waves of fire singly (frequently) or in pairs (rarely).

Normal Mode: Stunned by Ice Slasher, fully charged Megabuster and Proto Strike. Throws waves of fire singly or in pairs in equal distribution. Uses Burning Body and Fire Tower when in peril.

Hard Mode: Cannot be stunned. Throws waves of fire singly (rarely) or in pairs (frequently). Uses Burning Body and Fire Tower frequently; Fire Tower now doubles back upon hitting a wall. Jumps and uses Fire Storm in midair on occasion.

Battle Strategies: It's difficult to avoid Fire Storm when Fireman uses it from a jump, so you'll be taking damage in this fight. The fact that Fire Tower now doubles back at you if you dodge it in hard mode complicates matters that much further. Just keep jumping and avoid as many attacks as possible; when Fireman gets too close, jump over his head and nail him while his back is turned. Ice Slasher can freeze Fire Tower as it travels on all difficulties.

Other Notes: Fireman is more or less the same as before his reprogramming, except now his passion for fire outmatches his passion for justice. (That, and his sense of justice is skewed.)

[3.07] Elecman

Designation: DLN-008
Initial Function: Energy control

Weapon: Thunder Beam
Desperation Move: Thunder Strike
Shot type: Horizontal blast of electricity (Thunder Beam), vertical bolt of electricity (Thunder Strike)
Strong against: Timeman
Weakness: Oil Slider
Yields: Thunder Beam

Easy Mode: Stunned by all attacks. Frequently uses Thunder Beam on ground level, sometimes uses Thunder Beam in the air. Does not use Thunder Strike.

Normal Mode: Stunned by Oil Slider, fully charged Megabuster and Proto Strike. Alternates between ground and air-level Thunder Beams. Uses Thunder Strike when in peril.

Hard Mode: Cannot be stunned. Randomly uses Thunder Beam on ground and in air. Uses Thunder Strike three times in a row frequently.

Battle Strategies: Pick a side of the room to stay on and stick with it. Jump onto one of the Super Arm blocks and jump over the Thunder Beams Elecman tosses your way (you can dodge both with ease from atop the blocks). When he's running in the opposite direction, jump down and peg his backside. If he tries to spring Thunder Strike on you, just run in order to evade it, making sure you jump over Elecman if he gets in your way. Oh, and if you're playing as Gutsman--summon a Super Arm Block somewhere so it crosses over the center patch of floor. You may have to get rid of one of the blocks already there, but it's no big loss. Once you have your new block in a section of the floor Elecman normally runs across, our masked friend will run face-first into the block...and keep running. He won't even stop to attack. So just keep making and throwing Super Arm blocks at him; just be careful that you move on Easy mode, where hitting him with this tactic will cause him to turn around. His Thunder Beam as a villain is larger than they are when you play as him, but they also don't go vertically.

Other Notes: Elecman hasn't changed much, either--still a narcissist, just...evil.

[3.08] Timeman

Designation: DLN-009
Initial Function: Time travel research

Weapon: Time Arrows
Desperation Move: Time Slow
Shot type: Piercing lance (Time Arrow), slows time down (Time Slow)
Strong against: Gutsman
Weakness: Thunder Beam
Yields: Time Slow

Easy Mode: Stunned by all attacks. Prone to shooting Time Arrows in

wrong direction. Uses Time Slow frequently.

Normal Mode: Stunned by Thunder Beam, fully charged Megabuster and Proto Strike. Shoots Time Arrows in player's direction. Uses Time Slow frequently.

Hard Mode: Cannot be stunned. Fires Time Arrows in player's direction. Uses Time Slow frequently. Will occasionally roll to avoid/cause damage.

Battle Strategies: Timeman's a cakewalk. Probably the easiest of the Robot Masters, and it's a damn good thing, too, after the nightmare that is the last leg of his level. Timeman runs back and forth across almost the entire span of his room except for the very left and right-most corners; these are where you'll want to stay. Blast him from the corners, keeping a concious eye on where he's shooting his Time Arrows. Time Slow will not affect your battle much since it's easy to get used to operating in slow motion. A Time Arrow shot on the ground moves much faster than one shot from the air, so also pay close attention to where those are coming from, too. In Easy and Hard mode, there's always the chance that he'll crash into you due to easy stunning/rolling, so be ready to hit that jump button when necessary.

Other Notes: Timeman's still obsessed with every little facet of time, including appointments and schedules and what have you. He speaks about as much as he used to, so at least you don't have to hear him prattle on.

[3.09] Oilman

Designation: DLN-010
Initial Function: Maintenance

Weapon: Oil Glop
Desperation Move: Oil Slider
Shot type: Arced oil droplet (Oil Glop), high-damage surfboard (Oil Slider)
Strong against: Elecman
Weakness: Fireman
Yields: Oil Slider

Easy Mode: Stunned by all attacks. Shoots one Oil Glop at a time. Does not use Oil Slider.

Normal Mode: Stunned by Fire Storm, fully charged Megabuster and Proto Strike. Shoots three Oil Glops at a time. Uses Oil Slider once or twice consecutively when in peril.

Hard Mode: Cannot be stunned. Shoots three Oil Glops at a time. Frequently uses Oil Slider one, two or four times in consession with alternating pause times between attacks.

Battle Strategies: Get in the middle of the room and shoot Oilman. Do little bunny hops over his Oil Glop attack, then move into the far half of the room because Oilman will most likely wind up standing where you just were either by running or jumping. Get past Oilman by running under him if he jumps, or jumping over him if he runs, and return back to the center of the room. Lather, rinse, repeat. If you do this care-

fully enough, all the Oil Glops that accumulate on the floor won't affect your fight at all, but using the Fire Storm on them causes them to light aflame and disappear. Jump over the Oil Slider when Oilman uses it. On hard mode, pay attention to what he does when his aura starts glowing--the pause between Oil Slider attacks changes depending on the taunt he does.

Other Notes: Oilman's still the attitudinest of the siblings, only now instead of being a joker and true to himself, he's downright rude. still, staying alive against this guy is just a matter of dodging whatever he throws at you--and even Elecman can get by on Normal mode without too much difficulty.

[3.10] Megaman?

Designation: ???

Initial Function: ???

Weapon: Megabuster

Desperation Move: Charged Shot

Shot type: Horizontal plasma bolts (Megabuster), high-powered

horizontal plasma blast (Charged Shot)

Strong against: N/A

Weakness: N/A

Yields: N/A

Easy Mode: Stunned by all attacks. Does not slide or use Charged Shot.

Normal Mode: Stunned by Proto Strike. Slides frequently. Uses Charged Shot frequently when in peril.

Hard Mode: Cannot be stunned. Slides and uses Charged Shot frequently.

Battle Strategies: In all modes, you'll want to just shoot Megaman? from behind and jump over him as he's coming towards you. If you're playing Easy, be careful not to shoot him when he's too close to you or a wall--he'll get stunned, then turn around to come right after you, foiling a normal jumping evasion. He jumps occasionally, so your best bet is to jump over him while he's sliding. The Charged Shot is really easy to avoid--all you need to do is make sure you jump over the regular Buster shot he poots off beforehand. You can jump over the Charged Shot itself, even hit the tail end of it without taking damage. The Charged Shot can't pass by Super Arm blocks, so if you're fighting him as Cutman or Elecman, you can jump on top of the blocks in their boss rooms to avoid the shots altogether, or summon some for yourself if you're Gutsman.

Other Notes: You never really find out what Megaman?'s true identity is--whether this was intentional or not is up to question, seeing as a Megaman Powered Up 2 would most likely employ the same tactic while playing as the Robot Masters from that game. I'll admit that I don't read any speculation on it myself, but for what it's worth I think it's possible that Megaman? is really Protoman--unless scarves are just the new iPod. *quick glance at Oilman* In either case, this doppelganger acts nothing at ALL like the real Megaman and will admit on several occasions that he isn't; he's evil and 100% loyal to Dr. Wily. When the bad Doctor realizes the one robot he intentionally left behind is becoming an issue, he sics Megaman? out to try and swing our hero over to

the other side.

[3.11] Yellow Devil

Designation: N/A

Initial Function: Attack Robot

Weapon: Eye Beam, Jelly Slap

Desperation Move: Segmentation, Hyper Eye

Shot type: Aimed plasma ball (Eye Beam), close-range floor smack (Jelly Slap), gooey dodgeball (Segmentation), wall and floor sweeping eye laser (Hyper Eye)

Strong against: N/A

Weakness: Fire Storm

Yields: N/A

Easy Mode: Stunned by Fire Storm. Uses Eye Beam and Jelly Slap frequently. Does not use Segmentation or Hyper Eye.

Normal Mode: Stunned by Fire Storm. Uses Eye Beam and Jelly Slap frequently. Uses Segmentation once after each attack, switching sides of the room. Does not use Hyper Eye.

Hard Mode: Stunned by Fire Storm. Uses Hyper Eye frequently. Uses Segmentation once after each attack, switching sides of the room. Does not use Jelly Slap or Eye Beam.

Battle Strategies: For Easy mode, just stand on the left side of the screen and wait for Yellow Devil to open its eye; jump up to the same level it's on and blast it, dodging the Eye Beam as it comes in. Normal mode requires you to be more on your toes as Segmentation forces you to jump over parts of Yellow Devil's body as it crosses from one side of the screen to the other. Don't touch the yellow vortexes that hold the body parts because they do cause contact damage. For both modes, if you stay far away it'll use the Eye Beam; get too close and it uses Jelly Slap. On Hard Mode, both Eye Beam and Jelly Slap are replaced by Hyper Eye, a sweeping laser attack that alternates between starting at the Devil's feet and moving toward the wall and starting at the wall and moving towards the Devil's feet. For the former, run to the wall and jump as the beam gets close enough; it'll vanish before you land. For the latter, the only safe haven is right next to the Devil himself. When he finishes firing there'll be a brief second in which he's vulnerable to attack. The pattern for Segmentation varies between Normal and Hard modes, but never changes when staying within one or the other (Normal mode is always the same, hard mode is always the same, but the two are different from each other).

Other Notes: Ahh, the Yellow Devil--this gooey boss lasts surprisingly long in the Megaman universe, going as far as Megaman Zero 1 (at least; I never played the other three games in the series) and being "EXE-ized" as the boss for the third Megaman Battle Network Game. Sure, his colors change a few times, taking the designation of Green Devil and Rainbow Devil, but the concept still has a lasting impact. While only in one occasion did he serve the role as an opening boss (Megaman & Bass), he has otherwise been one of the most difficult ending bosses in the series' history. In this, Yellow Devil is finally given a voice... but only a few people seem to understand him, leading to some funny interaction.

[3.12] CWU-01P

Designation: N/A
Initial Function: Attack robot

Weapon: Bubble Shield, Eye Beam
Desperation Move: Super Laser
Shot type: Protective aquatic aura (Bubble Shield), aimed plasma ball
(Eye Beam), sweeping laser attack (Super Laser)
Strong against: N/A
Weakness: Super Arm, Thunder Beam
Yields: N/A

Easy Mode: Stunned by Thunder Beam. Uses Eye Beam frequently. Bubble Shield replenishes after being depleted and taking direct damage. Does not use Super Laser.

Normal Mode: Stunned by Thunder Beam. Bubble shield replenishes after being depleted and taking direct damage. Uses Super Laser frequently. Does not use Eye Beam.

Hard Mode: Stunned by Thunder Beam. Bubble shield replenishes after being depleted and taking direct damage. Uses Super Laser frequently. Does not use Eye Beam.

Battle Strategies: In all modes, there's a fan in the center of the battlefield that constantly sucks you towards the middle, making an outright assault on CWU-01P unlikely. Instead you have to attack it from the sides of the room, all the while adjusting your position to avoid contact damage. In Easy mode, CWU-01P will float in a rectangular pattern between the two Super Arm blocks set on the edges of the area, making it an easy target. Its only attack here is the Eye Beam, which acts like Proto Eye and Yellow Devil's. Normal Mode has its movement pattern spread so it goes almost right to the edge of the level, destroying the blocks and causing contact damage if you don't decrease the volume of it's Bubble Shield enough. It will stop in the center of the room and use Super Laser twice--first on the ceiling, making two new Super Arm blocks fall down, then once more on the floor. Depending on where the blocks fell, you'll have to seek shelter either right behind them or on top of them in the far corner. In Hard mode, CWU-01P moves around the room a bit faster and the second Super Laser attack now has a 180 degree sweep, requiring you to jump to avoid damage if the blocks landed on the edge of the room. Fireman is pretty screwed here, but he makes up for it by having the 360 degree range of Fire Storm's Fire Ball attack.

Other Notes: Nothing much to say about CWU-01P. Just an artificial intelligently deficient robot thing voiced by the same guy who did Dr. Light. Whoo.

[3.13] Copy Cutman

Designation: DLN-003C
Initial Function: Copy attack robot

Weapon: Rolling Cutter

Desperation Move: Giant Cutter

Shot type: Boomerang, returns automatically (Rolling Cutter), large boomerang

that clings to the floor and walls, homing in on player

(Giant Cutter)

Strong against: Bombman

Weakness: Super Arm

Yields: N/A

Easy Mode: Stunned by any attack you make, even those he's weak to. Cutman will not unleash the Giant Cutter during the entire battle.

Normal Mode: Stunned by Super Arm, fully charged Megabuster and Proto Strike. Will use Giant Cutter infrequently when in peril.

Hard Mode: Cannot be stunned. Uses Giant Cutter frequently, throwing two consecutively.

Battle Strategies: When you run the Copy Robot gauntlet, three to four of the nine battles you're going to encounter will have minute changes made to the terrain. Copy Cutman's is the first of the four; upon entering his room you'll notice that the two Super Arm blocks from Cutman's room are no longer there, forcing Megaman to use the Mega Buster if he's your character of choice. Otherwise, it's not an overly difficult fight and the same strategy for regular Cutman applies here.

[3.14] Copy Gutsman

Designation: DLN-004C

Initial Function: Copy attack robot

Weapon: Super Arm

Desperation Move: Digger Arm

Shot type: Pulls a rock from the ground and throws it (Super Arm), digs into the ground and resurfaces beneath player with a rock in hand (Digger Arm)

Strong against: Cutman

Weakness: Time Slow

Yields: N/A

Easy Mode: Stunned by all attacks; throws rock when stunned, if holding one. Does not use Digger Arm move. Does not stun player when jumping.

Normal Mode: Stunned by Time Slow, fully charged Megabuster and Proto Strike. Stuns player when landing from a jump. Uses Digger Arm infrequently when in peril.

Hard Mode: Cannot be stunned. Greater chances of stunning player when landing a jump. Uses Digger Arm three times in session frequently.

Battle Strategies: Since Copy Gutsman's battlefield is the same as Gutsman's, you can employ the same battle strategy here. For Gutsman, Copy Gutsman's Super Arm blocks can't get past your own, so generate one to use as a shield and throw it when Copy Gutsman isn't attacking.

[3.15] Copy Iceman

Designation: DLN-005C
Initial Function: Copy attack robot

Weapon: Ice Slasher
Desperation Move: Icicle
Shot type: Horizontal projectile ice blade (Ice Slasher), shielding
ice wall (Icicle)
Strong against: Fireman
Weakness: Hyper Bomb
Yields: N/A

Easy Mode: Stunned by all attacks. Will shoot at two different altitudes. Ice Slasher shots are very slow. Will not use Icicle.

Normal Mode: Stunned by Hyper Bomb, fully charged Megabuster and Proto Strike. Will shoot Ice Slasher at three different altitudes; Ice Slasher now moves faster. Uses Icicle when in peril.

Hard Mode: Cannot be stunned. Fires Ice Slasher at three different altitudes at a much faster pace. Can summon four Icicles at a time and will use the move frequently.

Battle Strategies: The second of four Copy Battles where the terrain has changed, Copy Iceman's battlefield doesn't have a slick floor like Iceman's, making the battle easier. Otherwise, the same strategy you applied to Iceman works here.

[3.16] Copy Bombman

Designation: DLN-006C
Initial Function: Copy attack robot

Weapon: Hyper Bomb
Desperation Move: Hyper Grenade
Shot type: Arching explosive attack
Strong against: Iceman
Weakness: Rolling Cutter
Yields: Hyper Bomb

Easy Mode: Stunned by all attacks. Throws bombs slowly and in high arcs.

Normal Mode: Stunned by Rolling Cutter, fully charged Megabuster and Proto Strike. Throws bombs faster and in various arcs. Will unleash Hyper Grenade infrequently when in peril.

Hard Mode: Cannot be stunned. Throws two bombs at a time quickly and at various arcs. Uses Hyper Grenade frequently.

Battle Strategies: Same strategy for Bombman applies here, what little of it there really is. Copy Bombman moves around just as much as his original.

[3.17] Copy Fireman

Designation: DLN-007C
Initial Function: Copy attack robot

Weapon: Fire Storm
Desperation Move: Burning Body, Fire Tower
Shot type: Horizontal waves of magma (Fire Storm), entire body erupts
in a fiery aura (Burning Body), erupting train of lava jets rise
from the ground (Fire Tower)
Strong against: Oilman
Weakness: Ice Slasher
Yields: Fire Storm

Easy Mode: Stunned by all attacks. Throws out waves of fire singly
(frequently) or in pairs (rarely).

Normal Mode: Stunned by Ice Slasher, fully charged Megabuster and Proto
Strike. Throws waves of fire singly or in pairs in equal distribution.
Uses Burning Body and Fire Tower when in peril.

Hard Mode: Cannot be stunned. Throws waves of fire singly (rarely) or
in pairs (frequently). Uses Burning Body and Fire Tower frequently;
Fire Tower now doubles back upon hitting a wall. Jumps and uses Fire
Storm on occasion.

Battle Strategies: Same Fireman, different colors. Employ the same
tactics you used on the original here.

[3.18] Copy Elecman

Designation: DLN-008C
Initial Function: Copy attack robot

Weapon: Thunder Beam
Desperation Move: Thunder Strike
Shot type: Horizontal blast of electricity (Thunder Beam), vertical
bolt of electricity (Thunder Strike)
Strong against: Timeman
Weakness: Oil Slider
Yields: Thunder Beam

Easy Mode: Stunned by all attacks. Frequently uses Thunder Beam on
ground level, sometimes uses Thunder Beam in the air. Does not use
Thunder Strike.

Normal Mode: Stunned by Oil Slider, fully charged Megabuster and Proto
Strike. Alternates between ground and air-level Thunder Beams. Uses
Thunder Strike when in peril.

Hard Mode: Cannot be stunned. Randomly uses Thunder Beam on ground and
in air. Uses Thunder Strike three times in a row frequently.

Battle Strategies: The third of four Copy Battles where the terrain
has been altered from the original. When you fought the real Elecman,
there were two Super Arm blocks on either side of his battlefield--now,
like Copy Cutman, you don't have that luxury. However, Copy Elecman's

movement pattern is still the same--he won't stray from the center area so long as he doesn't stumble from it by getting stunned. Just jump over the ground-level Thunder Beams and keep firm feet when he fires 'em up high. Again, due to the Oil Slider's complete uselessness, you may as well use the Mega Buster on him to whittle his health down.

[3.19] Copy Timeman

Designation: DLN-009C
Initial Function: Copy attack robot

Weapon: Time Arrows
Desperation Move: Time Slow
Shot type: Piercing lance (Time Arrow), slows time down (Time Slow)
Strong against: Gutsman
Weakness: Thunder Beam
Yields: Time Slow

Easy Mode: Stunned by all attacks. Prone to shooting Time Arrows in wrong direction. Uses Time Slow frequently.

Normal Mode: Stunned by Thunder Beam, fully charged Megabuster and Proto Strike. Shoots Time Arrows in player's direction. Uses Time Slow frequently.

Hard Mode: Cannot be stunned. Fires Time Arrows in player's direction. Uses Time Slow frequently. Will occasionally roll to avoid taking damage/create collision damage.

Battle Strategies: The last of four Copy Battles where the terrain of the battlefield changes from its original, this only happens when you fight Copy Timeman as Timeman; the final boss room has walls on either side, which Timeman's original boss room lacked. This is a severe handicap as you needed the extra space on either side of the room as a safehaven where Timeman wouldn't tread. Now you have to run back and forth with Copy Timeman, jumping over him and hoping he doesn't decide to jump at the same time you do. And don't be afraid to use Time Slow on him--if you do while he does, then time will neutralize and you'll both move at normal speed (and the screen will be very, very purple). For the other characters, Copy Timeman will be in his regular room, so the same strategy for fighting Timeman applies.

[3.20] Copy Oilman

Designation: DLN-010C
Initial Function: Copy attack robot

Weapon: Oil Glop
Desperation Move: Oil Slider
Shot type: Arced oil droplet (Oil Glop), high-damage surfboard (Oil Slider)
Strong against: Elecman
Weakness: Fireman
Yields: Oil Slider

Easy Mode: Stunned by all attacks. Shoots one Oil Glop at a time. Does

not use Oil Slider.

Normal Mode: Stunned by Fire Storm, fully charged Megabuster and Proto Strike. Shoots three Oil Glops at a time. Uses Oil Slider once or twice consecutively when in peril.

Hard Mode: Cannot be stunned. Shoots three Oil Glops at a time. Frequently uses Oil Slider one, two or four times in consession with alternating pause times between attacks.

Battle Strategies: Nothing different here from the original Oilman, so as any other characters, just deal with him like before. As Oilman, ignore using the Oil Slider entirely and rely on the Oil Glop by tossing it out onto the opposite end of the battlefield Copy Oilman is currently on, where he'll most likely run over it. Keep doing this and avoiding his shots to secure a long but well-earned win.

[3.21] Copy Megaman

Designation: DLN-001C

Initial Function: Copy attack robot

Weapon: Megabuster, Rolling Cutter, Ice Slasher, Hyper Bomb, Fire Storm, Thunder Beam, Time Slow, Oil Slider, Charged Shot

Desperation Move: N/A

Shot type: If I have to go through this one more time, I will SCREAM.

Strong against: Megaman (when equipped with a weapon weak to the one Copy Megaman is currently using)

Weakness: Whichever weapon is strong against the weapon Copy Megaman is currently using

Yields: N/A

Easy Mode: Relies solely on the Mega Buster. Does not slide or charge. Jumps on occasion. Stunned by all attacks.

Normal Mode: Stunned by attacks strong to the weapon Copy Megaman currently has equipped. Switches weapons frequently, including the use of Super Arm. Will slide but will not use Charged Shot

Hard Mode: Cannot be stunned. Uses Charged Shot frequently. Slides infrequently. Does not switch weapons.

Battle Strategies: Unlike when you face off against Megaman?, Copy Megaman doesn't use Charged Shot as a desperation move AND he has your full inventory of Robot Master weapons. Keeping up with what he's currently using is key to success if you don't have the Charged Shot yourself. Catch him off guard by first switching to Rolling Cutter-- he will in response switch to the Super Arm, but because there's no Super Arm blocks around, he's temporarily limited to making contact damage. On Hard mode, he'll just use the Charged Shot, so focus on avoiding being hit by them and running into Copy Megaman.

[3.22] Copy Mega

Designation: DLN-001C

Initial Function: Copy attack robot

Weapon: Mega Kick
Desperation Move: ???
Shot type: Soccer-styled kick attack
Strong against: N/A
Weakness: N/A
Yields: N/A

Easy Mode: Stunned by Mega Kick. Does not jump.

Normal Mode: ???

Hard Mode: ???

Battle Strategies: I can only do so much for you here--my PSP broke when I put it in my pocket for about thirty seconds the day I'm writing this, and I never got to fight Copy Mega on anything past Easy Mode. Basically, you get close to him, he stops to punt you; you jump over him and punt him in the butt for the win.

[3.23] Copy Roll

Designation: DLN-002C
Initial Function: Copy attack robot

Weapon: Roll Swing
Desperation Move: ???
Shot type: Two-broom-swing combo attack
Strong against:
Weakness: N/A
Yields: N/A

Easy Mode: Stunned by Roll Swing. Does not jump.

Normal Mode: ???

Hard Mode: ???

Battle Strategies: Like with the Copy Mega section, there's only so much I can give you here since my PSP broke before I could fight Copy Roll on Normal or Hard modes. Sorry. And like Copy Mega himself, Copy Roll runs back and forth across the screen, stopping only when you get near enough to hit. Jump over her as she's paused and whack her from behind, just be careful that you don't get hit by her broom since it has weird-assed range.

Other Notes: She'll always appear in Roll's default costume, no matter which version of Roll you're using.

[3.24] Copy Protoman

Designation: DLN-000C
Initial Function: Copy attack robot

Weapon: Proto Strike
Desperation Move: N/A

Shot type: Supercharged plasma blast

Strong against: N/A

Weakness: Proto Shield

Yields: N/A

Easy Mode: Stunned by Proto Strike. Runs back and forth, jumping occasionally, firing one or two shots.

Normal Mode: Stunned by Proto Strike. Runs back and forth, jumping occasionally. Stops at edge of room to fire three Proto Strikes in succession, sometimes alternating heights.

Hard Mode: ???

Battle Strategies: You'll only ever fight this guy as Protoman, which is bad news for him...because Copy Protoman's Proto Strike has absolutely NO effect on the Proto Shield. Protoman won't even drop it if it gets hit. All you have to do is shoot him in the back as he runs away from you, then stand in place to pull up the Proto Shield, deflecting his attacks. Lather, rinse, repeat and this guy is in the bag. Like Copy Roll and Copy Mega, I never got to face the dude on Hard mode before my PSP met it's untimely (and lame) demise, so this strategy is really only effective for Easy and Normal modes...but since playing as Protoman is more or less like a walking Easy Mode no matter which difficulty you choose, beating Hard Copy Protoman can't be that challenging.

[3.25] Wily Machine 1 (First Form)

Designation: N/A

Initial Function: Ultimate Combat Tank

Weapons: Plasma Ball, Rolling Cutter, Ice Slasher, Hyper Bomb, Fire Storm, Thunder Beam, Time Slow, Oil Slider

Desperation Move: N/A

Shot type: Arching cannon shots (Plasma Ball)

Strong against: Gutsman, Iceman, Bombman, Fireman, Elecman, Timeman, Oilman

Weakness: Rolling Cutter (Default weakness), Mega Buster (Fully charged), Mega Kick, Roll Swing, Proto Strike

Yields: N/A

Easy Mode: Wily Machine's weakness to the Rolling Cutter is removed, but so are most of its offensive capabilities. It trundles back and forth across 4/5ths of the screen, shooting Plasma Balls at you. Attack it as it's moving backwards and stay underneath its shots when moving forward.

Normal Mode: It still trundles the same floorspace, but no longer uses the Plasma Ball as an offensive attack. Instead it uses one of seven Robot Master powers (all except for the Super Arm) based on the color of the top of Wily's space ship. The color corresponds with the teleport color of the Robot Master. Gray means four Rolling Cutters; light blue means a barrage of Ice Slashers; green means three to four Hyper Bombs; red means a wave of Fire Storms; yellow means Thunder Beams; purple means Time Slow (an excellent opportunity for attacking, since it makes Wily recover faster); and black means an onslaught of Oil Slider glops. Using the Rolling Cutter against it now does more

damage than other Robot Master weapons, and a charged Megabuster shot or a Proto Strike causes it to short out.

Hard Mode: Same thing as Normal mode, except now it's more fast and furious.

Battle Strategies: On Easy mode, there's nothing you can do but shoot the damn thing. For Normal mode, use the Rolling Cutter whenever Wily isn't attacking you, then counter the Robot Master attacks with the one strong against it (ex., use the Ice Slasher when Wily's got Fire Storm equipped) or a fully charged Megabuster shot/Proto Strike to make him stop attacking and switch tactics. Since it doesn't use the Super Arm, Timeman is at a disadvantage here, but Megaman, Protoman and Cutman all have an edge.

Other Notes: Like the name indicates, this is the first of Wily's "Wily Machines," the skull-themed tanks, jets, hovercrafts, bicycles, etc. that serve as the mad doctor's last line of defense against the Blue Bomber and friends. There are more than ten Wily machines in the existence of the Megaman universe, each one with its own unique artillery and battle style. Wily Machine 1's first form isn't very mobile, but it IS deadly.

[3.26] Wily Machine 1 (Second Form)

Designation: N/A

Initial Function: Reconstructed Weapon

Weapon: Rolling Cutter, Ice Slasher, Hyper Bomb, Fire Storm, Thunder Beam, Time Slow, Oil Slider, Wrench Throw

Desperation Move: Needle Charge

Shot type: Arched bomb-type attack (Wrench Throw), dual-spiked ramming attack (Needle Charge)

Strong against: Gutsman, Iceman, Bombman, Fireman, Elecman, Timeman, Oilman

Weakness: Charged Megabuster (full), Proto Strike

Yields: N/A

Easy Mode: Nope. Game ends once you beat Wily Machine 1's first form on Easy.

Normal Mode: Many of Wily's old tactics are the same except on occasion he'll use his desperation move, the Needle Charge, and his new attack, the Wrench Throw.

Hard Mode: Many of Wily's old tactics return, except he will frequently use the desperation move, Needle Charge, which only Megaman S or Megaman C can successfully avoid. Wily will also occasionally use Wrench Throw.

Battle Strategies: This is where things get interesting. Wily still uses his Robot Master attacks, but because of the aerial nature of the Wily Machine 1's new form, the attacks that move in a straight line (Thunder Beam, Ice Slasher and Fire Storm) will more likely than not pass right overhead. Hyper Bomb, Oil Slider and Rolling Cutter are all as liable to hit you as before, but the Machine's changing elevation makes dodging the Rolling Cutter difficult. Your only chance to avoid the Needle Charge is to slide under it as it goes back and forth, but

on its way back, Wily moves very slowly--it's probably not possible to go back without taking damage. The Wily Machine's weak point is still its cockpit and the dome on top still changes color when Wily is about to use a Robot Master weapon. You can prevent him from using Needle Charge by attacking him with the Robot Master weapon that beats the color on top of Wily Machine's dome.

Other Notes: Wily does a quick patch job after the Machine gets wrecked by the player, turning it from a tank to an almost stationary hover-coptor-deal. You can only fight this form if you play on Normal or Hard Modes; otherwise, Dr. Wily will get away and you never see the "true" ending.

[4.00] Generic Enemies

And all the rest--the generic evil robots you see populating the stages, trying to derail our protagonist robot (whoever he or she may be).

[4.01] Beak

Appears In: Opening Stage, Cutman Stage, Bombman Stage, Timeman Stage, CWU-01P Stage, Copy Robot Stage, Dr. Wily Stage

Attack Settings:

Easy Mode: Guards for a while, then opens mouth to shoot two shots in a narrow spread.

Normal Mode: Guards for a while, then opens mouth to shoot three shots in a moderate spread.

Hard Mode: Guards for a while, then opens mouth to shoot four shots in a wide spread.

Notes: Beaks are a common enemy that are impervious to most attacks while their "mouths" are shut, but become vulnerable when they themselves start to attack. They can be taken out from the front or behind when their mouths are open, but since Beaks are wall-mounted enemies, their placement is crucial to a rear attack. Obviously, their shots will become harder to dodge the harder you've set the difficulty to. Beaks are stationary, so taking them out is mostly an excersize in patience.

[4.02] Big Eye

Appears In: Cutman Stage, Gutsman Stage, Fireman Stage, Elecman Stage, Oilman Stage, Yellow Devil Stage

Attack Settings:

Easy Mode: Jumps in place, occasionally jumping high enough for the player to pass underneath. Its eye remains closed when still and it can only be harmed when the eye is open.

Normal Mode: Jumps towards the player, occasionally jumping high enough for the player to pass underneath. Its eye remains closed when still and it can only be harmed when the eye is open.

Hard Mode: Jumps rapidly towards the player in long, low arcs, making it difficult to bypass. Its eye remains closed when still and it can only be harmed when the eye is open.

Notes: Big Eyes are usually positioned at the end of a stage as an optional health refiller--the only thing these guys drop are the large health balls (although there is the chance they won't drop anything at all). In Easy mode these things are a freebie, but you have to work for it in Normal and they're better off completely ignored in Hard. Only the Proto Strike and fully charged Mega Buster are capable of killing a Big Eye in one successful attack, so your best bet is to wait until the monster passes overhead and charge for the sliders beyond it.

[4.03] Blader

Appears In: Cutman Stage, Gutsman Stage

Attack Settings:

Easy Mode: Will divebomb you once before continuing on their way.

Normal Mode: Will divebomb you, double back and try again, then go back in the direction they were initially headed.

Hard Mode: Will attempt to divebomb you indefinitely until they hit a wall or are defeated.

Notes: Bladers will fall to a single shot of almost any attack, and--like the Pengs in Iceman's stage--mostly serve as an annoyance. Dispatch them quickly, before they become too numerous and whack you into a spike trap or a pit.

[4.04] Bobble

Appears In: N/A

Attack Settings:

Easy Mode: N/A

Normal Mode: Generates over a set period of time from one single spot and attempts to crash into the player, eventually swarming them.

Hard Mode: N/A

Notes: Bobble is actually from Megaman 2--shh, don't tell anybody--and the only time you can encounter one is in a created stage. Because of that, there's no Easy or Hard mode variations of the guy. But still, he is one of the single most cursed evil robots in the Megaman series to date--especially to anyone who's played the Gameboy version of Megaman 2 and Crashman's stage. But Bobbles, like Bladers, are easily dispatched with a well-aimed Megabuster shot (so most other attacks will wipe it out no problem).

[4.05] Bombomb

Appears In: Bombman Stage

Attack Settings:

Easy Mode: Shoots up to a designated height and detonates.

Normal Mode: Shoots up to a designated height and detonates, releasing four smaller bombs that explode when they hit the ground.

Hard Mode: Same as Normal mode.

Notes: You only really run into these guys once and they're simpler to avoid then confront, since they come at you in an endless stream. Just jump over them lots. They're like exploding footballs.

[4.06] Bubble Bat

Appears In: Gutsman Stage

Attack Settings:

Easy Mode: Guards itself with its wings before descending on the player. Vulnerable only when flying.

Normal Mode: Same as Easy mode.

Hard Mode: Same as Easy mode.

Notes: Another irritating homing-style enemy. Blah blah blah, nothing interesting to add, appeared in Megaman 2, gave you 1-ups in Megaman X1.

[4.07] Cactuspy

Appears In: Oilman Stage

Attack Settings:

Easy Mode: Hides beneath cactus before getting up and walking around.

Normal Mode: Shoots needles off in five directions in a 180 degree spread while hiding beneath cactus. Then it gets up and walks around.

Hard Mode: Shoots needles off in five directions in a 180 degree spread while hiding beneath a cactus, then gets up and tear-asses around.

Notes: While it's underneath the cactus, the Fire Storm can penetrate its guard as well as the other weapons that normally cause guard breaks, like the Hyper Bomb. In fact, if you use Fire Storm on it, the cactus will burn away entirely and you'll see that Cactuspy is really a Met wearing a cactus hat! Awesome. Hit it while it's walking (you can even attack the cactus at this point) and it'll go down.

[4.08] Count Bomb

Appears In: Bombman Stage, Timeman Stage, Copy Robot Stage

Attack Settings:

Easy Mode: Has a counter of 5 seconds.

Normal Mode: Has a counter of 3 seconds.

Hard Mode: Same as Normal mode.

Notes: Count Bombs don't really classify as enemies in my book, but they ARE in the enemy packs, so I put 'em here. You can use Count Bombs as platforms, but when you land on top of them, the counters start running down. When the counters hit zero, the Count Bomb will explode, doing damage to you if you're too close--and taking away your platform. Level Construction mode gives you the option of changing the counter on the bomb, and you can also replace the standard hovering platform variation with a version that has feet; these will drop down onto whatever floor is below and walk across it, even spikes. These guys are actually from Megaman 8.

[4.09] Crazy Cannon

Appears In: Timeman Stage, Oilman Stage, Yellow Devil Stage

Attack Settings:

Easy Mode: Shoots constantly in a high arc.

Normal Mode: Alternates between shooting in a high arc and a long arc, five shots per. Turns around after current set if the player gets past them.

Hard Mode: Alternates between shooting in a long arc and a high arc, three shots per. Turns around right away if the player gets past them.

Notes: Crazy Cannons are only a challenge if they're obstructed by something indestructable, like one of Timeman's electric pendulums. These guys were originally called "Shotman," back in the days of Megaman II for the Gameboy. I've beaten that game more times than I can remember.

[4.10] Crazy Razy

Appears In: Iceman Stage, Yellow Devil Stage

Attack Settings:

Easy Mode: Charges from right to left and continues on, causing contact damage.

Normal Mode: Upper and lower body separate if the lower takes too much damage or the player gets too close. The upper body grows propellers and attempts to divebomb the player while the legs explode.

Hard Mode: Upper and lower body separate if the player gets too close. The upper body grows a propeller and attempts to divebomb the player, while the legs continue charging.

Notes: PICK THESE GUYS OFF AS SOON AS YOU CAN. Once the legs and torso

seperate, they can be a real pain to handle. When you see one, aim for the upper body to destroy the entire thing while they're together.

[4.11] Eye Watcher

Appears In: Elecman Stage, Copy Robot Stage

Attack Settings:

Easy Mode: Travels vertically across the screen, stopping when level with the player to shoot parrallel beams of electricity.

Normal Mode: Same as easy mode.

Hard Mode: Same as easy mode.

Notes: Just avoid these guys--you climb faster than them and any good prizes they have to yeild will be lost to the pits below. But if, for whatever reason, you decide to stick around for a fight, they go out fast but tend to swarm. You're in trouble if you see sets coming from either side of you.

[4.12] Flea

Appears In: Cutman Stage, Iceman Stage, Bombman Stage, Yellow Devil Stage

Attack Settings:

Easy Mode: Jumps around in short, narrow arcs. Prone to jumping away from the player.

Normal Mode: Jumps in slow, medium arcs, always in the direction of the player.

Hard Mode: Jumps in rapid, low, long arcs, always in the direction of the player.

Notes: These guys can be annoying, especially in Hard mode where they're too fast to keep up with. But otherwise, nothing big here. Quick to die.

[4.13] Flying Shell

Appears In: Cutman Stage, Bombman Stage,

Attack Settings:

Easy Mode: Flies from right to left with shell open, pausing occasionally to fire three shots foreward in a 45 degree sweep.

Normal Mode: Flies from right to left with shell closed. Pauses occasionally to open shell and fire eight shots in a 360 degree sweep.

Hard Mode: Flies from right to left with shell closed. Occasionally opens shell to fire eight shots in a 360 degree sweep without stopping.

Notes: When the Flying Shell's shell is closed, it can't be harmed by

non-guard-breaking attacks, so it's only truly vulnerable when it opens up to attack. There are only a few of these in the game, so it's easier to avoid them.

[4.14] Foot Holder

Appears In: Elecman Stage, Copy Robot Stage

Attack Settings:

Easy Mode: Hovers left and right on a straight horizontal line. Are not destructable.

Normal Mode: Hovers left and right in a diagonal pattern. Are not destructable.

Hard Mode: Hovers left and right at random diagonals, occasionally firing shots from either side of it. Are destructable.

Notes: These, like Count Bombs, can be ridden like platforms--the only exception being that these move. And they don't explode. And they shoot at you from their ears in certain modes. Easy mode is a snap, Normal mode requires you to determine their pattern--using them in Hard mode is like tiptoeing through a minefield, since the Foot Holders rarely level out and are always attacking. Be careful not to be trigger happy around them in Hard mode, either--you could accidentally destroy them, leaving you stranded over a spike pit without a way back. Oops.

[4.15] Hothead

Appears In: Fireman Stage, Oilman Stage

Attack Settings:

Easy Mode: Throws Tackle Fires at you, aiming with an arched throw.

Normal Mode: Same as easy mode.

Hard Mode: Same as easy mode.

Notes: Hotheads really don't get any tougher than Easy mode--the real challenge is the Tackle Fires it throws.

[4.16] Killer Bullet

Appears In: Bombman Stage, Fireman Stage, CWU-01P Stage

Attack Settings:

Easy Mode: Flies on a horizontal line, exploding if shot or on contact with the player/a wall.

Normal Mode: Flies on a horizontal line, exploding if shot or on contact with the player/a wall.

Hard Mode: Flies on a horizontal line until getting close to the player, where it nosedives in an attempt to hit him. Explodes if shot

or on contact with player/a wall/floor.

Notes: Don't even bother to attack these guys--a properly timed jump is all you need to bypass these Bullet Bill wannabes.

[4.17] Met

Appears In: Gutsman Stage, Elecman Stage, CWU-01P Stage

Attack Settings:

Easy Mode: Hides under helmet until player is half a screen away, then fires one shot across the ground.

Normal Mode: Hides under helmet until player is half a screen away, then fires two shots in a forty-five degree sweep.

Hard Mode: Hides under helmet until player is quarter of a screen away, then fires two shots at a forty-five degree sweep.

Notes: Mets are the single most recognized Megaman enemy ever, making an impact in every Megaman series except Legends. Mets are pretty much the equivalent of Mario's Shyguys in that they come in all shapes and sizes; starting with the stationary Mets in Gutsman's stage, there are wandering Mets, Mets with snouts, Mets without snouts, Mets with jets, Scuba Mets, Giant Mets, Jungle Mets, Flaming Mets, Virus Mets, Mechaniloid Mets, Camouflage Mets, Jumping Mets, Cactuspy Mets, Mets as pets...etc. etc. Anyway, the only time any character can take out a Met is when its helmet is up and it's going to shoot you. Otherwise, you'd need a guard breaker attack.

[4.18] Octo Battery

Appears In: Opening Stage, Cutman Stage, Bombman Stage, CWU-01P Stage, Copy Robot Stage, Dr. Wily Stage

Attack Settings:

Easy Mode: Slow to start moving, usually only when the player passes within direct horizontal or vertical line of sight. Does not shift positions very fast.

Normal Mode: Movement speed and rate are faster and more regular.

Hard Mode: Movement speed and rate are incredibly fast. Only moves when player is very close.

Notes: Octo Batteries are difficult only if you don't have an attack that can penetrate a narrow space they're occupying and in combination with laser-spewing enemies like Screw Bombers and Beaks. The Megabuster alone actually takes some time to whittle down their health, but most other attacks can remove them in one hit.

[4.19] Peng

Appears In: Iceman Stage

Attack Settings:

Easy Mode: Fly from right to left in a straight line, appearing on the same level of the screen as the player.

Normal Mode: Fly from right to left in a bobbing pattern, appearing on the same level of the screen as the player.

Hard Mode: Fly from right to left in a severe bobbing pattern, appearing on the same level of the screen as the player.

Notes: Pengs are easy to avoid, easier to kill. Take your pick, really. If you're feeling mean, hide behind a raised wall and watch them try to pass through it--and subsequently explode.

[4.20] Picket Man

Appears In: Gutsman Stage, Copy Robot Stage

Attack Settings:

Easy Mode: Hides behind shield for a time before throwing pickaxes in a medium-ranged, unchanging arc.

Normal Mode: Hides behind shield for a time before throwing pickaxes in well-aimed arcs. Turns to face player if he gets behind.

Hard Mode: Hides behind shield for a time before throwing pickaxes in rapid, well-aimed arcs. Jumps every time the player jumps. Turns to face the player if he gets behind.

Notes: These guys suuuuuck. You're best off avoiding them in Normal mode, as they're situated right over spike pits or bottomless pits or what-have-you. Hard mode makes it nigh impossible to do that, though, so you may as well charge full into it, take the contact damage and the temporary invincibility and muscle your way past it.

[4.21] Screw Bomber

Appears In: Bombman Stage, Fireman Stage, Oilman Stage, Dr. Wily Stage

Attack Settings:

Easy Mode: Rises when you draw close and fires two sets of shots to the left and right before withdrawing close to the ground.

Normal Mode: Rises when the player is near and fires two sets of shots at a 180 degree sweep before withdrawing close to the ground.

Hard Mode: Rises when the player is at a distance and fires two rapid sets of shots at a 180 degree sweep before withdrawing close to the ground.

Notes: Screw Bombers are tough to get for guys whose shots don't go low to the ground, like Megaman or Gutsman. In that case it's best to avoid them entirely, otherwise peg them while they're still in the ground from a distance.

[4.22] Shield Cannon

Appears In: N/A

Attack Settings:

Easy Mode: N/A

Normal Mode: Shields self, then opens up to reveal a cannon. Shoots two cannonballs before closing shield again.

Hard Mode: N/A

Notes: This is another Megaman 2 baddie snuck into the create-a-level mode via Enemy Packs. It's neat, but hard to take down as any character because it has so much vitality and its cannonballs are pretty well aimed.

[4.23] Shield Guard

Appears In: Iceman Stage, Timeman Stage, Yellow Devil Stage

Attack Settings:

Easy Mode: Moves back and forth across a floor, making long pauses before turning. Pauses whenever stricken.

Normal Mode: Moves back and forth across a floor, making pauses before turning.

Hard Mode: Moves back and forth across a small section near the player, making it hard to pass.

Notes: Shield Guards are actually made of two parts--the red and white, bacon-like metal cover guard, and a black ball hiding behind it, complete with eyeballs and a propeller. You can blast off the baconplate with a high-intensity attack or explosion, leaving Shield Guard vulnerable from both the front and the back. Otherwise you have to wait for it to turn around in order to lay into it.

[4.24] Sniper Joe

Appears In: Cutman Stage, Bombman Stage, Timeman Stage, Yellow Devil Stage

Attack Settings:

Easy Mode: Hides behind his shield for a time before attacking with his buster. Invulnerable when hiding; open to attack when not. Shoots buster up to five times.

Normal Mode: Hides behind his shield for a time before attacking with his buster. Occasionally jumps when the player jumps in an attempt to prevent them from going over. Shoots buster up to five times. Invulnerable when hiding; open to attack when shooting or jumping. Will turn around if player gets past him.

Hard Mode: Hides behind shield whenever the player attempts to attack

before attacking once or twice with his buster. Jumps whenever the player jumps and is capable of moving while airborne. Invulnerable while hiding, open to attack while shooting and jumping, although both are difficult. Will turn around and attack the player if he gets past.

Notes: Anyone who's anyone in the Megaman community recognizes this dude. He's the second most recognizable common Megaman entity short of the Mets and has, likewise, seen various shapes and sizes (and universes). Sniper Joe is an attack robot built by Wily based on the success of Protoman--you can see the similarity in their designs. While in later versions, Sniper Joe upgrades to hurling giant maces, tossing grenades, piloting Ride Armors and making havoc in computer systems with effered up gravity, he has remained a fan favorite for years. Anyway, as far as battles go, a good explosion or guard-break attack will make Sniper Joe lose his shield, especially handy for Hard Mode. If you aren't capable of making him lose the shield, then I suggest ignoring him as best as possible and charging past him, even taking a little collision damage if need be.

[4.25] Spine

Appears In: Opening Stage, Iceman Stage, Bombman Stage, Elecman Stage

Attack Settings:

Easy Mode: Constantly in "relaxed" mode.

Normal Mode: Remains in "relaxed" mode until the player lands on the same level as it, then enters "attack" mode.

Hard Mode: Constantly in "attack" mode.

Notes: "Relaxed" mode is when the light on the Spine is blue and it roves across its designated floor or platform calmly; "attack" mode has the light turn red, and the Spine will tear-ass across its designated floor or platform, making it demi-tricky to dodge. The weaker weapons in the game can only stun the Spine, but most can destroy it. Its severe shortness makes it difficult for Megaman to hit with just his buster.

[4.26] Tackle Fire

Appears In: Fireman Stage, Oilman Stage

Attack Settings:

Easy Mode: Has almost no homing capability on its own; goes straight up and goes a little to the left or right when erupting from lava, more threatening when thrown by a Hothead. Dissipates on contact.

Normal Mode: Has more homing capability and is slightly more dangerous when alone. Goes straight up and curves to the left or right when it erupts from lava. Dissipates on contact.

Hard Mode: Has startling accuracy in homing on the target. Aims for the player on the way up and down when erupting from lava. Bounces three to four times when it makes contact.

Notes: Tackle Fires are a pain in the butt, particularly in Fireman's

stage, where you're also dealing with Killer Bullets and those pesky lava jets. They go down easy--even a couple shots from the Ice Slasher does them in--but sometimes it's easier to take a hit from one and charge through a torrent of lava jets and falling/rising Tackle Fires while temporarily invincible.

[5.00] Dialogues

Another self-explanatory section, this covers all the game's dialogues during and between levels. This section reveals a lot about the personalities of the characters better than the above sections do. It's divided into storyline by playable character. Because all of the Megaman and Roll variations have the same dialogue regardless of costume (unless otherwise noted), all of their conversations are lumped into one group for each character.

[5.01] Megaman/Mega Storyline

****NOTE**** The storylines for Megaman and Mega read identically to each other save for three parts--OPENING STAGE, MEGA VS. COPY MEGA and EPILOGUE. I'll save some space--instead of putting down the entire Megaman storyline in a new section with the necessary dialogues changed, I'll add the variant ones to the bottom of this section.

[OPENING STAGE]

~Part 1~

NARRATOR: The year 20XX. With the advancement of science, humans were able to create industrial humanoid robots. A helper robot by the name of "Mega" lived peacefully in the labs of the foremost authority on robotics, Dr. Light. But then, one day...

ROLL: I've been looking all over for you, Mega! We've got a big problem!!

WILY: Wahahahaha! Ladies and gentlemen, your attention, please. The name's Wily! The one and only--the brilliant scientist, Dr. Wily! It may seem rather sudden to you, but I've decided I'd like to take over the world! Ahem! Anyway, to begin...Dr. Light! I'll be taking your precious robots!! Nuhahahaha!! That is to say...hmm?...What's this? A helper robot? You're just a pile of scrap metal with no special abilities! Nuhahahah!

ROLL: Our friends are in trouble, Mega! Let's hurry to the lab!

~Part 2~

WILY: Nuhahahahah! Just as I promised, Dr. Light, I'll be taking them with me!

LIGHT: Stop, Dr. Wily! Stop I say!

WILY: Farewell! Nuhahahaha!

LIGHT: Wait! Stop! Dr. Wily! ...What insanity! Using my robots to conquer the world...

MEGA: Professor, please! Change me into a fighting robot!

LIGHT: Mega?! What are you saying, my child?!

MEGA: Please! I really want to help everyone! But I don't know if I'm strong enough yet...

ROLL: Mega...

LIGHT: Alright...I understand. I don't like it, but sometimes, such things must be done...I must make the necessary preparations. Roll, could you please assist me?

~Part 3~

LIGHT: I've adapted your arm cannon so you can absorb your opponents' abilities.

MEGA: Well professor, here I go!

LIGHT: Listen Mega...no...rather...Megaman! Yes, that's it! From this moment on, you shall be Megaman!

~Part 4~

WILY: Ach! You followed me?! I don't have time to fool around with the likes of you! You can play with this! Nuhahaha!

[MEGAMAN VS. CUTMAN]

CUTMAN: Brother?! I can't believe it! Dr. Wily was right! You've changed into a bad robot...

MEGAMAN: Cutman...? What's going on?

CUTMAN: You're an evil fighting robot now! I'm gonna stop you Mr. Megaman, and make you good again!

[MEGAMAN VS. GUTSMAN]

GUTSMAN: Hey, men only! Little boys don't belong here. Go home before you get hurt!

MEGAMAN: Time to punch out and go home, Gutsman!

GUTSMAN: You big idiot! What'll happen to me if I get fired?! I'm gonna take you down with me!

[MEGAMAN VS. ICEMAN]

ICEMAN: There's something dangerous up ahead, sir! Oh? Freeze it at all costs, soldier!

MEGAMAN: I don't believe it...Iceman! Even a loyal robot like you...

ICEMAN: Well, sir, I...Soldier, finish your mission!

[MEGAMAN VS. BOMBMAN]

BOMBMAN: Ah ah! Don't run off! Let's have a little fun with my explosives!

MEGAMAN: Bombman, that's really dangerous! Stop setting off bombs!

BOMBMAN: You shoulda come the day before yesterday! I had some big boom-booms then!

[MEGAMAN VS. FIREMAN]

FIREMAN: Fiiiiire! Burn! Burn! My justice burns hotly! Evil beware!

MEGAMAN: Fireman?! Why are you...? I haven't done anything to you!

FIREMAN: By the fire of justice, I am certain you are evil!!
Fiiiiire!!

[MEGAMAN VS. ELECMAN]

ELECMAN: Well done...but you say goodbye here. I might even tell you more about me after I win.

MEGAMAN: I don't have any reason to fight you, Elecman! Come on, let's go home...

ELECMAN: You'll never blast through my heart with that kind of attitude. It's really too bad, but I'm going to finish you at lightning speed...

[MEGAMAN VS. TIMEMAN]

TIMEMAN: You're early for your appointment.

MEGAMAN: Huh, what "appointment," Timeman?

TIMEMAN: Oh, joy. By being early, you have given us an extra 0.3 seconds.

[MEGAMAN VS. OILMAN]

OILMAN: Hey, whadja come out here for? Don'tcha have a place near your house for fill-ups?

MEGAMAN: Oilman, let's go home!

OILMAN: You for real? Even if that just slipped out, we are still gonna do this!

[INTERLUDE: INVITE TO SKULL CASTLE 1]

WILY: My, my...eight robots and they all end up like this...Dr. Light! Your robots are nothing but junk! Nuhah nuhah nuhahaha!

ROLL: How horrible!

LIGHT: You...Dr. Wily...you are a most foul man!

WILY: Nuhaha! Feeling sorry for yourself, Dr. Light? You're full of regret, aren't you? Well, then, come to my fortress, Castle Wily! I've already sent you an invitation. Don't disappoint me! Nuhahahahaha!

[MEGAMAN VS. YELLOW DEVIL]

YELLOW DEVIL: Bumo... Bumomomo! Bumomo bumomomomo bumo!

MEGAMAN: This is a first! A robot made for combat?! Well, you're going to have to get out of my way!

YELLOW DEVIL: Bu, bumoooo?! Bu, bumomomomo?! Bumomomoooo!!

[MEGAMAN VS. CWU-01P]

CWU-01P: Intruders...bad...E-li-mi-nate intruders...

MEGAMAN: Please let me pass!

CWU-01P: Negative. Must...eliminate. Eliminate. Eliminate...

[MEGAMAN VS. COPY MEGAMAN]

COPY MEGAMAN: Hey, Blue Bomber! Just a little unfair to steal other robots' arms, don'tcha think?

MEGAMAN: A clone of...me?! How far will Dr. Wily go?...

COPY MEGAMAN: But I guess being a copy of you would make me the biggest cheat of them all, right?!

[MEGAMAN VS. DR. WILY]

WILY: If only I had programmed you differently back then...! It would have been genius! It's the only mistake I've made in my life!

MEGAMAN: I'm really angry, Dr. Wily! Using innocent robots for your own evil plans--I won't forgive you for this!

WILY: Wha...why you insolent fool! I will crush you with a loud, loud crunch! Behold, my latest creation, the ultimate combat robot, Wily Machine Number 1! Nuhahahahaha!

~Part 2~

WILY: Aaach! You stubborn fool! This time I'll finish you off for good! Curses! Useless piece of junk! Wait a second!...Nuhaha! It's alive again! I'm a genius!

~Part 3~

WILY: Why, you...ah, this calls for a temporary retreat! Whooooaa! W-wait a minute! I promise to be good! I'm a changed man! I said I promise! Please don't hurt me.

[EPILOGUE]

Thanks to the heroic actions of MEGAMAN, peace has once again been restored.

Even the nefarious DR. WILY seems to have had a change of heart and is now ready to work for a peaceful tomorrow.

Or so it seems...

[OPENING STAGE (MEGA)]

~Part 2~

WILY: Nuhahahahah! Just as I promised, Dr. Light, I'll be taking them with me!

LIGHT: Stop, Dr. Wily! Stop I say!

WILY: Farewell! Nuhahahaha!

LIGHT: Wait! Stop! Dr. Wily! ...What insanity! Using my robots to conquer the world...

MEGA: Professor, please! Change me into a fighting robot!

LIGHT: Mega?! What are you saying, my child?!

MEGA: Please! I really want to help everyone! But I don't know if I'm strong enough yet...

LIGHT: Hmm...Alright. I understand. I don't like it, but sometimes, such things must be done...I must make the necessary preparations.

~Part 3~

LIGHT: Please...my robots...your friends. You must stop them!

[MEGA VS. COPY MEGA]

COPY MEGA: Yo, Blue! You call yourself a "helpful" robot with your non-existent skills?

MEGA: A clone of...me?! How far will Dr. Wily go?...

COPY MEGA: Let's get this over with. I've got a new body waiting for me.

[EPILOGUE (MEGA)]

Thanks to the heroic actions of MEGA, peace has once again been restored.

Even the nefarious DR. WILY seems to have had a change of heart and is now ready to work for a peaceful tomorrow.

Or so it seems...

[5.02] Cutman Storyline

[OPENING STAGE]

~Part 1~

NARRATOR: The year 20XX. With the advancement of science, humans were able to create industrial humanoid robots. Invented by the foremost authority on robotics, Dr. Light, Cutman is a lumber-cutting robot.

ROLL: We have a problem!

WILY: Wahahahaha! Ladies and gentlemen, your attention, please. The name's Wily! The one and only--the brilliant scientist, Dr. Wily! It may seem rather sudden to you, but I've decided I'd like to take over the world! Ahem! Anyway, to begin...Dr. Light! I'll be taking your precious robots!! Nuhahahaha!! That is to say...hmm?...What's this? Oh, Cutman...I have no use for a piece of junk that can only remove branches from trees! Nuhahahahah!

ROLL: Our friends are in trouble, Cutman! Let's hurry to the lab!

~Part 2~

WILY: Nuhahahahah! Just as I promised, Dr. Light, I'll be taking them with me!

LIGHT: Stop, Dr. Wily! Stop I say!

WILY: Farewell! Nuhahahaha!

LIGHT: Wait! Stop! Dr. Wily! ...What insanity! Using my robots to conquer the world...

CUTMAN: Professor! Leave it up to me!

LIGHT: Cutman?! Hmmm...alright. I understand. I don't like it, but sometimes, such things must be done...I must make the necessary preparations.

~Part 3~

LIGHT: So that you can cut even the highest of branches, I'll give you the additional ability to perform a super jump.

~Part 4~

WILY: Ach! You followed me?! I don't have time to fool around with the likes of you! You can play with this! Nuhahahaha!

[CUTMAN VS. MEGAMAN?]

MEGAMAN?: Cutman! I've joined up with Dr. Wily. What about you? Want a cut of the action?

CUTMAN: M-Mr. Megaman?! D-did you really?! It's not true! It's not true!

MEGAMAN?: Not the sharpest pair in the drawer, huh? ...Did you really think I was the real one?

[CUTMAN VS. GUTSMAN]

GUTSMAN: Hey, men only! Little boys don't belong here. Go home before you get hurt!

CUTMAN: ...But you were so kind before, Mr. Gutsman. Don't worry, I'll get you out of here!

GUTSMAN: You big idiot! What'll happen to me if I get fired?! I'm gonna take you down with me!

[CUTMAN VS. ICEMAN]

ICEMAN: There's something dangerous up ahead, sir! Oh? Freeze it at all costs, soldier!

CUTMAN: What? You're gonna freeze me? You're out of line, little bro!

ICEMAN: You have nothing to do with the mission. This mission is very, very important, so move along, soldier!

[CUTMAN VS. BOMBMAN]

BOMBMAN: Ah ah! Don't run off! Let's have a little fun with my explosives!

CUTMAN: Y-you don't plan to chuck that bomb at me, do ya Mr. Bombman?

BOMBMAN: You shoulda come the day before yesterday! I had some big boom-booms then!

[CUTMAN VS. FIREMAN]

FIREMAN: Fiiiiire! Burn, burn! My justice burns hotly! Evil beware!

CUTMAN: Huh? I'm no bad guy! I'm fighting against world domination!

FIREMAN: Woo hoo!! The heat! My flames engulf all!! No mercy! Fiiiiire!!

[CUTMAN VS. ELECMAN]

ELECMAN: Ah... I see it in your eyes and I share in your puzzlement and impatience...

CUTMAN: M-Mr. Elecman! L-listen to me!

ELECMAN: Mmm...to watch my beautiful bolts fly to the top of your head...to hear your delightful shrieks...

[CUTMAN VS. TIMEMAN]

TIMEMAN: You're late. I grew tired of waiting.

CUTMAN: But you did wait for me, right? Then, let's go home together!

TIMEMAN: Do you think you can fool time, you idiot?

[CUTMAN VS. OILMAN]

OILMAN: Whadja come out here for? If you wanna learn the talk, you'd best be learnin' it somewhere else.

CUTMAN: Mr. Oilman! What you're doing is wrong! Please stop!!

OILMAN: What a hard head! You gotta keep it real, know what I'm sayin'? Then maybe you'll know what's what!

[INTERLUDE: INVITE TO SKULL CASTLE 1]

WILY: My, my...eight robots and they all end up like this...Dr. Light! Your robots are nothing but junk! Nuhah nuhah nuhahahaha!

ROLL: How horrible!

LIGHT: You...Dr. Wily...you are a most foul man!

WILY: Nuhaha! Feeling sorry for yourself, Dr. Light? You're full of regret, aren't you? Well, then, come to my fortress, Castle Wily! I've already sent you an invitation. Don't disappoint me! Nuhahahaha!

[CUTMAN VS. YELLOW DEVIL]

YELLOW DEVIL: Bumo... Bumomomo! Bumomo bumomomomo bumo!

CUTMAN: ...Huh?... Uh, um... Bumomooo bumoooo bumomomoooo...?

YELLOW DEVIL: Bu, bumoooo?! Bu, bumomomomo?! Bumomomoooo!!

[CUTMAN VS. CWU-01P]

CWU-01P: Intruders...bad...E-li-mi-nate intruders...

CUTMAN: I only want to pass through. I don't really wanna fight, so move!!

CWU-01P: Negative. Must...eliminate. Eliminate. Eliminate...

[CUTMAN VS. COPY CUTMAN]

COPY CUTMAN: Yo, No-brains! Don't you know running with scissors is dangerous?

CUTMAN: A clone of me?! He's really well made!

COPY CUTMAN: You...you're so stupid...are you sure you even know how to use those scissors?

[CUTMAN VS. DR. WILY]

WILY: If only I had programmed you differently back then...! It would have been genius! It's the only mistake I've made in my life!

CUTMAN: I can't forgive what you did to my brothers! It's payback time, and I'm gonna cut you down to size!

WILY: Wha...why you insolent fool! I will crush you with a loud, loud crunch! Behold, my latest creation, the ultimate combat robot, Wily Machine Number 1! Nuhahahahaha!

~Part 2~

WILY: Aaach! You stubborn fool! This time I'll finish you off for good! Curses! Useless piece of junk! Wait a second!...Nuhaha! It's alive again! I'm a genius!

~Part 3~

WILY: Why, you...ah, this calls for a temporary retreat! Whooooaa! W-wait a minute! I promise to be good! I'm a changed man! I said I promise! Please don't hurt me.

[EPILOGUE]

Thanks to the heroic actions of CUTMAN, peace has once again been restored.

Even the nefarious DR. WILY seems to have had a change of heart and is now ready to work for a peaceful tomorrow.

Or so it seems...

[OPENING STAGE]

NARRATOR: The year 20XX. With the advancement of science, humans were able to create industrial humanoid robots. Invented by the foremost authority on robotics, Dr. Light, Gutsman is an excavation and construction robot.

ROLL: We have a problem!

WILY: Wahahahaha! Ladies and gentlemen, your attention, please. The name's Wily! The one and only--the brilliant scientist, Dr. Wily! It may seem rather sudden to you, but I've decided I'd like to take over the world! Ahem! Anyway, to begin...Dr. Light! I'll be taking your precious robots!! Nuhahahaha!! That is to say...hmm?...What's this? Oh, Gutsman. You have strength, but you lack brains. Therefore you're utterly useless! Nuhahahaha!

ROLL: Our friends are in trouble, Gutsman! Let's hurry to the lab!

~Part 2~

WILY: Nuhahahaha! Just as I promised, Dr. Light, I'll be taking them with me!

LIGHT: Stop, Dr. Wily! Stop I say!

WILY: Farewell! Nuhahahaha!

LIGHT: Wait! Stop! Dr. Wily! ...What insanity! Using my robots to conquer the world...

GUTSMAN: Leave this job to me, okay Pops?

LIGHT: Gutsman?! Hmmm...alright. I understand. I don't like it, but sometimes, such things must be done...I must make the necessary preparations.

~Part 3~

LIGHT: You'll be able to create large blocks from the ground! Quite a practical ability, if I do say so, useful for attacking and creating platforms.

~Part 4~

WILY: Ach! You followed me?! I don't have time to fool around with the likes of you! You can play with this! Nuhahahaha!

[GUTSMAN VS. CUTMAN]

CUTMAN: So...it was you that destroyed all the robots here? Dr. Wily was right after all...

GUTSMAN: Huh? What are you talking about?

CUTMAN: You're an evil fighting robot now! I'm gonna stop you Mr. Gutsman and make you good again!

[GUTSMAN VS. MEGAMAN?]

MEGAMAN?: Gutsman, I just signed with Dr. Wily. Wanna join our project?

GUTSMAN: The Doc ain't just my Pops, he's much more than that. So I gotta turn your project down.

MEGAMAN?: Whatever, hard-head. Never had much hope for you anyway.

[GUTSMAN VS. ICEMAN]

ICEMAN: There's something dangerous up ahead, sir! Oh? Freeze it at all costs, soldier!

GUTSMAN: That's not in the schedule, is it?! If it's not in the schedule, I ain't doin' it!

ICEMAN: Hmm, this calls for a change in plan, soldier! You're in for a cold time!

[GUTSMAN VS. BOMBMAN]

BOMBMAN: Ah! Well, if it isn't the foreman! Looking smart as always.

GUTSMAN: Who told you to ditch the plan and come here? Get back to the site, Bombman.

BOMBMAN: I think not. I'd rather be setting bombs on that large foreman's frame of yours!!

[GUTSMAN VS. FIREMAN]

FIREMAN: Fiiiiire! Burn! Burn! My justice burns hotly! Evil beware!

GUTSMAN: Having workers take that kind of a tone with me really burns me up!

FIREMAN: What's the matter, can't take the heat? Yeehaw! Fiiiiire!!

[GUTSMAN VS. ELECMAN]

ELECMAN: Ugh! You're unrefined ogre voice is grating on me to the point of short-circuiting...

GUTSMAN: Well, well...Elecman. You're still a self-absorbed weakling...

ELECMAN: Hmph. Prepare for the shock of a lifetime, fool!

[GUTSMAN VS. TIMEMAN]

TIMEMAN: You're late. It's out of the question. Go home.

GUTSMAN: No can do. You're coming back with me.

TIMEMAN: You would waste even more time?

[GUTSMAN VS. OILMAN]

OILMAN: Hey, old man! You're a bit rusty. Want a little oil? You gotta think about your body before a fight.

GUTSMAN: I'm no thug. I ain't here to fight you...I came to stop you. Wouldn't be a good foreman if I didn't.

OILMAN: Alright old man, show me whatcha got!

[INTERLUDE: INVITE TO SKULL CASTLE 1]

WILY: My, my...eight robots and they all end up like this...Dr. Light!
Your robots are nothing but junk! Nuhah nuhah nuhahahahaha!

ROLL: How horrible!

LIGHT: You...Dr. Wily...you are a most foul man!

WILY: Nuhaha! Feeling sorry for yourself, Dr. Light? You're full of
regret, aren't you? Well, then, come to my fortress, Castle Wily! I've
already sent you an invitation. Don't disappoint me! Nuhahahahaha!

[GUTSMAN VS. YELLOW DEVIL]

YELLOW DEVIL: Bumoo... Bumomomo! Bumomo bumomomomo bumoo!

GUTSMAN: You got a nice frame on you! But you won't win if we start
matchin' muscles, pound for pound!

YELLOW DEVIL: Bu, bumoooo?! Bu, bumomomomo?! Bumomomoooo!!

[GUTSMAN VS. CWU-01P]

CWU-01P: Intruders...bad...E-li-mi-nate intruders...

GUTSMAN: No entry? How about if I just bust on through?

CWU-01P: Request...denied. Must...eliminate.

[GUTSMAN VS. COPY GUTSMAN]

COPY GUTSMAN: Yo, Muscle-head! Let's get this power match on! There's
nothin' better than brute strength, after all.

GUTSMAN: Heeey! Those arms, those legs, that frame--top of the line
parts! If I win, you're workin' for me!

COPY GUTSMAN: What?! Hey, hey...wait a sec!!

[GUTSMAN VS. DR. WILY]

WILY: If only I had programmed you differently back then...! It would
have been genius! It's the only mistake I've made in my life!

GUTSMAN: It's a foreman's job to look out for everybody, but sometimes,
you gotta do what ain't in the blueprints!

WILY: Wha...why you insolent fool! I will crush you with a loud, loud
crunch! Behold, my latest creation, the ultimate combat robot, Wily
Machine Number 1! Nuhahahahaha!

~Part 2~

WILY: Aaach! You stubborn fool! This time I'll finish you off for good!
Curses! Useless piece of junk! Wait a second!...Nuhaha! It's alive
again! I'm a genius!

~Part 3~

WILY: Why, you...ah, this calls for a temporary retreat! Whoooooaa!
W-wait a minute! I promise to be good! I'm a changed man! I said I
promise! Please don't hurt me.

[EPILOGUE]

Thanks to the heroic actions of GUTSMAN, peace has once again been
restored.

Even the nefarious DR. WILY seems to have had a change of heart and is
now ready to work for a peaceful tomorrow.

Or so it seems...

[5.04] Iceman Storyline

[OPENING STAGE]

NARRATOR: The year 20XX. With the advancement of science, humans were
able to create industrial humanoid robots. Invented by the foremost
authority on robotics, Dr. Light, Iceman is a robot designed for work
in sub-zero environments.

ROLL: We have a problem!

WILY: Wahahahaha! Ladies and gentlemen, your attention, please. The
name's Wily! The one and only--the brilliant scientist, Dr. Wily! It
may seem rather sudden to you, but I've decided I'd like to take over
the world! Ahem! Anyway, to begin...Dr. Light! I'll be taking your
precious robots!! Nuhahahaha!! That is to say...hmm?...What's this? Oh,
Iceman...a piece of junk whose only redeeming quality is resistance to
cold. I don't need you! Nuhah!

ROLL: Our friends are in trouble, Iceman! Let's hurry to the lab!

~Part 2~

WILY: Nuhahahahah! Just as I promised, Dr. Light, I'll be taking them
with me!

LIGHT: Stop, Dr. Wily! Stop I say!

WILY: Farewell! Nuhahahaha!

LIGHT: Wait! Stop! Dr. Wily! ...What insanity! Using my robots to
conquer the world...

ICEMAN: Professor, sir! Permission to go on this mission, sir!

LIGHT: Iceman?! Hmmm...alright. I understand. I don't like it, but
sometimes, such things must be done...I must make the necessary
preparations.

~Part 3~

LIGHT: You'll be able to freeze your enemies and use them as platforms!
Use your enemies well to overcome obstacles!

~Part 4~

WILY: Ach! You followed me?! I don't have time to fool around with the

likes of you! You can play with this! Nuhahaha!

[ICEMAN VS. CUTMAN]

CUTMAN: So you're the lowlife that's been running around turning everything into popsicles?

ICEMAN: Well, you see, t-that's righ...no! You have it all wrong!

CUTMAN: You're the one that's wrong, Iceman...for your punishment, I'll slice you in half!

[ICEMAN VS. GUTSMAN]

GUTSMAN: Hey, men only! Little boys don't belong here. Go home before you get hurt!

ICEMAN: You're coming with me, soldier!

GUTSMAN: You big idiot! What'll happen to me if I get fired?! I'm gonna take you down with me!

[ICEMAN VS. MEGAMAN?]

MEGAMAN?: Enlisting with Dr. Wily is the way to go, Iceman. How about it? I just signed up.

ICEMAN: And who might you be, soldier? Have we met before?

MEGAMAN?: Hmmm...just as he looks, he's one cool customer...too bad he figured me out. Better get going!

[ICEMAN VS. BOMBMAN]

BOMBMAN: Ah ah! Don't run off! Let's have a little fun with my explosives!

ICEMAN: Whoa! Bombs are a little too old-fashioned for us soldiers!

BOMBMAN: You shoulda come the day before yesterday! I had some big boom-booms then!

[ICEMAN VS. FIREMAN]

FIREMAN: Fiiiiiiire! Burn, baby, burn! My body's on fire! And this fever's catching!

ICEMAN: Um...I didn't quite catch the last part, sir...a good soldier always stays cool in battle.

FIREMAN: You may think life's all about ice, ice baby...but I'll show you that the fires of justice burn red-hot!

[ICEMAN VS. ELECMAN]

ELECMAN: My, what a cute little ice-elf. I'll show you the thrill of lightning!

ICEMAN: I don't l-like to be shocked, sir!

ELECMAN: Mmm...to watch my beautiful bolts fly to the top of your head...to hear your delightful shrieks...

[ICEMAN VS. TIMEMAN]

TIMEMAN: Hmph, you're actually on time.

ICEMAN: Yes, I am always very aware of the time when I perform my duties, sir.

TIMEMAN: I have no interest in your "duties" or whatever else.

[ICEMAN VS. OILMAN]

OILMAN: Hey! This ain't no place for kids. Didn't your mama teach you nothin'?

ICEMAN: My mission is to bring you back to base safely.

OILMAN: Take me back? Me? You for real? That's one cold joke.

[INTERLUDE: INVITE TO SKULL CASTLE 1]

WILY: My, my...eight robots and they all end up like this...Dr. Light! Your robots are nothing but junk! Nuhah nuhah nuhahahaha!

ROLL: How horrible!

LIGHT: You...Dr. Wily...you are a most foul man!

WILY: Nuhaha! Feeling sorry for yourself, Dr. Light? You're full of regret, aren't you? Well, then, come to my fortress, Castle Wily! I've already sent you an invitation. Don't disappoint me! Nuhahahaha!

[ICEMAN VS. YELLOW DEVIL]

YELLOW DEVIL: Bumomomo! Bumomomo bumomomomo bumomomo!

ICEMAN: Hmm, hmm, I see...but I also have my own mission. I can not allow you to derail me.

YELLOW DEVIL: Bu, bumooooo?! Bu, bumomomomo?! Bumomomooooo!!

[ICEMAN VS. CWU-01P]

CWU-01P: Intruders...bad...E-li-mi-nate intruders...

ICEMAN: You don't make any sense!

CWU-01P: Must eliminate...eliminate...

[ICEMAN VS. COPY ICEMAN]

COPY ICEMAN: Yo, Snowflake! I'm gonna...nah, shattering you all over would ruin the chilling silence I want...

ICEMAN: Oh! A well-constructed toy, sir! Put it on ice and bring it back to base, soldier!

COPY ICEMAN: W-what?! Wait just one darn...!

[ICEMAN VS. DR. WILY]

WILY: If only I had programmed you differently back then...! It would have been genius! It's the only mistake I've made in my life!

ICEMAN: My Mission will be a success. Prepare yourself, Dr. Wily!

WILY: Wha...why you insolent fool! I will crush you with a loud, loud crunch! Behold, my latest creation, the ultimate combat robot, Wily Machine Number 1! Nuhahahahaha!

~Part 2~

WILY: Aaach! You stubborn fool! This time I'll finish you off for good! Curses! Useless piece of junk! Wait a second!...Nuhaha! It's alive again! I'm a genius!

~Part 3~

WILY: Why, you...ah, this calls for a temporary retreat! Whoooooa! W-wait a minute! I promise to be good! I'm a changed man! I said I promise! Please don't hurt me.

[EPILOGUE]

Thanks to the heroic actions of ICEMAN, peace has once again been restored.

Even the nefarious DR. WILY seems to have had a change of heart and is now ready to work for a peaceful tomorrow.

Or so it seems...

[5.05] Bombman Storyline

[OPENING STAGE]

NARRATOR: The year 20XX. With the advancement of science, humans were able to create industrial humanoid robots. Invented by the foremost authority on robotics, Dr. Light, Bombman is a mining robot.

ROLL: We have a problem!

WILY: Wahahahaha! Ladies and gentlemen, your attention, please. The name's Wily! The one and only--the brilliant scientist, Dr. Wily! It may seem rather sudden to you, but I've decided I'd like to take over the world! Ahem! Anyway, to begin...Dr. Light! I'll be taking your precious robots!! Nuhahahahaha!! That is to say...hmm?...Bombman! I'd love to take you with me...but your party-centric brain and bombs just seem like a bad combination! Nuhahahahah!

ROLL: Our friends are in trouble, Bombman! Let's hurry to the lab!

~Part 2~

WILY: Nuhahahahah! Just as I promised, Dr. Light, I'll be taking them with me!

LIGHT: Stop, Dr. Wily! Stop I say!

WILY: Farewell! Nuhahahahaha!

LIGHT: Wait! Stop! Dr. Wily! ...What insanity! Using my robots to conquer the world...

BOMBMAN: Leave the fireworks to me, professor!

LIGHT: Bombman?! Hmmm...alright. I understand. I don't like it, but sometimes, such things must be done...I must make the necessary preparations.

~Part 3~

LIGHT: Using the directional buttons, you'll be able to throw your bombs in various directions! Be sure to try it!

~Part 4~

WILY: Ach! You followed me?! I don't have time to fool around with the likes of you! You can play with this! Nuhahaha!

[BOMBMAN VS. CUTMAN]

CUTMAN: Dr. Wily was right...you've been changed into a bad robot, blowing things up at random...

BOMBMAN: That's a bit harsh! I've never done anything I'm ashamed of!

CUTMAN: Even if it cuts me in half, I will make you whole again!

[BOMBMAN VS. GUTSMAN]

GUTSMAN: You don't have a permit to have fun here, Bombman!

BOMBMAN: Not looking your usual cool self, Gutsman...fighting, fireworks, festivals--that's where it's at!

GUTSMAN: Think you can set off fireworks with me, your superior? Well, ain't you just special!

[BOMBMAN VS. ICEMAN]

ICEMAN: There's something dangerous up ahead, sir! Oh? Freeze it at all costs, soldier!

BOMBMAN: What are you babbling about? You think I'm dangerous? Ha! All you need is a good fight to set you straight!

ICEMAN: Those bombs look kinda big...but I have a mission to fulfill.

[BOMBMAN VS. MEGAMAN?]

MEGAMAN?: Dr. Wily's a blast, Bombman. Come join our party!

BOMBMAN: Uh, Megaman, you been out in the sun too much?

MEGAMAN?: So, I guess your answer is no? Then I'm gonna have to make you blow up like one of your bombs!

[BOMBMAN VS. FIREMAN]

FIREMAN: Fiiiiiiire! Burn, burn! Burn everything in sight!

BOMBMAN: Boooooombs! Boom, boom! Blast everything in sight!

FIREMAN: Yes! That's what I like! What a great match this will be!
Fiiiiiiire!

[BOMBMAN VS. ELECMAN]

ELECMAN: Oh, I've never been so revolted...you're so...ugly...the less time with you, the better.

BOMBMAN: I'll show you! It's the beauty on the inside that counts!

ELECMAN: I suppose you're right...fireworks explode into such beautiful colors...I'll expose your inner beauty for you...

[BOMBMAN VS. TIMEMAN]

TIMEMAN: You're late...I grew tired of waiting.

BOMBMAN: Don't sweat the small stuff! I go by my party clock!

TIMEMAN: Imbicile...

[BOMBMAN VS. OILMAN]

OILMAN: Hey, bro! You still goin' around blowin' stuff up in that uncool way you do?

BOMBMAN: What? Hey, at least I do what's right!

OILMAN: Don't take it personally, I like your style. But too much boom-boom can make the party bomb.

[INTERLUDE: INVITE TO SKULL CASTLE 1]

WILY: My, my...eight robots and they all end up like this...Dr. Light! Your robots are nothing but junk! Nuhah nuhah nuhahahaha!

ROLL: How horrible!

LIGHT: You...Dr. Wily...you are a most foul man!

WILY: Nuhaha! Feeling sorry for yourself, Dr. Light? You're full of regret, aren't you? Well, then, come to my fortress, Castle Wily! I've already sent you an invitation. Don't disappoint me! Nuhahahahaha!

[BOMBMAN VS. YELLOW DEVIL]

YELLOW DEVIL: Bumo... Bumomomo! Bumomo bumomomomo bumom!

BOMBMAN: Bumo, bumoo--that's all you can say?! Speak in a language I can understand!

YELLOW DEVIL: Bu, bumoooo?! Bu, bumomomomo?! Bumomomoooo!!

[BOMBMAN VS. CWU-01P]

CWU-01P: Intruders...bad...E-li-mi-nate intruders...

BOMBMAN: I just wanna set things right. You gonna get in my way?

CWU-01P: Negative. Must...eliminate. Eliminate. Eliminate...

[BOMBMAN VS. COPY BOMBMAN]

COPY BOMBMAN: Yo, Firecracker! Any ol' fool can chuck bombs around!

BOMBMAN: Idiot! Bombs aren't toys! Timing it right, lighting the fuse-- that's stuff you gotta leave to pros!

COPY BOMBMAN: I can do that. Wanna see?

[BOMBMAN VS. DR. WILY]

WILY: If only I had programmed you differently back then...! It would have been genius! It's the only mistake I've made in my life!

BOMBMAN: Dr. Wily! You no good rotten--I'm at the end of my fuse! Prepare for the blast!

WILY: Wha...why you insolent fool! I will crush you with a loud, loud crunch! Behold, my latest creation, the ultimate combat robot, Wily Machine Number 1! Nuhahahahaha!

~Part 2~

WILY: Aaach! You stubborn fool! This time I'll finish you off for good! Curses! Useless piece of junk! Wait a second!...Nuhaha! It's alive again! I'm a genius!

~Part 3~

WILY: Why, you...ah, this calls for a temporary retreat! Whooooaa! W-wait a minute! I promise to be good! I'm a changed man! I said I promise! Please don't hurt me.

[EPILOGUE]

Thanks to the heroic actions of BOMBMAN, peace has once again been restored.

Even the nefarious DR. WILY seems to have had a change of heart and is now ready to work for a peaceful tomorrow.

Or so it seems...

[5.06] Fireman Storyline

[OPENING STAGE]

~Part 1~

NARRATOR: The year 20XX. With the advancement of science, humans were able to create industrial humanoid robots. Invented by the foremost authority on robotics, Dr. Light, Fireman is a trash combustion robot.

ROLL: We have a problem!

WILY: Wahahahaha! Ladies and gentlemen, your attention, please. The name's Wily! The one and only--the brilliant scientist, Dr. Wily! It may seem rather sudden to you, but I've decided I'd like to take over the world! Ahem! Anyway, to begin...Dr. Light! I'll be taking your

precious robots!! Nuhahahaha!! That is to say...hmm?...Fireman! I'd take you with me...really! But you're a little too hot to handle! Nuhahahaha!

ROLL: Our friends are in trouble, Fireman! Let's hurry to the lab!

~Part 2~

WILY: Nuhahahaha! Just as I promised, Dr. Light, I'll be taking them with me!

LIGHT: Stop, Dr. Wily! Stop I say!

WILY: Farewell! Nuhahahaha!

LIGHT: Wait! Stop! Dr. Wily! ...What insanity! Using my robots to conquer the world...

FIREMAN: Professor! My flame of justice will restore what's right!

LIGHT: Fireman?! Hmmm...alright. I understand. I don't like it, but sometimes, such things must be done...I must make the necessary preparations.

~Part 3~

LIGHT: When water touches you, your power level goes down. On the other hand, absorbing flames powers you up!

~Part 4~

WILY: Ach! You followed me?! I don't have time to fool around with the likes of you! You can play with this! Nuhahahaha!

[FIREMAN VS. CUTMAN]

CUTMAN: Dr. Wily was right...you've been changed into a bad robot, blowing things up at random...

FIREMAN: Fiiiiire! The flame of justice burns strong! A match of burning wills--my righteousness versus yours! Fiiiiiiiire!!

CUTMAN: Well, if we're both right...we're just gonna have to battle it out!

[FIREMAN VS. GUTSMAN]

GUTSMAN: I don't care who you are! If you're messin' up my site, I'm gonna hurt you good!

FIREMAN: Evil! Remember my name! For I am Fireman! My flame of justice will have its revenge on you!

GUTSMAN: Yeah, I'm bad. So what? I'm also your boss!

[FIREMAN VS. ICEMAN]

ICEMAN: There's something dangerous up ahead, sir! Oh? Freeze it at all costs, soldier!

FIREMAN: All that ice is gonna give you a cold! I say we put the heat on!

ICEMAN: Huh?! What the heck do you mean?! Anyway, I'll freeze you with everything I've got!!

[FIREMAN VS. BOMBMAN]

BOMBMAN: Oh, looking good, Fireman! I'll be putting your flames to good use!

FIREMAN: Nothing escapes my flames of burning justice! Fiiiiire!!

BOMBMAN: What's wrong with you? A little too much burning the candle at both ends?

[FIREMAN VS. MEGAMAN?]

MEGAMAN?: You should come with me, Fireman. Dr Wily really knows how to cook the bad guys!

FIREMAN: You sure you have a strong sense of justice?! Mine burns strong in my heart!

MEGAMAN?: What a hothead.

[FIREMAN VS. ELECMAN]

ELECMAN: Well done...but you say goodbye here. I might even tell you more about me after I win...

FIREMAN: You're fired!

ELECMAN: You're really something, Fireman...but soon, you'll know the feeling of glorious lightning coursing through your body...

[FIREMAN VS. TIMEMAN]

TIMEMAN: Hmph. You're early.

FIREMAN: My justice is absolute! It waits for no man! Fiiire!!

TIMEMAN: This will be over earlier than planned...

[FIREMAN VS. OILMAN]

OILMAN: Hey! You'd better go somewhere else if you want oil. Don't make me hafta hurt you, cause fire's not allowed around here!

FIREMAN: Your attacks just add more fuel to the flame! Prepare to get SMOKED!!

OILMAN: Why you--! Heh, well, burn yourself out. I've got my orders to follow.

[INTERLUDE: INVITE TO SKULL CASTLE 1]

WILY: My, my...eight robots and they all end up like this...Dr. Light! Your robots are nothing but junk! Nuhah nuhah nuhahaha!

ROLL: How horrible!

LIGHT: You...Dr. Wily...you are a most foul man!

WILY: Nuhaha! Feeling sorry for yourself, Dr. Light? You're full of regret, aren't you? Well, then, come to my fortress, Castle Wily! I've already sent you an invitation. Don't disappoint me! Nuhahahahaha!

[FIREMAN VS. YELLOW DEVIL]

YELLOW DEVIL: Bumo... Bumomomo! Bumomo bumomomomo bumo!

FIREMAN: You're a big fella, ain't ya?! But it don't matter! My flames will engulf you! Fiiiire!!

YELLOW DEVIL: Bu, bumoooo?! Bu, bumomomomo?! Bumomomoooo!!

[FIREMAN VS. CWU-01P]

CWU-01P: Intruders...bad...E-li-mi-nate intruders...

FIREMAN: An underwater battle, huh? Yeah, I'm in a pinch now!! But! My spirit of righteousness will burn even hotter, yeah!

CWU-01P: Eliminate...eliminate...eliminate...

[FIREMAN VS. COPY FIREMAN]

COPY FIREMAN: Yo, Small Fry! All your loud "burning" words are just smoke in the wind!

FIREMAN: You! You're a fake! ...Has it finally happened?! A copy of me has appeared...so that means I am a real HERO!!

COPY FIREMAN: How pathetic...I can't believe he's serious...

[FIREMAN VS. DR. WILY]

WILY: If only I had programmed you differently back then...! It would have been genius! It's the only mistake I've made in my life!

FIREMAN: You're wasting your time! You've got nothing on me! As long as my justice burns bright, my evil will never prevail!

WILY: Wha...why you insolent fool! I will crush you with a loud, loud crunch! Behold, my latest creation, the ultimate combat robot, Wily Machine Number 1! Nuhahahahaha!

~Part 2~

WILY: Aaach! You stubborn fool! This time I'll finish you off for good! Curses! Useless piece of junk! Wait a second!...Nuhaha! It's alive again! I'm a genius!

~Part 3~

WILY: Why, you...ah, this calls for a temporary retreat! Whooooaa! W-wait a minute! I promise to be good! I'm a changed man! I said I promise! Please don't hurt me.

[EPILOGUE]

Thanks to the heroic actions of FIREMAN, peace has once again been restored.

Even the nefarious DR. WILY seems to have had a change of heart and is

now ready to work for a peaceful tomorrow.

Or so it seems...

[5.07] Elecman Storyline

[OPENING STAGE]

~Part 1~

NARRATOR: The year 20XX. With the advancement of science, humans were able to create industrial humanoid robots. Invented by the foremost authority on robotics, Dr. Light, Elecman is a robot designed to control energy usage.

ROLL: We have a problem!

WILY: Wahahahaha! Ladies and gentlemen, your attention, please. The name's Wily! The one and only--the brilliant scientist, Dr. Wily! It may seem rather sudden to you, but I've decided I'd like to take over the world! Ahem! Anyway, to begin...Dr. Light! I'll be taking your precious robots!! Nuhahahaha!! That is to say...hmm?...Elecman! I'd like to take you with me...really! But I'm downright terrible at getting shocked and taking pain! Get out of my sight! Nuhahahaha!

ROLL: Our friends are in trouble, Elecman! Let's hurry to the lab!

~Part 2~

WILY: Nuhahahaha! Just as I promised, Dr. Light, I'll be taking them with me!

LIGHT: Stop, Dr. Wily! Stop I say!

WILY: Farewell! Nuhahahaha!

LIGHT: Wait! Stop! Dr. Wily! ...What insanity! Using my robots to conquer the world...

ELECMAN: Professor, allow me to deal with this...

LIGHT: Elecman?! Hmmm...alright. I understand. I don't like it, but sometimes, such things must be done...I must make the necessary preparations.

~Part 3~

LIGHT: There must be energy containers somewhere! Use them well!

~Part 4~

WILY: Ach! You followed me?! I don't have time to fool around with the likes of you! You can play with this! Nuhahahaha!

[ELECMAN VS. CUTMAN]

CUTMAN: You've been frying the poor robots here to a crisp...I should have believed Dr. Wily...

ELECMAN: My battles are blindingly beautiful, aren't they?

CUTMAN: Even if it cuts me in half, I will make you whole again!

[ELECMAN VS. GUTSMAN]

GUTSMAN: I don't care who you are. If you're messin' up my site, I'm gonna hurt you good!

ELECMAN: Even if you were to call lightning from the sky with your thunderous voice, you will never pierce my gorgeous heart...

GUTSMAN: Hah, let's see what you'd say if a rock fell on your head!

[ELECMAN VS. ICEMAN]

ICEMAN: There's something dangerous up ahead, sir! Oh? Freeze it at all costs, soldier!

ELECMAN: Freezing...numbness...what beauty...it pains me to have to end this beauty...

ICEMAN: Well, sir, I...soldier, finish your mission!

[ELECMAN VS. BOMBMAN]

BOMBMAN: Ah ah! Don't run off! Let's have a little fun with my explosives!

ELECMAN: Humph. You think your sluggish attack can stand up to my lightning blitz? You won't throw more than a few before it's over.

BOMBMAN: You shoul'da come the day before yesterday! I had some big boom-booms then!

[ELECMAN VS. FIREMAN]

FIREMAN: Burn, burn! My justice burns bright! Fiiiiiiire!

ELECMAN: That light of a million watts...to have to extinguish it...no, I must for your sake. I can't hesitate now!

FIREMAN: As long as my justice burns, it will fry your evil to a crisp! Fiiiiiiire!!

[ELECMAN VS. MEGAMAN?]

MEGAMAN?: I just joined Dr. Wily. He's quite shocking, so why not join, too? You'd like him.

ELECMAN: Humph, who in the world are you? Megaman's eyes are not clouded like a thunderstorm...

MEGAMAN?: Darn, he figured it out. Time to bolt and change strategies.

[ELECMAN VS. TIMEMAN]

TIMEMAN: Hmph.

ELECMAN: A fight is but a moment; an eternal moment...a moment of mesmerizing beauty...

TIMEMAN: Come on.

[ELECMAN VS. OILMAN]

OILMAN: Hey, whadja come out here for? Don'tcha got a place near your house for fill-ups?

ELECMAN: Humph. I have no need for a fill-up. I never used such a primitive energy source to begin with.

OILMAN: Hey, don't do anything stupid now! Didn't need it, just say so. You didn't hafta hurt my feelings!

[INTERLUDE: INVITE TO SKULL CASTLE 1]

WILY: My, my...eight robots and they all end up like this...Dr. Light! Your robots are nothing but junk! Nuhah nuhah nuhahahaha!

ROLL: How horrible!

LIGHT: You...Dr. Wily...you are a most foul man!

WILY: Nuhaha! Feeling sorry for yourself, Dr. Light? You're full of regret, aren't you? Well, then, come to my fortress, Castle Wily! I've already sent you an invitation. Don't disappoint me! Nuhahahaha!

[ELECMAN VS. YELLOW DEVIL]

YELLOW DEVIL: Bumo... Bumomomo! Bumomo bumomomomo bumo!

ELECMAN: I'm sorry, but I'm in a hurry. We'll have to finish this in a flash.

YELLOW DEVIL: Bu, bumoooo?! Bu, bumomomomo?! Bumomomoooo!!

[ELECMAN VS. CWU-01P]

CWU-01P: Intruders...bad...E-li-mi-nate intruders...

ELECMAN: Do your worst, but I find it hard to believe that such a low-voltage robot like you can defeat me.

CWU-01P: Negative. Must...eliminate. Eliminate. Eliminate...

[ELECMAN VS. COPY ELECMAN]

COPY ELECMAN: Yo, Sparky! You're a top-notch robot, right? That makes me quite happy.

ELECMAN: Not as well-built as my glorious self, but I suppose I can see the resemblance.

COPY ELECMAN: Hmm...can I imitate that conceited tone? I'll finish you at lightning speed! Something like that?

[ELECMAN VS. DR. WILY]

WILY: If only I had programmed you differently back then...! It would have been genius! It's the only mistake I've made in my life!

ELECMAN: Hah, get ready for some truly en-lightening shock therapy!

WILY: Wha...why you insolent fool! I will crush you with a loud, loud crunch! Behold, my latest creation, the ultimate combat robot, Wily Machine Number 1! Nuhahahahaha!

~Part 2~

WILY: Aaach! You stubborn fool! This time I'll finish you off for good! Curses! Useless piece of junk! Wait a second!...Nuhaha! It's alive again! I'm a genius!

~Part 3~

WILY: Why, you...ah, this calls for a temporary retreat! Whoooooaa! W-wait a minute! I promise to be good! I'm a changed man! I said I promise! Please don't hurt me.

[EPILOGUE]

Thanks to the heroic actions of ELECMAN, peace has once again been restored.

Even the nefarious DR. WILY seems to have had a change of heart and is now ready to work for a peaceful tomorrow.

Or so it seems...

[5.08] Timeman Storyline

[OPENING STAGE]

~Part 1~

NARRATOR: The year 20XX. With the advancement of science, humans were able to create industrial humanoid robots. Invented by the foremost authority on robotics, Dr. Light, Timeman is a robot designed to research time travel.

ROLL: We have a problem!

WILY: Wahahahaha! Ladies and gentlemen, your attention, please. The name's Wily! The one and only--the brilliant scientist, Dr. Wily! It may seem rather sudden to you, but I've decided I'd like to take over the world! Ahem! Anyway, to begin...Dr. Light! I'll be taking your precious robots!! Nuhahahahaha!! That is to say...hmm?...Timeman! I'd take you with me...really! Except that you look like you're still unfinished. I'll come back for you when you're complete! Nuhahahahah!

ROLL: Our friends are in trouble, Timeman! Let's hurry to the lab!

~Part 2~

WILY: Nuhahahahah! Just as I promised, Dr. Light, I'll be taking them with me!

LIGHT: Stop, Dr. Wily! Stop I say!

WILY: Farewell! Nuhahahahaha!

LIGHT: Wait! Stop! Dr. Wily! ...What insanity! Using my robots to conquer the world...

TIMEMAN: I'll go.

LIGHT: Timeman?! Hmmm...alright. I understand. I don't like it, but sometimes, such things must be done...I must make the necessary preparations.

~Part 3~

LIGHT: Holding the attack button down will allow you to charge your ability. Release the button to slow the flow of time!

~Part 4~

WILY: Ach! You followed me?! I don't have time to fool around with the likes of you! You can play with this! Nuhahaha!

[TIMEMAN VS. CUTMAN]

CUTMAN: All these robots...cut down before their time...Dr. Wily was right about you...

TIMEMAN: ...Because time is precious.

CUTMAN: Even if it cuts me in half, I will make you whole again!

[TIMEMAN VS. GUTSMAN]

GUTSMAN: Hey, men only! Little boys don't belong here. Go home before you get hurt!

TIMEMAN: If you disappeared, that would be the speediest solution here.

GUTSMAN: I ain't got time for you, moron. If I get fired, your time's up, too!

[TIMEMAN VS. ICEMAN]

ICEMAN: There's something dangerous up ahead, sir! Oh? Freeze it at all costs, soldier!

TIMEMAN: But before you do that, allow me to freeze your internal time flow...

ICEMAN: Ah, that sounds kinda...don't quit now, soldier!

[TIMEMAN VS. BOMBMAN]

BOMBMAN: Ah ah! Don't run off! Let's have a little fun with my explosives!

TIMEMAN: This battle will conclude before you light even one bomb.

BOMBMAN: You shoulda come the day before yesterday! I had some big boom-booms then!

[TIMEMAN VS. FIREMAN]

FIREMAN: Fiiiiire! Burn, burn! Burn everything!!

TIMEMAN: You are nothing but garbage, my friend.

FIREMAN: Getting hot?! Are you mad?! Burning mad yet?! Fiiiiire!!

[TIMEMAN VS. ELECMAN]

ELECMAN: You did well...but now it's time to say adeiu. Prepare to short-circuit from the sweetness of this moment!

TIMEMAN: Flashy, but hollow words. Listening to such prattle is truly a waste of time!

ELECMAN: Don't worry, I won't bore you, although the eternity that awaits you might.

[TIMEMAN VS. MEGAMAN?]

MEGAMAN?: Hey, Timeman. Think you can fit Dr. Wily into your schedule?

TIMEMAN: Who are you?

MEGAMAN? I think he's onto me. Must be because I seem so much smarter than the real one.

[TIMEMAN VS. OILMAN]

OILMAN: You want a fill-up, I'm gonna hafta turn you down. Kids should be drinkin' milk and sleepin', you know what I'm saying?

TIMEMAN: It's hardly time to sleep, but rather, it is time to defeat you.

OILMAN: Alright, then how about you try this on? It's punishment time for brat kids like you!

[INTERLUDE: INVITE TO SKULL CASTLE 1]

WILY: My, my...eight robots and they all end up like this...Dr. Light! Your robots are nothing but junk! Nuhah nuhah nuhahahaha!

ROLL: How horrible!

LIGHT: You...Dr. Wily...you are a most foul man!

WILY: Nuhaha! Feeling sorry for yourself, Dr. Light? You're full of regret, aren't you? Well, then, come to my fortress, Castle Wily! I've already sent you an invitation. Don't disappoint me! Nuhahahaha!

[TIMEMAN VS. YELLOW DEVIL]

YELLOW DEVIL: Bumo... Bumomomo! Bumomo bumomomomo bumo!

TIMEMAN: I understand. I will stop everything...for eternity.

YELLOW DEVIL: Bu, bumoooo?! Bu, bumomomomo?! Bumomomoooo!!

[TIMEMAN VS. CWU-01P]

CWU-01P: Intruders...bad...E-li-mi-nate intruders...

TIMEMAN: Disappear, you out-dated model...

CWU-01P: Negative. Must...eliminate. Eliminate. Eliminate...

[TIMEMAN VS. COPY TIMEMAN]

COPY TIMEMAN: Yo, Gearhead! I'm grateful to you. You've got smarts, so I got smarts, too!

TIMEMAN: What an unpleasant fellow. I must stop him this instant!

COPY TIMEMAN: Hey, if I'm unpleasant, you are, too!

[TIMEMAN VS. DR. WILY]

WILY: If only I had programmed you differently back then...! It would have been genius! It's the only mistake I've made in my life!

TIMEMAN: I've been waiting a long time for this. Everyting is going according to my schedule.

WILY: Wha...why you insolent fool! I will crush you with a loud, loud crunch! Behold, my latest creation, the ultimate combat robot, Wily Machine Number 1! Nuhahahahaha!

~Part 2~

WILY: Aaach! You stubborn fool! This time I'll finish you off for good! Curses! Useless piece of junk! Wait a second!...Nuhaha! It's alive again! I'm a genius!

~Part 3~

WILY: Why, you...ah, this calls for a temporary retreat! Whoooooaa! W-wait a minute! I promise to be good! I'm a changed man! I said I promise! Please don't hurt me.

[EPILOGUE]

Thanks to the heroic actions of TIMEMAN, peace has once again been restored.

Even the nefarious DR. WILY seems to have had a change of heart and is now ready to work for a peaceful tomorrow.

Or so it seems...

[5.09] Oilman Storyline

[OPENING STAGE]

~Part 1~

NARRATOR: The year 20XX. With the advancement of science, humans were able to create industrial humanoid robots. Invented by the foremost authority on robotics, Dr. Light, Oilman is a maintenance robot.

ROLL: We have a problem!

WILY: Wahahahaha! Ladies and gentlemen, your attention, please. The name's Wily! The one and only--the brilliant scientist, Dr. Wily! It may seem rather sudden to you, but I've decided I'd like to take over the world! Ahem! Anyway, to begin...Dr. Light! I'll be taking your precious robots!! Nuhahahahaha!! That is to say...hmm?...What's this? Oh, Oilman...I don't have the patience to deal with your slick talking nonsense! Get out of my sight! Nuhahahahah!

ROLL: Our friends are in trouble, Oilman! Let's hurry to the lab!

~Part 2~

WILY: Nuhahahahah! Just as I promised, Dr. Light, I'll be taking them with me!

LIGHT: Stop, Dr. Wily! Stop I say!

WILY: Farewell! Nuhahahaha!

LIGHT: Wait! Stop! Dr. Wily! ...What insanity! Using my robots to conquer the world...

OILMAN: You sayin' it's my turn?

LIGHT: Oilman?! Hmmm...alright. I understand. I don't like it, but sometimes, such things must be done...I must make the necessary preparations.

~Part 3~

LIGHT: You can use your Oil Slider attack to kick your enemies about! Hurry, Oilman!

~Part 4~

WILY: Ach! You followed me?! I don't have time to fool around with the likes of you! You can play with this! Nuhahahaha!

[OILMAN VS. CUTMAN]

CUTMAN: Dr. Wily was right...you've been changed into a bad robot, blowing things up at random...

OILMAN: Hey, don't go around saying strange things like that! You sure your head's on right, bro? Wanna oil it up some?

CUTMAN: You really have changed...the old Oilman was just so much slicker.

[OILMAN VS. GUTSMAN]

GUTSMAN: I don't care who you are. If you're messin' up my site, I'm gonna hurt you good!

OILMAN: Hey! What's up, old man? I know you totally dig your work and all, but how about chillin' out and listenin' to what I gotta say!

GUTSMAN: I ain't got use for an oil seller on my site! Get outta here!

[OILMAN VS. ICEMAN]

ICEMAN: There's something dangerous up ahead, sir! Oh? Freeze it at all costs, soldier!

OILMAN: You can't do that, man! Oil ain't somethin' you can just freeze. It's your blood! You gotta take care of it!

ICEMAN: Um...I don't quite understand, but I'm gonna finish my mission anyway!

[OILMAN VS. BOMBMAN]

BOMBMAN: Ah ah! Don't run off! Let's have a little fun with my explosives!

OILMAN: Hey bro, we used to act all crazy when we were younger, but this time you've gone too far. You better keep it together!

BOMBMAN: Listen to you, acting all high and mighty! I'd rather settle things in battle than listen to you drone on.

[OILMAN VS. FIREMAN]

FIREMAN: Fiiiiire! Burn, burn! Burn everything, everything in site!

OILMAN: Hey, you add fire to me, and we're in for some serious trouble! Not a thing'll be left!

FIREMAN: Ain't nothin' more flammable than oil, partner! You're in for it now! Fire!!

[OILMAN VS. ELECMAN]

ELECMAN: Too bad this exceptionally beautiful room will be ruined by filthy oil after I finish you off at lightning speed!

OILMAN: Hey! Keep it together, bro! Oil can solve all your problems!

ELECMAN: There won't be a trace of you left after I'm done!

[OILMAN VS. TIMEMAN]

TIMEMAN: Look at my watch. You're late. It's out of the question. Go home.

OILMAN: I don't know nothin' about that! You're not the boss of me! I do what I want when I want!

TIMEMAN: It seems you have no use for your remaining time on Earth.

[OILMAN VS. MEGAMAN?]

MEGAMAN?: Oilman! Bro! Dr. Wily's got some slick jobs with your name on 'em, so how about it!

OILMAN: Ha, ha. Real funny. If you're Megaman, then I'm Dr. Light.

MEGAMAN?: Guess our oily plan just burned up in my face. Better take this guy down.

[INTERLUDE: INVITE TO SKULL CASTLE 1]

WILY: My, my...eight robots and they all end up like this...Dr. Light! Your robots are nothing but junk! Nuhah nuhah nuhahaha!

ROLL: How horrible!

LIGHT: You...Dr. Wily...you are a most foul man!

WILY: Nuhaha! Feeling sorry for yourself, Dr. Light? You're full of

regret, aren't you? Well, then, come to my fortress, Castle Wily! I've already sent you an invitation. Don't disappoint me! Nuhahahahaha!

[OILMAN VS. YELLOW DEVIL]

YELLOW DEVIL: Bumo... Bumomomo! Bumomo bumomomomo bumo!

OILMAN: Bumo bumo bumo! Aha ha ha!

YELLOW DEVIL: Bu, bumoooo?! Bu, bumomomomo?! Bumomomoooo!!

[OILMAN VS. CWU-01P]

CWU-01P: Intruders...bad...E-li-mi-nate intruders...

OILMAN: Haven't you ever heard that oil and water don't mix?! Yeah, you heard me, I'm tellin' you "no," so you better be lettin' me through!

CWU-01P: Negative. Must...elminate. Eliminate. Eliminate...

[OILMAN VS. COPY OILMAN]

COPY OILMAN: Hey, hey! You gotta be jokin'! Check this out. Even the oil in my body hates you!

OILMAN: Maybe you just don't get how good my mojo is! It powers you too, y'know!

COPY OILMAN: Alright, let's just hurry up and finish this. I got another job waiting.

[OILMAN VS. DR. WILY]

WILY: If only I had programmed you differently back then...! It would have been genius! It's the only mistake I've made in my life!

OILMAN: Hey, man! Better watch out, cause I'm gonna kick your butt so hard you'll be smelling the oil from my boots for months!

WILY: Wha...why you insolent fool! I will crush you with a loud, loud crunch! Behold, my latest creation, the ultimate combat robot, Wily Machine Number 1! Nuhahahahaha!

~Part 2~

WILY: Aaach! You stubborn fool! This time I'll finish you off for good! Curses! Useless piece of junk! Wait a second!...Nuhaha! It's alive again! I'm a genius!

~Part 3~

WILY: Why, you...ah, this calls for a temporary retreat! Whooooaa! W-wait a minute! I promise to be good! I'm a changed man! I said I promise! Please don't hurt me.

[EPILOGUE]

Thanks to the heroic actions of OILMAN, peace has once again been restored.

Even the nefarious DR. WILY seems to have had a change of heart and is now ready to work for a peaceful tomorrow.

Or so it seems...

[5.10] Roll Storyline

[OPENING STAGE]

~Part 1~

NARRATOR: The year 20XX. With the advancement of science, humans were able to create industrial humanoid robots. Invented by the foremost authority on robotics, Dr. Light, Roll is a helper robot.

ROLL: What happened?!

WILY: Wahahahaha! Ladies and gentlemen, your attention, please. The name's Wily! The one and only--the brilliant scientist, Dr. Wily! It may seem rather sudden to you, but I've decided I'd like to take over the world! Ahem! Anyway, to begin...Dr. Light! I'll be taking your precious robots!! Nuhahahaha!! That is to say...hmm?...You...you're that idiot Dr. Light's helper robot, aren't you?! Haha! Want to work for the world's greatest ruler instead? Nuhaha!

ROLL: My friends are in trouble! I have to hurry to the lab!

~Part 2~

WILY: Nuhahahaha! Just as I promised, Dr. Light, I'll be taking them with me!

LIGHT: Stop, Dr. Wily! Stop I say!

WILY: Farewell! Nuhahahaha!

LIGHT: Wait! Stop! Dr. Wily! ...What insanity! Using my robots to conquer the world...

ROLL: Professor! I'm here for you! I'll put a stop to Dr. Wily's plans!

LIGHT: !?!? R-Roll?!?

~Part 3~

LIGHT: Are you sure you're up to it, Roll?

~Part 4~

WILY: Ach! You followed me?! I don't have time to fool around with the likes of you! You can play with this! Nuhahahaha!

[ROLL VS. CUTMAN]

CUTMAN: M-Miss Roll!! What are you doing here?! Although Dr. Wily did say you would come.

ROLL: Stop misbehaving! If you don't, I shall punish you!

CUTMAN: Oh...Miss Roll is really scary! It's like you've gone crazy! But I'm gonna save you!

[ROLL VS. GUTSMAN]

GUTSMAN: Hey, men only! Go home before you get hurt!

ROLL: Get ahold of yourself! You're bothering other people, you know?!
You're making me mad!

GUTSMAN: Hey, there's work to be done around...ah, alright missy, I'll
forgive you...

[ROLL VS. ICEMAN]

ICEMAN: There's something dangerous up ahead, sir! Oh? Freeze it at all
costs, soldier!

ROLL: Oh, Iceman! You're such a good kid! So let's go home now, okay?

ICEMAN: I'm...s-sir, I'm sh-shivering in f-fear...pull yourself
together, soldier!

[ROLL VS. BOMBMAN]

BOMBMAN: Ah, Roll! Looking lovely as always!

ROLL: I can't take it anymore! The Bombman I know is honest and good!
What happened to you?

BOMBMAN: Come now, Roll...no need to blow up on me!

[ROLL VS. FIREMAN]

FIREMAN: Fiiiiire! Spread, spread! You'll feel the heat soon, too!

ROLL: Oh, dear! Your eyes are really scary, Fireman!

FIREMAN: Fiiiiiiiiiiiiire!

[ROLL VS. ELECMAN]

ELECMAN: Those eyes...they're so mesmerizing...even more than a million
volts of electricity...

ROLL: Oh thank goodness. You're still good old Elecman...right?

ELECMAN: Now it's your turn to be mesmerized! Time to turn the voltage
up to the highest setting!

[ROLL VS. TIMEMAN]

TIMEMAN: You're late. I grew tired of waiting.

ROLL: Women need time to get ready, you know! If you didn't, you're
just a kid.

TIMEMAN: ...Wasting time as she wills, like a child...

[ROLL VS. OILMAN]

OILMAN: What's up, Roll? If you want a refill, you came to the right
place, baby!

ROLL: I don't need THAT! And more importantly, your punishment for
behaving like this is one week without oil!

OILMAN: Ow, that was harsh! Now I'll have to teach you a lesson!

[INTERLUDE: INVITE TO SKULL CASTLE 1]

WILY: My, my...eight robots and they all end up like this...Dr. Light!
Your robots are nothing but junk! Nuhah nuhah nuhahahaha!

ROLL: How horrible!

LIGHT: You...Dr. Wily...you are a most foul man!

WILY: Nuhaha! Feeling sorry for yourself, Dr. Light? You're full of
regret, aren't you? Well, then, come to my fortress, Castle Wily! I've
already sent you an invitation. Don't disappoint me! Nuhahahaha!

[ROLL VS. YELLOW DEVIL]

YELLOW DEVIL: Bumo... Bumomomo! Bumomo bumomomomo bumo!

ROLL: What?! You think that because I'm a girl, you can defeat me?! How
rude!

YELLOW DEVIL: Bu, bumoooo?! Bu, bumomomomo?! Bumomomoooo!!

[ROLL VS. CWU-01P]

CWU-01P: Intruders...bad...E-li-mi-nate intruders...

ROLL: I'm not a pollutant! I'm always clean and tidy!

CWU-01P: Must...eliminate. Eliminate...

[ROLLN VS. COPY ROLL]

COPY ROLL: How do you do, Original Roll? I bet you're worrying about
your precious Mega...ha ha ha...

ROLL: What?! I-I...Th-that's not what I'm thinking at all!!

COPY ROLL: You and I are one in the same. I know everything about you.
It's okay, I'll tell him for you. ...Or are you going to try to stop
me?

[ROLL VS. DR. WILY]

WILY: If only I had programmed you differently back then...! It would
have been genius! It's the only mistake I've made in my life!

ROLL: I still have cleaning and laundry to do, so let's make this
quick!

WILY: Wha...why you insolent fool! I will crush you with a loud, loud
crunch! Behold, my latest creation, the ultimate combat robot, Wily
Machine Number 1! Nuhahahaha!

~Part 2~

WILY: Aaach! You stubborn fool! This time I'll finish you off for good!
Curses! Useless piece of junk! Wait a second!...Nuhaha! It's alive
again! I'm a genius!

~Part 3~

WILY: Why, you...ah, this calls for a temporary retreat! Whoooooaa!
W-wait a minute! I promise to be good! I'm a changed man! I said I
promise! Please don't hurt me.

[EPILOGUE]

Thanks to the heroic actions of ROLL, peace has once again been
restored.

Even the nefarious DR. WILY seems to have had a change of heart and is
now ready to work for a peaceful tomorrow.

Or so it seems...

[5.11] Protoman Storyline

[OPENING STAGE]

~Part 1~

NARRATOR: The year 20XX. With the advancement of science, humans were
able to create industrial humanoid robots. Then suddenly, a robot with
built-in weapons made for combat was also developed...

ROLL: You're...

WILY: Wahahahaha! Ladies and gentlemen, your attention, please. The
name's Wily! The one and only--the brilliant scientist, Dr. Wily! It
may seem rather sudden to you, but I've decided I'd like to take over
the world! Ahem! Anyway, to begin...Dr. Light! I'll be taking your
precious robots!! Nuhahahaha!! That is to say...hmm?...Who are you? I
have no need for a robot that won't take orders! Nuhahahaha...

ROLL: My friends are in trouble! I have to hurry to the lab!

~Part 2~

WILY: Nuhahahaha! Just as I promised, Dr. Light, I'll be taking them
with me!

LIGHT: Stop, Dr. Wily! Stop I say!

WILY: Farewell! Nuhahahaha!

LIGHT: Wait! Stop! Dr. Wily! ...What insanity! Using my robots to
conquer the world...

PROTOMAN: I'll help you this time...but remember this, Light! I haven't
forgiven you!

LIGHT: Protoman?! What a surprise!

~Part 3~

LIGHT: With this shield, you can deflect frontal attacks!

~Part 4~

WILY: Ach! You followed me?! I don't have time to fool around with the
likes of you! You can play with this! Nuhahahaha!

[PROTOMAN VS. CUTMAN]

CUTMAN: Who are you? Are you the evil robot Dr Wily warned me about?

PROTOMAN: Cutman...I'm sorry, but this ends here.

CUTMAN: I thought so! Get ready to be sliced and diced!

[PROTOMAN VS. GUTSMAN]

GUTSMAN: I don't care who you are. If you're messin' up my site, I'm gonna hurt you good!

PROTOMAN: Stop. This isn't your site, anyway.

GUTSMAN: You big idiot! What'll happen to me if I get fired?! I'm gonna take you down with me!

[PROTOMAN VS. ICEMAN]

ICEMAN: There's something dangerous up ahead, sir! Oh? Freeze it at all costs, soldier!

PROTOMAN: Iceman...this might be a little painful, but hang in there...

ICEMAN: I don't like pain, but my commander will have my pride if I don't complete the mission objective!

[PROTOMAN VS. BOMBMAN]

BOMBMAN: How about we go a round, huh?

PROTOMAN: As you are now, you're a threat to everyone. I must neutralize you.

BOMBMAN: Whatever. Listen--fighting, fireworks and festivals are where it's at!

[PROTOMAN VS. FIREMAN]

FIREMAN: Fiiiiire! Burn, burn! My justice burns hotly! Evil beware!

PROTOMAN: Yes, that's the spirit, Fireman. Just use it the right way next time you awaken.

FIREMAN: Fiiiiiiiiiiiiire!!

[PROTOMAN VS. ELECMAN]

ELECMAN: Megaman...? No, you're not him. But there is a resemblance in your charismatic charm.

PROTOMAN: Elecman...I'm sorry, but I can't go easy on you...

ELECMAN: My electricity coursing through your body from head to toe... What a wonderful battle we'll have, don't you think?

[PROTOMAN VS. TIMEMAN]

TIMEMAN: Who are you...?

PROTOMAN: Timeman...?! That accursed Light! Allowing another unfinished robot...

TIMEMAN: Hmph. I am perfection.

[PROTOMAN VS. OILMAN]

OILMAN: Lookin' fine, bro! Check it out! We both got scarves! Now that's stylin'!

PROTOMAN: Oilman?! This being our first meeting, brother, I'll make this short, so hang on.

OILMAN: Hey, I give you a compliment and you ignore it! What's up, man?! Ain't you gonna say something about my scarf?!

[INTERLUDE: INVITE TO SKULL CASTLE 1]

WILY: My, my...eight robots and they all end up like this...Dr. Light! Your robots are nothing but junk! Nuhah nuhah nuhahahaha!

ROLL: How horrible!

LIGHT: You...Dr. Wily...you are a most foul man!

WILY: Nuhaha! Feeling sorry for yourself, Dr. Light? You're full of regret, aren't you? Well, then, come to my fortress, Castle Wily! I've already sent you an invitation. Don't disappoint me! Nuhahahaha!

[PROTOMAN VS. YELLOW DEVIL]

YELLOW DEVIL: Bumo... Bumomomo! Bumomo bumomomomo bumo!

PROTOMAN: When you attack me, watch out for my unstable nuclear core... One big shock and we're both vapor, I'd say.

YELLOW DEVIL: Bu, bumoooo?! Bu, bumomomomo?! Bumomomoooo!!

[PROTOMAN VS. CWU-01P]

CWU-01P: Intruders...bad...E-li-mi-nate intruders...

PROTOMAN: Robots are machines that follow orders. I'm a machine that doesn't, so what does that make me?

CWU-01P: Must...eliminate. Eliminate.

[PROTOMAN VS. COPY PROTOMAN]

COPY PROTOMAN: Yo, Proto Me!

PROTOMAN: That madman. Even worse than those Joe robots, to think he'd make something like this!

COPY PROTOMAN: Don't lump me in with that crowd! I'm a perfect replica of you, after all!

[PROTOMAN VS. DR. WILY]

WILY: If only I had programmed you differently back then...! It would have been genius! It's the only mistake I've made in my life!

PROTOMAN: It's always been on my mind...what it means to be born with weapons in our hands. I haven't found the answer yet, but with the powers you've given me, I will crush your villainy.

WILY: Wha...why you insolent fool! I will crush you with a loud, loud crunch! Behold, my latest creation, the ultimate combat robot, Wily Machine Number 1! Nuhahahahaha!

~Part 2~

WILY: Aaach! You stubborn fool! This time I'll finish you off for good! Curses! Useless piece of junk! Wait a second!...Nuhaha! It's alive again! I'm a genius!

~Part 3~

WILY: Why, you...ah, this calls for a temporary retreat! Whoooooaa! W-wait a minute! I promise to be good! I'm a changed man! I said I promise! Please don't hurt me.

[EPILOGUE]

Thanks to the heroic actions of PROTOMAN, peace has once again been restored.

Even the nefarious DR. WILY seems to have had a change of heart and is now ready to work for a peaceful tomorrow.

Or so it seems...

[6.00] Credits and Contact

As we near the close of this delovely delightful little side project of mine, here's all you need to know about the legal mumbo jumbo.

This FAQ is mine, entirely. I sat down for hours taking digital pictures of boss battles to get all the dialogue, I played the game multiple times over with everyone, including Oilman, I did all the research you read above with the exception of the amount of ammo Megaman gets for his weapons in Old Style mode. GameFAQs forumgoer iggycutman has my sincere thanks for providing those numbers.

This is the first FAQ I really busted my ass over since my Tony Hawk's Underground 2 walkthrough, so I'd really appreciate it that you don't steal this, take credit for it as your own creation, or repost it onto sites other than those listed below without explicitly asking for my permission.

The only sites allowed to post this are GameFAQs and NeoSeekers. If you want to host it, drop me an email (see below) with the words "MMPU Linkage" as your subject. Also, please provide a link to your website so that I may inspect it before making my decision.

My email addy is tei(dot)sama(at)gmail(dot)com. Feel free to email me any questions, comments, flames, corrections, whatever--just don't ask for strategies on unlocking characters or finding construction packs. I won't help you. I also request that you withhold from emailing me about the monthly Roll costumes...I WILL update those when I get a new PSP (or get my busted one fixed), and that's something I look forward to doing without aid. Thanks

anyway.

This FAQ must be posted in its entirety or not at all.

[7.00] Outro

And so we must part ways once again, myself and this happy little world of FAQ-writing. Don't worry, I won't be gone for good! I'm going to start working on a Skies of Arcadia: Legends walkthrough I've been itching to write for a while now, and when Megaman Powered Up 2 comes out, you can bet your booty I'll be picking that up (broken PSP or not [and no, the series hasn't been cancelled, so no emails about it]). Either way, if it's my unique style of FAQ-writing that keeps you coming back month after month, or you just happen to need a helping hand in Skies of Arcadia, I'll see all of you soon enough. :)

END OF LINE.

This document is copyright Arcadian_Legend and hosted by VGM with permission.