

# Mega Man Legends Boss FAQ

by AquaTeamV3

Updated to v1.0 on Apr 5, 2005

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MegaMan Legends Boss Guide V1.0  
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Version History  
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v1.0- First created this FAQ

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I. Contact Me  
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If you have any questions or comments, feel free to contact me at (Megaman111290@aol.com) or (Buster.Cannon@gmail.com)

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II. Legal Stuff  
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This guide is copyright of me and may only be used on the following sites:

Neoseeker.com  
Gamefaqs.com  
legends-station.com

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III. Intro  
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I created a boss faq for MML2 and decided to make one for the first game as well.

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IV. Boss Guide  
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## Hanmuru Doll

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Found at:  
Mystery Ruin

### Attacks:

- 1) He will slam his arm on the ground, creating a shockwave. Keep moving to avoid.
- 2) If you are far enough away from him, he will dash towards you while banging his arm on the ground. Just keep moving.

Synopsis: He is pretty easy, Just circle and fire.

## Blumbears

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Found at:  
Downtown

Recommended weapon:  
Splash Mine

### Attacks:

- 1) The blumbears main attack is to shoot machine guns at you. They are a bit slow, but still keep your guard up.
- 2) Sometimes if you are close to one, a servbot will come out and throw bombs at you. This can be avoided easily.

Synopsis: The blumbears are pretty easy, the easiest way is to go after the one with the key. They will pass the key to one another, so pay attention!

## Tron's Feldinaut/Feldynaught (However you want to spell it)

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Found at:  
Downtown

Recommended weapon:  
Splash Mine

### Attacks:

- 1) The feldinaut will fire machine gun bullets in your direction. Sidestep them. Note that they can go straight at you or be sprayed everywhere, so take caution.
- 2) It will fire a semi-homing shockwave at you. It's only semi-homing, so run away from it.
- 3) Tron will open the top of it and it will start pouring bombs from its head. This attack shouldn't even really hit you, it's aimed for the buildings for the most part.

4) It will also charge at you. Be sure to keep your distance.

Synopsis: The feldinaut is relatively easy, just keep your distance, fire, and drink soda. ;)

Bon  
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Found at:  
City Hall Area

Recommeneded weapon:  
Your buster

Attacks:

- 1) Bon will fire spreack missiles at you. Run inward instead of outward, and thay all should miss.
- 2) Bon will use his tounge as a party favor, and will stick it straight ahead at you. Just sidestep.
- 3) Bon will try to cap is hands to try to smash you. Just keep moving.

Synopsis: Bon is easy, just remeber to run inwards when he fires the missles.

Tiesel's Marlwolf  
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Found at:  
Clozer Woods

Recommeneded Weapon:  
Machine Buster

Attacks:

- 1) The Marlwolf will fire a huge plasma shot at you. Cartwheel to avoid it at all costs, because if you get hit by it, you can kiss your life shield goodbye.
- 2) The hatch will open up. One of 2 things will happen:
  - a) A servbot will come out and chuck a bomb at you. It should usually miss. If you are on the deck, you can blast him before he has a chance to move.
  - b) Two bomb birds will come out, and try to land on you. look at the shadow on the ground to tell you where to move.
- 3) If you get on the Marlwolf's back, it will try to knock you off. Move to the opposite side of where you are standing on it.

Synopsis: The battle is pretty self explanatory. Once you get on top, just keep using the machine gun arm and also beware of the tanks.

## Bonne's Barcon

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Found at:

Lake Jyun

Reccomended weapon:

Machine buster

Attacks:

- 1) The Barcon shoots missles from its arms. Sometimes they miss, but sometimes they don't, so be sure to shoot the arms off to get rid of them.
- 2) The Barcon shoots bombs at you with the 2 cannons on it's backside. Shoot at them and fire at the cannons.
- 3) Once the arms and cannons are gone, the plasma shots will return. Keep shhoting the generator to pause the shots, and it should go down quickly.

Synopsis: The barcon is pretty easy, just use the Machine buster to shoot off parts and you should win pretty quickly.

## Garudoriten

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Found at:

Lake Jyun Ruins

Reccomended weapon:

Machine buster

Attacks:

- 1) The robot willll dive at you. It's pretty hard to see coming, so be ready to cartwheel.
- 2) If you get close to it, it will use a soccer-type kick on you. Avoid it by staying away from it.
- 3) The robot will spin in midair and land causing a shockwave. Jump over it.

Synopsis: The robot's attacks are easy to dodge. Just remember that you have to jump up to hit it, which is why I reccomended the Machine buster.

## Karunma Bash Trio

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Found at:

Clozer Woods Ruins

Reccomended weapons:

Powered Buster

Grand Grenade (If you can hit with it)

Attacks:

- 1) They basically run around and try to pounce you. Keep moving and you'll be

fine.

- 2) They can also see a flamethrower which destroys your life shield. Watch out for this one!

Synopsis: They are relatively difficult, seeing as you can't use your weapons while moving. But the flamethrower is the only true danger, so beware of that.

Gesellschaft

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Found at:

The skies of Kattelox

Recommended weapon:

Active buster

Attacks:

- 1) At the beginning, multiple bombs will descend towards the flutter, shoot them to get them away from you.
- 2) The gesellschaft will fly over you. Shoot the underbelly to give damage,
- 3) The gesellschaft will be beside you. You can shoot the wings, but the cannons are also there. Shoot the bombs but not the cannons, as they will come back.
- 4) After the underbelly and wings are gone, the bonne's logo will be in front of you. Shoot it quickly, as it will keep firing plasma shots.

Synopsis: A tough battle, but easy if you know what to do. Focus on the weak points, and you should be fine.

Fokkerwolf/Falculator

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Found at:

The skies of Kattelox

Recommended weapon:

Active buster

Attacks:

- 1) It will fly around the flutter, firing missiles which are aimed at you. Shoot them for an easier time.
- 2) The robot will fly towards you, firing machine gun bullets. Keep moving to dodge.
- 3) The robot's ultimate attack is that it will fly over you and make it rain machine gun bullets. This hurts the ship AND you, so be careful.

Synopsis: This boss is one tough customer! The active buster can create an effortless victory, but without it, you're going to have a tough time. Good luck!

Bruno

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Found at:

Old City

Recommeneded weapon:

Powered Buster

Attacks:

- 1) The robot will fire missles from its shoulders, run to avoid.
- 2) The robot can also fire the green plasma from its hands. You can hide behind something to avoid it.
- 3) The robot can fire machine guns from it's shoulders and bombs from its feet. You can shoot the respective parts and stop the attacks.

Synopsis: Bruno is hard, but just stay behind him and he's an easy target. Just hit the torso.

Juno (form 1)

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Found at:

Main gate

Recommeneded weapon:

Shining laser

Attacks:

- 1) (Defend yourself) Juno will fly towards you. Sidestep or roll.
- 2) (Ready?) Juno will fly upwards and fire two rainbow lasers at you. Sidestep each one and repeat.
- 3) (after attack: How 'bout that!) Juno will call two missles to fly and cause shockwave. Jump over it.
- 4) (How 'bout this?) Juno will spin around with his lasers. Jump and roll.

Synopsis: Juno is moderately difficult, but you can beat him once you learn his attack pattern.

Juno (form 2)

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Found at:

Main gate

Recommeneded weapon:

Shining laser

Attacks:

- 1) Juno likes to leap around. Keep running, he will stop after 3 leaps.
- 2) If you get close to him, he will smack you.
- 3) (Are you ready?) Juno will ram into you. Remember that now he has a bigger body, so watch out.
- 4) (after attack: How about this!?) Juno will launch a huge fireball at you. Get out of the way, pronto.
- 5) (Take this!) Juno will slam his hand into the ground, causing a shockwave. Jump over it.
- 6) (Uaghhhh!) Juno will first make a shockwave, then cause it to rain lasers. Keep running to avoid the lasers, and don't go near Juno.

Synopsis: A bit tough, although once you know the attack pattern and voice cues he's easy.

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V. Tips  
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Here are some tips that will help your game:

1. Always circle. Most attacks will miss you while you get in good damage.
2. When standing still and firing, tap up to fire more rapidly.
3. Always use your roll (L1 or R1 and X) to evade attacks. You are invincible while doing it, so use it and abuse it!
4. After you've scorched a servbot, kick it for energy cubes.

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VI. Credits  
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Capcom- for making the game  
My parents- for taking me to the store  
You- for reading this FAQ :)

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VII. Closing  
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Well, this is my FAQ. Again, if you have any questions or comments, contact me.