



DESTINATION: METEOR CRASH

Dr. Light sped to his controls to react to the sudden alarms. Lights flashed and electronic sirens blared. He scanned the meters and checked the print-outs for any clues to what had just happened. Then the computers centered on the disruption in the radar and brought it on-screen.

"Mega Man, come in! You must investigate the disturbance immediately. Come in, Mega Man!"

A hologram displaying the gentle face of the Titanium Titan gradually materialized, and Dr. Light breathed a sigh of relief. Mega Man was already in the vicinity.

"Yes, Dr. Light. I have the readings. From the looks of it that comet was not an accident. I detect a high concentration of metal alloy in that fireball. I bet Dr. Wily is behind this."

"If not, he at least knows about it and is nearby. It crashed onto that deserted island. If Wily's there, don't let him get away. And be careful, Mega Man. Remember what happened the last time!"

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=~ 3) CONTROLS ~=  
~~~~~

This section describes the basic controls.

- D-Pad -> (Left/Right) Move Mega Man  
(Up/Down) Climb ladder
- Triangle -> Fire Mega Buster  
(Hold) Charge Mega Buster
- Square -> Fire special weapon
- Circle -> Jump, swim
- X -> Jump, swim
- L1/R1 -> Switch weapon
- Start -> Bring up menu

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=~ 4) WEAPONS ~=  
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This section is a general overview of Mega Man's weapons.

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Mega Buster  
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Received From: N/A

Mega Man's basic weapon. As in every game, it has unlimited energy and up to three shots can be fired on the screen at once. Hold down the fire button to charge it up and unleash a powerful shot. You can equip the Laser Shot or Arrow Shot to change the charged blast.

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## Mega Ball

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Received From: Dr. Light (Intro Stage)

This fun weapon has many useful purposes! Fire once to drop a ball, and fire again to kick it. The Mega Ball will bounce around and hit any enemy in its path. If you land on a ball while holding down the jump button, Mega Man will jump higher than he normally can. Use this technique to reach high ledges.

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## Flash Bomb

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Received From: Grenade Man

The Flash Bomb looks identical to the Remote Mine weapon found in Rockman & Forte, but it doesn't work exactly the same way. When it collides with a wall or enemy, the mine explodes and rapidly damages whatever is in its radius. The explosion also lights up a dark room, though I don't see much of a point with that. You can fire up to two mines at a time.

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## Thunder Claw

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Received From: Clown Man

While it's not so hot against enemies, the Thunder Claw is a necessity when it comes to passing certain stage sections. Throughout the game, you can use this weapon on those wall hooks and cross certain obstacles. Keep in mind that Mega Man will \*not\* swing back and forth. He'll swing once and then disconnect from the hook.

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## Ice Wave

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Received From: Frost Man

The Ice Wave weapon deploys a wave of ice on the ground that damages anything it hits. It can also climb walls, making it wonderful for taking out annoying robots. Of course, because it only travels on the ground, it's useless against aerial foes.

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## Tornado Hold

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Received From: Tengu Man

While the previous weapon is effective against ground enemies, the Tornado Hold focuses on air robots. When fired, a propeller is placed on the ground, and it creates a small tornado. It can harm enemies, and Mega Man can ride it to reach higher places.

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## Water Balloon

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Received From: Aqua Man

As the name might suggest, this weapon is pretty...pathetic. Mega Man chucks a water balloon that bursts upon impact. Stay away from using this thing! NOW!

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## Flame Sword

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Received From: Sword Man

The Flame Sword does good damage compared to the other weapons; however, its range is very short, making it difficult to use against a lot of foes. In rare instances, the Flame Sword can be used to light up fuses you might find in the game.

## Homing Sniper

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Received From: Search Man

The Homing Sniper launches a missile that locks on to the nearest enemy and attacks it. Very nice for taking out 'bots that out of your range. You can fire up to 5 missiles at one time.

## Astro Crush

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Received From: Astro Man

Astro Crush summons a barrage of meteors that destroy practically everything on the screen. Use this weapon only when absolutely necessary! You don't get much ammo for it, so make every shot count!

## Rush Cycle

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Received From: Junk Bot (Grenade Man's Stage)

Although not extremely useful, the Rush Cycle is fun to use. This item summons Rush in a motorbike form, and you can ride him for 40 seconds. He'll launch small missiles if you use the fire button. Once time has expired, you cannot use the cycle again until you either move on to another stage or die.

One important fact to note about this is that whenever you receive a hit from an enemy, no damage is done to Mega Man. Instead, a hit takes seconds off your timer.

## Rush Item

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Received From: Bear Bot (Clown Man's Stage)

Rush appears and drops a random item. Like the Rush Cycle, this can only be used once a life.

## Rush Bomb

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Received From: Wall Bot (Sword Man's Stage)

Rush flies back and forth across the screen while carpet bombing the ground for 40 seconds. Not that great, in my opinion. Again, you can only use the Rush Bomb once in a single life.

## Rush Aid

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Received From: Piranha Bot (Aqua Man's Stage)

Rush Aid is probably the best one out of the four Rush items. Mega Man's robotic companion will fly around while dropping energy and weapon capsules for a short length of time. Remember, so you can use this during boss fights, so take advantage of it!

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~ 5) DR. LIGHT'S LAB ~=  
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This section lists Dr. Light's items and what they do.

NOTE: New parts will become available after defeating the first four Robot Masters.

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Power Shield  
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Cost: 6 Bolts

The Power Shield prevents Mega Man from sliding back whenever he takes a blow from an enemy. Not worthy of 6 Bolts, in my opinion. How often do you find yourself dying because you fell off a ledge after being hit?

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Spare Extra  
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Cost: 6 Bolts

The Spare Extra enables Mega Man to start off with four lives instead of the usual two. Buy this part if you often find yourself using continues.

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Shooting Part  
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Cost: 6 Bolts

This item allows Mega Man to fire five Mega Buster rounds at a time instead of three. I would avoid buying this.

-----  
Energy Balancer  
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Cost: 5 Bolts

With the Energy Balancer, the weapon with the lowest energy is automatically refilled when you pick up an energy capsule. If you're unsure of what to buy next, get the Energy Balancer! It makes things a lot more convenient for you.

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Exit  
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Cost: 4 Bolts

If you defeated the boss of a stage, you can leave that stage at anytime by selecting Exit from the start menu. It sounds good, especially if you're searching for the Bolts, but once you finish your search and reach Dr. Wily's fortress, the Exit item becomes useless.

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Laser Shot

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Cost: 5 Bolts

The Laser Shot part transforms Mega Man's charged shot into a laser that pierces through enemies. I prefer the Arrow Shot, so stick to that instead of this weapon.

-----  
Arrow Shot

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Cost: 5 Bolts

The Arrow Shot turns the Mega Buster's charged shot into an arrow. Upon impact, it explodes and releases multiple projectiles. Each projectile's damage is equal to a normal charged shot. The Arrow Shot can also pierce through some enemies' protections (such as Guard Joe's shield). Pair this up with the H. Speed Charge, and you'll rip through foes in seconds.

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Auto Shoot

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Cost: 5 Bolts

This will automatically fire the Mega Buster as you charge it up. Once you buy the H. Speed Charge, this part becomes rather pointless, as you'll find yourself shooting charged rounds rather quickly.

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Step Booster

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Cost: 5 Bolts

Mega Man can climb ladders faster! Yeah, that's about it...

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Energy Saver

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Cost: 6 Bolts

This upgrade makes Mega Man's weapon energy usage more efficient, so you can fire your Robot Master weapons more often. Buy this if you enjoy toying around with the special weapons.

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Super Recover

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Cost: 6 Bolts

Super Recover enables Mega Man to gain more energy back from weapon and energy capsules. Try and pick this up as soon as you can.

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Spare Charger

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Cost: 4 Bolts

When you leave a stage, your life supply is returned to two (or four, if you

bought the Spare Extra part). Spend your Bolts elsewhere.

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Hyper Slider  
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Cost: 5 Bolts

Mega Man slides faster! Like the Step Booster, don't even touch this.

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H. Speed Charge  
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Cost: 7 Bolts

This item shortens the time needed to charge the Mega Buster. Definitely purchase this as soon as possible!

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Rapid Part  
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Cost: 6 Bolts

When you press the fire button, the Mega Buster fires three shots at once. Unfortunately, equipping this disables you from charging the Mega Buster, so I wouldn't recommend using it.

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Boost Part  
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Cost: 5 Bolts

All this thing does is increase the speed of the Mega Buster's shot. AVOID IT!

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Exchanger  
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Cost: 4 Bolts

The Exchanger converts life energy capsules into weapon energy if your energy meter is full. Exactly how often do you find yourself with full health? Probably not that often.

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=~ 6) BOLT LOCATIONS ~=  
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This section lists the locations of the Bolts in each stage.

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Intro Stage  
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1. Press the skull button the ground to activate a skull elevator. Ride it down to a hidden area. After you pass through the five skull gates, go up. Instead of going to the right, head left through the wall to the Bolt.
2. In the room following the first Bolt, ride the buckets down through the floor.
3. On the floor after you ride the buckets up.

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#### Tengu Man's Stage

4. You'll see this one easily in the beginning part of the stage. Jump off the highest moving platform to reach the Bolt.
5. Right before the cannon mini-boss, look towards the ceiling for a panel with a Bolt pictured on it. Shoot it with the Homing Sniper, and the Bolt will fall down.
6. Defeat the cannon mini-boss to find a Bolt lying on the ground.
7. This Bolt is located on a platform after the second bubble machine. Hop on those crazy moving platforms to reach it. Watch your step!

#### Clown Man's Stage

8. This Bolt can be seen before the first long drop. Get a running start using the Rush Cycle to reach it.
9. After defeating the mini-boss, you can see the Bolt behind a Guard Joe on the skull boxes. The key here is run after the toy in the stage's background hits the bell. If you're standing on a skull box when that occurs, you will fall through.
10. Inside the pirate ship section, bounce off the Mega Ball to ride on the skull platform beside the first swinging pirate. Switch to the Flame Sword, and burn the barrel containing the Bolt.
11. Head directly to the right from the previous Bolt to find another.
12. When you reach the question mark box sequence of this stage, there's one point where you have 5 question mark boxes in a row (a tiny gap separates two of them). Stand on the second box from the right, and Mega Man will be transported to a hidden room with the Bolt.

#### Grenade Man's Stage

13. Reaching the Bolt in the room with the crates can be a little tricky. Try to destroy the crates without causing the metal ones to fall down (as you cannot blow those up). Work your way down, then to the right, and you'll spy the Bolt. Use the crates and the Mega Ball to collect it.
14. You will find this one without an ounce of trouble! Jump from each time bomb to reach a ledge with the Bolt.
15. This Bolt is stashed behind some flammable crates after the first set of swinging hammers. Slash the fuse with the Flame Sword to eliminate the boxes.
16. During the Flaming Met sequence, move fast enough to reach the Bolt before the boxes explode.
17. Go right, after the previous Bolt. Again, move quick to get it!

#### Frost Man's Stage

18. Right before you hear "Slide! Slide!" for the second time in the first snowboard ride, the path splits into two. Slide under the top path to find the Bolt.
19. The second Bolt in Frost Man's stage can be a pain to acquire. Somewhere in the first snowboard ride, you will start to find ice platforms that collapse as you dash over them. At one point, there's two platforms (each made of two "tiles"). Instead of jumping off the second platform, ride forward, and you should land on the ledge hiding the Bolt.
20. Look for it on a ledge in the city after the first snowboard ride. Use the Mega Ball or Tornado Hold to hop up there.
21. Soon after the previous Bolt, you'll spot this one behind a block of ice. To destroy it, continue right to find a machine with an ice block beside



- it. Push the button down on that machine, and ride the block to the Bolt.
22. As soon as you enter the "tower" area, use Astro Crush to smash the ice floor. Go down, and destroy the ice block to get your Bolt.
  23. In the tower, look out for an ice block containing a Bolt as you climb up. Smash the ice with a Flash Bomb, and grab the Bolt.

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Mountain Stage  
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24. As soon as you enter the first screen inside the mountain, use the Mega Ball to reach the pink ladder at the top of the screen. Head left through the enemies, and nab the Bolt.
25. Simply continue right from the previous location, and swing from the bar using the Thunder Claw to reach the item.

-----  
Aqua Man's Stage  
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26. After you defeat the mid-boss, you will come across a short tunnel with a cracked ceiling. Use Astro Crush to destroy the ceiling. Climb up the ladders to the Bolt.
27. If you destroyed that ceiling, the next room will have more water in it than usual. Swim to the surface of the water, and continue right over the spiked floor into a hidden room. Proceed until you are forced to go down. Look around for a platform with a Bolt.
28. In the flooded area with the spiked balls, head to the lower-right corner to find a spiked ball blocking a hidden room. Use Tornado Hold to move it out your way to get the Bolt.
29. Right after the previous Bolt, you will be forced to go down an area with several of those time bombs. Keep to the left, and you should be able to land on a ledge with the Bolt.

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Sword Man's Stage  
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30. It's guarded by a Flaming Met in the third screen of the Thunder Claw area.
31. Check the first screen of the Flash Bomb area.
32. Collecting this particular Bolt can be a nasty task. On the lava ride, scan the ceiling for a large chunk of rock with the Flash Bomb symbol on it. Obviously, hit it with a Flash Bomb to remove the rock and reveal a ladder leading to a treasure room. Climb up to find your prize.

-----  
Search Man's Stage  
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33. In the first wide open area with the hooks, check the very lower-right corner to find a small room with a Bolt.
34. In the room right after the previous Bolt, proceed on the ground, slash through the spiked barriers with the Flame Sword, and collect the Bolt.
35. Return to the beginning of the same room you found the last Bolt in, and go up the ladders instead of moving along the ground. Destroy the first spiked barrier you see with the Flame Sword. Here's the hard part. Deploy Tornado Hold on the same ledge where you just destroyed that spiked thing. Jump on the whirlwind to ride up and find another hook. Quickly switch to Thunder Claw, and swing from from each of the three hooks. Continue on to get the Bolt.
36. You will see this one sitting on a really small ledge next to two hooks over a floor of spikes. Swing from the hooks to grab it.



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Weakness: Ice Wave  
Receive: Tornado Hold

Although the Ice Wave may be this arrogant boss's weakness, you're much better off sticking to the Mega Buster. Hitting an airborne foe with a ground weapon like the Ice Wave isn't exactly easy!

Tengu Man has three main attacks, with the most dangerous being Tornado Hold. Just run away from the propeller, and hope Mega Man doesn't get caught in it. If you do, Tengu Man will hit you once, and then slam you into the ground, dealing even more harm. His other wind attack traps Mega Man and sends him flying backwards. If you're too close to one of the gaps in this room, chances are you will die. As soon as you hear Tengu Man say "Here you go," that means he's going to do a dive attack. Once he passes by, he'll try to land at wherever Mega Man is standing.

If you are fighting Tengu Man as the first boss (as I suggested), simply keep charging up the Mega Buster and hit him with charged shots. That's really all there is to this fight!

-----  
Clown Man  
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Weakness: Tornado Hold  
Receive: Thunder Claw

You can tell Capcom is starting to run out of boss ideas here...

Clown Man's worst attack is when he grabs ahold of the bar at the top and swings around the entire room. Use the Tornado Hold to tangle up Clown Man into a neat ball, and take advantage of his misfortune by blasting him (either with the Tornado Hold or the Mega Buster). His Thunder Carnival attack can be easily evaded by sliding, and Thunder Claw is pretty pathetic. As long as you keep moving, you won't have to worry about it.

-----  
Grenade Man  
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Weakness: Thunder Claw  
Receive: Flash Bomb

Maybe it's just me, but I think this guy has the best voice! ^\_^

Anyway, as you might expect, Grenade Man is all about using explosives. His Flash Bomb isn't terribly difficult to dodge, but if you hit the bomb with the Thunder Claw, it'll hit Grenade Man and damage him. It doesn't do any more damage; it's just something you can do for fun. In most cases, Grenade Man drops a couple grenades after he passes over your head.

Once his energy meter reaches a low level, Grenade Man demolishes the floor and leads you to a room with a Snake Man-style floor design. By this time his life is so low, it doesn't really matter!

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Frost Man  
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Weakness: Flame Sword  
Receive: Ice Wave

The only problem I think you will have here is dodging Frost Man's jumps. Obviously, his immense size doesn't help you much there...

To pass his Ice Wave attack, simply jump at the right time. Whenever he starts to accumulate ice on his fists, back off so his ice punch misses. Frost Man's third (and final) attack is pounding the ground and causing the ice blocks at the top of the screen to fall one by one.

Because the Flash Bomb's explosion lasts for so long, chances are each bomb will count as two hits against Frost Man, making this fight really easy. Occasionally, a Flash Bomb will stun the boss.

-----  
Aqua Man  
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Weakness: Astro Crush  
Receive: Water Balloon

Yes, Capcom did encounter legal trouble due to the fact this Robot Master has the same name as our favorite nautical superhero...

Aqua Man is easy enough just with the Mega Buster and even easier if you have Astro Crush. Hopefully, by this time you have the H. Speed Charge part.

Like most bosses, Aqua Man has three different attacks. The easiest way to evade his Water Balloons is by staying as far away as possible. Whenever he uses his water cannon, step back a bit, watch to see where the gap in the water's path is, and then jump in that gap. The last attack is raising a water column, and then smashing it. As long as you don't stay under it, you're fine.

-----  
Sword Man  
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Weakness: Water Balloon  
Receive: Flame Sword

Yes, the weak Water Balloon actually comes in handy for one fight! Make sure that when you fire it, you aim for Sword Man's upper half. Similarly to the other Robot Masters, it's possible for Sword Man to be stunned by the weapon for a few seconds.

It seems that Sword Man's most often used attack is fire flash, where he disconnects his upper half and spins to a side of the room. Then he will spin back to the rest of his body. His Flame Sword has some decent range to it, so back up before he slashes. At rare times, Sword Man will surround himself in an aura of fire. Of course, don't touch him; just wait until the barrier goes down.

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Search Man  
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Weakness: Flame Sword  
Receive: Homing Sniper

Due to the Flame Sword's short range, you will be forced to get up close and personal when battling Search Man. Most of his attacks involve launching missiles all over the room, and sometimes he will deploy a spinning disc that bounces from wall to wall. A smack from the Flame Sword will stop it. Whenever three bushes appear, torch them with your Flame Sword. One of them contains Search Man, while the other two have dummies. If you don't happen to find



four arms will extend. In that case, the entire ship comes flying forward, hoping to smash you. Once a section take enough hits, it starts smoking and stays extended. Then you must attack the other arms!

-----  
Bass & Treble  
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Weakness: Mega Buster

After Bass is finished pointing at Mega Man, he uses the evil energy to fuse himself with Treble (similarly to what happened in Mega Man 7). Again, like everyone else, Bass is limited to three attacks. When Bass lands on the ground, he will fire two charged shots at you and then fly up again. In his "powerup" status, one of two attacks occur. If he charges up in the very center of the room, he's about to unleash an Astro Crush-esque deluge of shots. It is possible to dodge them, but you need to time your jump at precisely the right time to do it. His final attack is an energy ray. Bass moves to a side of the screen while in the air and dashes across (listen for "Feel it!").

Unfortunately, the only weapon that does any good is the Mega Buster. But, seeing as how Bass is a mid-boss, I guess you can't expect much...

-----  
Green Devil  
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Weakness: Thunder Claw

Remember that crazy Rock Monster from Mega Man 1 and Mega Man 3? Well, he's back, although in a slightly different form... To reach the eye of the beast, you must continuously fire at the body. Each shot will slowly erode the slime. Once the eye's expose, shock it with the Thunder Claw. You should be able to get in two hits before the slime shields the eye again.

When the Green Devil's body sinks through the floor, the eye appears at the top of the screen and executes a random attack. Most of these can be easily avoided by moving around. Of course, the Green Devil has his signature move of transporting his body piece by piece from one side of the room to the other. Watch the varying speeds the pieces move at, and slide and jump accordingly.

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Dr. Wily's Ship (First Form)  
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Weakness: Water Balloon

You will have to be quick here, as you'll be bombarded with a couple things to do all at once. The Water Balloon seems to work best here, but there's no really no clear cut winner as to what to use. Aim for the cockpit where Wily is sitting at.

The rotating device on the side of the ship does three things: fire shots in random directions, fire a purple shot that splits in two when it hits the ground, and disconnect itself from the ship and fling itself at you. One attack you \*must\* watch out for is the laser cannon. When it begins to charge, shoot it with a charged Mega Buster round (or whatever you choose). This will stop the cannon from firing. As long as you do that, you'll last a lot longer.

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Dr. Wily's Ship (Second Form)  
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Duo

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Location: Mountain Stage

Weakness: Flash Bomb

Receive: N/A

Duo has no energy meter, so just go crazy with the Flash Bombs! His attacks are limited down to two things: bouncing around the room (he will say "Get ready!" before he does that) and punching the ground, releasing a small explosion.

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Piranha Bot

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Location: Aqua Man's Stage

Weakness: Flash Bomb

Receive: Rush Aid

This is probably the strangest battle in the whole game... Through the entire fight, you will be falling down a waterfall, and there are log platforms scattered about. The Piranha Bot will pop out of the water and usually do one of two things: smack Mega Man with a punching glove, or drop a bomb on Mega Man's head. If you're using Flash Bombs, remember that they will fly upwards at an angle. Use that to your advantage!

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Wall Bot

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Location: Sword Man's Stage

Weakness: Flash Bomb

Receive: Rush Bomb

Just aim your Flash Bombs at the boss's crystal when it's exposed. When the robot takes enough damage, a hammer bot appears and destroys the main floor, leaving only three tiny platforms for you to stay on. By that time, it should take one Flash Bomb to finish the job.

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=~ 8) GAMESHARK CODES ~=

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This section contains codes used for the GameShark cheating device.

- 801bleb00001 -- Get Mega Ball
- 801bleb80001 -- Get Thunder Claw
- 801blecc00001 -- Get Homing Sniper
- 801blebc00001 -- Get Ice Wave
- 801blec40001 -- Get Water Balloon
- 801blec80001 -- Get Flame Sword
- 801blec00001 -- Get Tornado Hold
- 801bled00001 -- Get Astro Crush
- 801bleb40001 -- Get Flash Bomb
  
- 801lece2800 -- Infinite Homing Sniper
- 801lebe2800 -- Infinite Ice Wave
- 801lec62800 -- Infinite Water Balloon
- 801leca2800 -- Infinite Flame Sword
- 801lec22800 -- Infinite Tornado Hold
- 801led22800 -- Infinite Astro Crush
- 801leb62800 -- Infinite Flash Bomb



801bleb22800 -- Infinite Mega Ball  
801bleba2800 -- Infinite Thunder Claw

500009040000 + -- Have all weapons  
801bleb00001  
500009040000 + -- Infinite weapons  
801bleb22800

=====  
=~ 9) CREDITS ~=  
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This section is here to recognize those who have contributed to this FAQ.

GameShark.com - For the GameShark codes.

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=~ 10) CONTACT / LEGAL INFORMATION ~=  
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E-mail Information  
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E-mail Address: metroidmoolives[at]hotmail[dot]com

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