

# Mega Man 7 FAQ/Walkthrough

by IcenEmber

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Megaman 7  
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Author: Ice n' Ember  
Email: tnpcrew@efil4zaggin.com

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Walkthrough status: 100%

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## CONTROLS

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Buster Shot and most weapons: press B (A in MMAC)  
Mega Buster: Hold B (A), then release it  
Jump: Press A (B in MMAC)  
Slide: Hold Down and press A (added B)  
Climb ladders: Up or Down when overlapping one to grab then use up or down to climb.

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## CAST OF CHARACTERS

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() =serial number/order of creation

Megaman (001) - Known as Rockman in Japan. This blue bomber is the hero of the series. Originally made for housekeeping, Rock (as he was called) volunteered to become a fighter when Dr. Wily took control of 6 of the original 8 robots made by Dr.Light/Right

Debut Appearance: Megaman 1 (1987)

Roll (002) - The only female robot ever made, she is referred to as Megaman's sister. She plays a very minor role until Megaman 8.

Debut Appearance: Megaman 1 (1987)

Protoman (000): Known as Blues in Japan. He is the first creation of Dr. Light/Right. He first started off as an enemy of Megaman using the alias of Breakman. He later teamed up with his brother Megaman from Megaman 4 on.

Debut Appearance: Megaman 3 (1990)

Dr. Thomas Light/Right - created Megaman, Roll. Protoman, Rush, and the Megaman 1 Bosses. As the games go by, he upgrades Megaman more and more. He even creates X (who has his own series called Megaman X).

Debut Appearance: Megaman 1 (1987)

Dr. Albert Wily - he is one mad scientist. He creates the bosses from Megaman 2 on. He used to be a good guy then got jealous of Wily and reprogrammed 6 of the original 8 robots (7 out of 9 original robots if you count Protoman). Try, try, try as he might, he can never defeat Megaman.

Debut Appearance: Megaman 1 (1987)

Rush - Megaman's robodog companion. He can become a trampoline, submarine, jet, and later on, he becomes a bloodhound and gives you new powers. Where would Megaman be without him? That's a rhetorical question BTW.

Debut Appearance: Megaman 3 (1990)

Fliptop - Also known as Eddie. He gives you useful items to use in battle. In the NES games, he appears in-between stages. For Megaman 7, you can use him as an item. For Megaman 8, he fights alongside you in the flying stages.

Debut Appearance: Megaman 4 (1991)

Dr. Cossack - He was forced by Dr. Wily to fight you. After beating him, he will join your side and even creates Beat.

Debut Appearance: Megaman 4 (1991)

Auto - known as Rightot in Japan. He takes whatever bolts you find and bring to his shop then converts them into items. He fights alongside you in the flying stages in Megaman 8.

Debut Appearance: Megaman 7 (1995)

Bass - known as Forte in Japan. He was created by Dr. Wily to be Megaman's arch rival. He can never beat Megaman either. He has a robodog sidekick too named Treble/Gospel

Debut Appearance: Megaman 7 (1995)

Treble - known as Gospel in Japan. He is Bass's robodog companion made to rival Rush.

Debut Appearance: Megaman 7 (1995)

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MEGAMAN 7

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Story

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Wily has finally been brought to justice and locked up in a jail cell. All seemed well until it turned out that Dr. Wily had created 4 robots prior to his capture and after 6 months without a word from Dr. Wily. The robots activate and search for him. They eventually find him and get ready to break him out of prison

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## Enemies

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Next update

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## Bosses

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### Freezeman (049)

Freezeman is hard to beat if you don't have a Junk Shield. His attacks are: Icicles that rain from the ceiling, an ice ball that can freeze you in an ice cube or stick you to the ground and a charge attack. Slide past the icicles, jump over his charges, and slide under his ice ball and jump to avoid being stuck on the ground. The Junk Shield will really make him feel pain.

### Junkman (050)

His attacks consist of leaping through the air and tossing a piece of trash at you which you can slide away from. He also can cause an earthquake that can stun you but not knock you on your ass like Gutsman did in Megaman 1. Junk will also rain from the ceiling after the Earthquake. Another attack consists of him collecting garbage into one big block then shoving it at you but you can hop over it. That's not all though. He'll spin into the air and come down and destroy the block and create his Junk Shield which you can shoot some junk away before he shoots his shield at you. With Thunder Bolts, he'll only use the first attack during the whole fight. All you have to do is zap him to make him attack, then slide away, zap him again, and repeat the pattern and that's it.

### Burstman (051)

Burstman arrives in a bubble then begins to fight. His attacks are bubbles that bounce you around, bombs that come out when you hit him with a big shot, and the Dranger Wrap which can lead to instant death upon the spikes above. His primary weakness is the Turbo Wheel but you don't have it yet since you fight 4 bosses instead of 8 at the beginning

### Cloudman (052)

Watch out when fighting this guy. Much similar to Storm Eagle in Megaman X, his battleground has pits on both sides. His options are absorbing an electric bolt through the lightning bolts on his head then shooting it at you. Be sure to hop when he gets ready to fire because when the bolt hits the floor, it will split in two directions. He will also cause a wind that will either push you away or pull you towards him. Be sure to slide in the opposite direction without falling to your doom. His 3rd attack is just to charge at you. You can avoid this by sliding under him. The Danger Wrap works best against him. It will encase him in the bubble and float him into the air and pop along with the bomb exploding on him.

### Springman (053)

This guy cracks us up. He'll appear bouncing in then his energy fills up. One quick note, never use Thunder Bolts on him or he'll form some type of vacuum in the shape of a hypnowheel and suck you towards him. If you're too close to him, he'll grab you and jump into the air with you and slam you into the ceiling. He'll also send out Wild Coils which are easily avoidable by slide when their airborne. His last attack is hopping into the air and punching at your location twice. It's best to be under him when he does this to avoid him better. With Slash Claws, he'll only use that last attack mentioned so slash him and counter his punch attacks by slashing him when he comes down.

### Slashman (054)

Oh look it's jungle boy. He looks like a guy with a lion's mane he hops around the room with claws extended and if he is close, he'll swipe at you with Slash Claws. Freeze his ass with Freeze Crackers. He'll be frozen then he'll break out and head towards the ceiling and drop eggs off red paint. They'll either stop you from moving if they miss but you stand on the red mush or keep you from jumping and sliding if one egg lands on you. Move left and right to free yourself.

Shademan (055)

Shademan has come and he wants to drink your "blood". He totally looks like a bat and his stage is reminiscent of Ghouls n Ghosts series which is why his alternate music is that of a level Ghouls n Ghosts. His attacks include a swoop Attack where he saps your energy until you break out or he drinks enough. He'll also send two beams that turn you to stone then he sends two Noise Crushes at you which you must avoid twice and when he catches them, he'll shoot two bigger Noise Crushes. Take him out with Spring Coils (Prefareably charged) Do not use his own weapon on him. He will shoot massive Noise Crushes like crazy.

Turboman (056)

Start your engines as last but not least we talk about Turboman. No not that silly toy from the movie "Jingle All The Way", we mean the robot that looks like a race car with arms and legs. His main attack is the Scorch Wheel. It saps your energy if it burns your energy. Hitting him with a Noise Crush will freak him out and he'll become a race car and try to run you over. Hitting him with the Thunder Bolt makes him do this like crazy.

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Items  
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Life up - small one gives 2 bars of life and the big one gives 10 bars  
Weapon up - same as above except for weapons  
1-up - Extra life  
Energy Tank - a cylinder with an E on it. When low on life fill yourself up. You can hold up to 4 tanks  
Weapon tank - a cylinder with a W on it. Refills all your weapon energy. You can only hold up to 4 tanks

S-Tank - you can only hold one of these. These refill your life and weapon energy

Small Bolts - worth two bolts and can be used to purchase items in the auto shop

Large Bolts - worth 5 bolts for the Auto Shop

Mega Bolts - Found in Shademan, Turboman, Springman, Cloudman, and Junkman's stages. These are worth 100 Bolts for the Auto Shop.

Locations:

Shademan: before fighting Protoman for the Proto shield, use Rush Search on the second step

Turboman: You'll probably find this one yourself. After the 2nd Protoman meeting and the Rocket Punch location, Rush Search on the blue X.

Springman: Bounce your way onto a floating platform and use Rush Search in that area

Cloudman: Before the first meeting with Protoman, climb the ladder that leads to a life-up and dig where it used to be.

Junkman: After hopping across the falling trash, Rush Search under the first ladder.

Beat - Found in Slashman's stage. Use the Scorch Wheel on the last tree in the forest and a ladder shows up. Rush Coil to it then climb up. Now free Beat by shooting the cage.

Beat's Whistle - These are bought from the Auto Shop. Enables Beat to save you

if you fall down a hole

Exit - Found at the end of Freezeman's stage or bought in Auto's Shop. Try to have Rush did on the left edge of the top platform. This allows you to exit a stage if you defeated the boss already and returned to the stage.

Auto's Bolt - Found in Springman's stage. At the place where there are jack-in-the-boxes that change direction by jumping on them, make your way to the top left and have the box point left to destroy a wall. Give it to Auto to cut the prices of shop items in half.

Energy Balancer - Found in Shademan's stage. Defeat the Pumpkin's outer shell and then dig under a Wily picture. This allows you to collect weapon energy from weapon-ups for the weapon with the lowest energy while you are not using any weapons.

Letters - collect all four for a Super Adapter

R - obtained in Burstman stage. It's in plain view. Let the water pick you up and float to it and jump out of the water.

U - obtained in Cloudman's stage. It is recommended that you get the Freeze Cracker first so you can shoot the weather bot while it's raining and the rain will turn to snow and allow you to see the hidden platforms. At one point you'll need a Rush Coil to reach a ladder and head left to get the U.

S - obtained in Junkman's stage. This time you really need the Freeze Cracker. At one point with falling lava, freeze the lava fall and it will break and allow you to obtain the S.

H - obtained in Freezeman's stage. There is a point where you see a ladder which you can only reach with the Rush Coil. Climb that ladder and run across the platforms as fast as you can to get the H.

S. Adapter - after getting all 4 letters, you'll have this in your inventory. Now you will be able to fly around on a jet pack while in midair. This part is similar to the jet adapter in Megaman 6. Megaman can also shoot a missile that travels a short distance before it comes back to him

Rocket Punch - Found in Turboman's stage. Before the 2nd Meeting with Protoman, kill the tire robot on the first platform (bottom line) then with the Super Adapter, fly to the platform with lights on it and use a Rush Search. Allows you to shoot a homing missile at enemies and fly further with the S. Adapter

Super Life-Up

Found in Springman's stage. At a point where you come across 3 steps and a ladder, have Rush search on the second step. This gives you more life than the large life-up.

Proto Shield - Found by finding Protoman in Cloudman's then Turboman's stage then defeating him in Shademan's stage. Use Rush Coil on the ladder after the Sniper Joe and climb up. Protoman gives you a hint on finding Beat. Then in Turboman's stage, climb up a ladder where you see two platforms with tire robots on them. Climb past the first ladder and keep an eye on a grey object sticking from the wall, climb past it and hug the right wall and jump to pass through a false wall. Finally, in Shademan's stage, fight the pumpkin boss and Thunder Bolt the inner core to reveal a hidden floor below and kill the Sniper Joe and run through a false wall on the right to fight Protoman and get his shield. This protects you from enemy bullets.

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Weapons  
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Freeze Cracker - obtained from Freezeman. This will allow you to freeze enemies in their tracks

Junk Shield - obtained from Junkman. You can protected yourself from certain enemies as the shield surrounds you and you can shoot it out in three directions at the enemies

Danger Wrap - obtained from Burstman. Sends a bomb encased in a bubble that can encase an enemy along with the bomb and explode upon contact with a solid object

Thunder Bolt - obtained from Cloudman. Sends a huge ball of electricity that split upon contact with a wall and can be used to light up dark areas

Wild Coil - obtained from Springman. Sends two springs out in different directions and can be charged up to make the springs bounce higher.

Slash Claw - obtained from Slashman. This allows Megaman to take a swipe at enemies close to him. He can also cut down certain objects too.

Noise Cracker - obtained from Shademan. Sends out a purple sidewinder tornado that can bounce off walls. Catch the rebound and you can fire a huge sidewinder tornado for serious damage.

Scorch Wheel - obtained from Turboman. Four fireballs surround you then circle towards the enemy. It can burn grass and light up candles too.

Rush Coil - you have this at the beginning of the game. This allows you to reach high places.

Rush Jet - can be bought or found in Junkman's stage. Use Thunder Bolt on the AC box and get on the upward moving platform then jump left onto the ladder quickly or you're dead. Climb up and Rush Coil to the next ladder and get the Rush Jet. This allows Megaman to fly or chasms and to high places. Megaman has no horizontal control so trying to turn back will only make Rush slow down

Rush Search - found in Freezeman's stage. After beating the Sniper Joe, head right and jump on a platform and run across the rest to get the Rush Search. This allows Rush to sniff the air then dig up helpful items or worthless pieces of shit. If it's very useful, he'll bark. Rush also barks if there is a secret area nearby.

Here is what Rush can dig up

Helpful  
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- Small bolt
- Large bolt
- Small life pellet
- Large life pellet
- Small weapon pellet
- Large weapon pellet
- Extra Life
- E-Tank
- W-Tank
- S-Tank
- Energy Balancer

Exit Adaptor  
Mega Bolt  
Mega Life Pellet  
Rocket Punch Adaptor

Pieces of Shit  
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Apple Core  
Bag of Chips  
Ball & Chain  
Banana Peel  
Broken Sunglasses  
Bomb  
Crushed Soda Can  
Dead Fish  
Dentures  
Dog Bone  
Expensive Watch  
Game Boy  
Girl Dolly  
Green Toy Robot  
Old Black Boot  
Open Tuna Can  
Orange Watering Can  
Tire

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Auto Shop Prices  
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1-Up = 20 bolts  
Exit = 200 bolts  
E-Tank = 60 bolts  
W-Tank = 100 bolts  
Beat's Whistle = 80

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Walkthrough  
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Intro Stage

The stage starts off with Megaman riding in a truck with Roll and driven by Auto and the truck stops at a break in the road and they can go no further. Auto gives Megaman a helmet that is not fitting to Megaman, then gives him his real helmet and off Megaman goes to save the day. Megaman runs into a hurt Dr. Light with Rush standing next to him. Megaman offers to bring Roll back but Dr. Light refuses and shows Megaman the robots helping Dr. Wily escape. Dr. Wily is now free and does his trademark eyebrow wiggle. Now the adventure begins. Take out the Neo Bunbi Heris and Metalls and head right for a scene with a steamroller robot running over three Metalls. Watch out for its stomps and the blade it throws at you and circles back to him while you shoot charged shots back at him. It's a tough battle but you'll probably prevail. Head right along the cracked walls and dead robots and get ready to fight Bass for the first time. Relax, he will not kill you. After taking a lot of damage, he'll stop and you two will chat. He claims that he and his dog/wolf Treble had been trying to stop Wily while Megaman was gone and says that Megaman is too weak to stop Wily and should sit out before he teleports away. But if you last long enough, he'll compliment you and says you won't need his help and off he goes. Megaman will teleport away as well.

The boss fight system is now changed. Now you challenge four bosses as with the



The right ladder leads to a life-up. Get that and kill the Sniper Joe III and climb the left ladder and kill the Neo Bunbi Heris and Rush Coil up the ladder. You will meet up with Protoman. He gives you a "long time no see" greeting then tells you something special about your weapons being able to discover hidden areas and gives you one hint being using Scorch Wheel in the woods before he leaves. Climb back down and continue right. Climb up the ladder and get the bolt and climb the ladder on the left. Run right and kill the birds and the eggs before they fall. The Matasuburos II are tricky. They can blow you away or pull you in so don't fall. You have just reached the gate to Cloudman's Lair. As soon as you enter, the platform behind you falls off. Cloudman gears up for the fight. With Danger Wrap, the only attack that he'll use is the one where he absorbs lightning and shoots it at you. Wait for him to fire before you dodge then hit him with a Danger Wrap and he'll be encased in a bubble that floats him up and pops on him and he'll fall to the ground. He'll rise up and start flashing before he does his bolt attack again. Repeat this pattern for an easy victory.

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Junkman

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Head right and kill the Metalls, Crickets, and Cricket Machines. Go down and kill some More Crickets and the Machine then head through a gate and you go down an elevator with Waves of Metall DXs shooting down at you in two directions. Once the elevator stops, head right and Kill the Crickets and their Machines and be wary of the lava as you climb up. Avoid the Grinder Gabyoalls and drop down and use Thunder Bolt on the AC sign below. It's best to shoot it from the right side so you can reach the ladder better. Climb up and let the platform boost you up to a ladder but jump off quickly or you'll get smashed. Get the Rush Jet and head back down. Climb the right ladder and climb to the top. Go up the ladder and head right across the foot holders and watch out for the junk worms. Climb down and kill the enemies and prepare to fight Junkman. Like Cloudman, Junkman uses one attack if you use the right weapon which is Thunder Bolt in this case. Blast him, slide away from his weapon, repeat.

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Freezeman

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Watch out because this stage is slippery. Run right and kill the Peterchy then kill a polar bear by shooting then jumping over the snow flakes it tosses at you. Climb the ladders, kill another polar bear in which you are safe down below then head right and kill the shielded rockets. Climb up and head right and avoid the icicles being dropped but be sure to use the last two as stepping stones over the spikes. Get past the shielded robots and Rush Coil to the ladder and climb up before the floor breaks. If you fail to make it to the H by the floors, then use the Rush Jet instead. Climb back down and head down the ladder below you and drop 2 screens, kill a Sniper Joe, fall down and head right. Rush Coil to the ledge then Rush Jet to the end to get the Rush Search. Drop down and watch out for the Gabyoalls and the Screwdriver MK II and kill the Polar Bear at the end who also drops icicles upon you too. Climb the ladder, and head right while killing the sleds that launch bomberheads. Before fighting Freezeman, get on the lower step and turn around and use Rush Search. Rush will bark before digging up an Exit. Now head right and onto Freezeman you go. Just fill up on your E-Tank and use Junk Shield on him by getting close. He'll die before you do so just take whatever he dishes out at you.

You are now back at your home base asking with Dr. Light about Bass. Dr. Light considers Bass not to be a threat or an enemy then there is a scene on the screen behind them. It seems that Dr. Wily is attacking the robot museum and off you go. At the museum, run right and you'll see display cases of Snakeman, Blizzardman, Pharaohman, and Heatman but alas one is missing. While you here, catch the remixes of Gutsman's, Heatman's, and Snakeman's theme in one shot. Now

enter the gate and you'll see Ringman and Skullman in the back but you also see Dr. Wily taking Gutsman away. A clown robot drops down and jumps and spins at you. Use Danger Wrap to make the head come off and attack the fallen head till the robot retrieves it. Hang in there till victory is won. Now Dr. Light sends you back into battle where four more robots join the fray.

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Slashman

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His music is a remix of Waveman (MM5) and Quickman (MM2) put together. When you start, you already got a major enemy to deal with. That enemy is a Stegosaurus and you have to shoot it in the head to kill it. Get up close and shoot it as much as you can while avoiding the spinning spikes it sends at you. If you fail to kill it quick enough, it will turn around (actually the head and tail switch places and walk the other way and shoot missiles at you before switching the head and tail again). Now you must hop through a series of logs that appear and fall down the waterfall. First it's a single log, three logs, and then two logs. The best time to jump is the moment the previous log hits the bottom so when you come down, you'll land on the log the moment it appears. After the two-log set, the bird line appears. Just kill one to make the rest go away. You'll meet another stegosaurus. Climb the ladders and watch out for the spinning Gabyoall in between them. Kill the robot then hop on top of the struthiomimus and ride it till you see another then hop onto it. Ride that till you get to a platform then hop back on as it runs under the platform and use your S. Adapter to get the E-Tank and climb either ladder and kill the Sniper Joe and climb the ladder. To get that E-Tank, wait for the Struthiomimus to turn back and run the other way and hop to it as it hops. Now that we've climb the ladder, head right and OH SHIT! Here comes a T-Rex on your tail. Run all the way right and wait for it to come to you and shoot its jaw. The bullets it shoots at you will sail over your head if you stay grounded. When he moves funny, he will blow fire. The Thunder Bolts work best on the T-Rex. After you kill it, continue right and climb the ladder. Don't shoot the hives or you'll have bees to pester you. Shoot the frogs though. On the last tree (we don't have the Scorch Wheel yet but when you do obtain it, this will be the place where you would use it to get to Beat.) At the end of the path are some dinosaur eggs that hatch and little dinosaurs attack you then you'll reach the gate to Slashman. It takes 5-6 hits to kill Slashman with the Freeze Cracker but it's hard to get a hit in. The best time to hit him is when jumps then nail him when he lands. After a hit, he hops to the top and drops eggs that can hinder your jumping and sliding ability and/or hinder you mobility period. Just stay away from Slashman as much as possible and you'll come out okay.

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Springman

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Spring to the bolt, then drop down one screen and move right. Kill the spring monsters and cannons then kill the Neo Peterchy and get the weapon-up and life-up and drop down. Get the 1-up on the way. At the bottom, kill the slinky robots as you head right. Go down and kill more slinkies avoid the Gabyoalls and before you climb the ladder, have rush dig on the second step and he'll pull out a gigantic life-up. Climb the ladder and spring onto the platform and have Rush dig. He'll dig up a mega bolt. Head right now and instead of dropping down use your Super Adapter to climb up the upper left side till you reach the top. Jump on the block till the arrows face left and the jack-in-the-box will blow out the wall. You'll find Auto's screw inside. Be wary of the spikes though. Leave then drop down and head right to a ladder. Kill any enemies in the way. Head right and kill the two Sniper Joes and get ready to fight Springman. Springman attacks include Wild Coil, Slamming you into the ceiling, and leaping into the air and throwing punches at you. If you use the Slash Claw, he'll only use the latter attack which you can easily avoid. Never and we mean never use Thunder Bolt on

this buy or else he'll suck you in towards him and slam you into the ceiling when you're in range. 7 hits will kill him.

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Shademan

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If you want to use the Ghouls n Ghosts music, hold be and select Shademan. At the beginning, the stage is all dark then Megaman looks back and the sky brightens up. Kill the crow, then head right and kill the zomies and climb down the ladder. Kill another zombie and climb down. As you go right, some of the armor will have head that fall off and attack you. Kill them and climb the ladders while killing the crows. Head right and kill the Battons while avoid the smashers. Enter the gate to fight the pumpkin midboss. There are two paths depending on if you kill the inner or outer shell.

The boss hops at you three times then opens up and the inner shell spits green bullets at you. You can use Thunder Bolt on the inner shell.

Path 1 (inner shell)

The pumpkin open the path below and you can drop down an kill the Sniper Joe. There is a fake wall behind the Sniper Joe that leads to Protoman but he won't be there yet but the room before him has a hidden megabolt under the second step. Go back and kill Sniper Joe again and head down the ladder. Kill the lancer robots and climb down into a dark room which can be lit up by a Scorch Wheel on the candles which we lack or a Thunder Bolt which lights the scenery temporarily. Enter the gate and you'll go up an elevator and fight off two sets of zombies and head right after the elevator stops a third time. You'll come across a hurt Bass (which is bullshit) and you prompt him to go over to you lab. Big mistake Megaman. Enter the gate and fight Shademan. Shademan is real tricky. He can fly into the air and swoop down on you and suck your life points, use a ray that turns you to stone, or use 2 Noise Crushes which you must avoid three times total. The Wild Coil works best on him especially charged.

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Turboman

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At the beginning, you'll be chased be a Tractor Joe. Fortunately, you have the Noise Crush. Hit him once and he'll stop to clear his head of sound then drive on. What out for the wheel robots as you move along. 4 Noise Crushes will defeat Tractor Joe. Kill the cone shooters and climb the ladder and kill the Sniper Joe and climb another ladder. There are tires being transported above that can bounce you around. Kill the cone robots and time your jump so you won't get bounced into the pikes. Hop over the hidden pit which won't kill you but you'll have to work your way back up. Time another jump to avoid being bounced onto the next set of spikes and watch out for the robots throwing spiked tires as you head for the ladder. Put your Super Adapter suit on and climb the ladder. Kill the tire robot and jet to the platform and get the life up then turn around and use Rush Search and you'll get a Super Arm. Climb back up the ladder. And kill another tire robot. When you get to the part of the ladder where a grey object in the background is showing jump of the ladder to the right and you'll go through a fake wall. Protoman will meet you and ask if you collected the RUSH parts, then he'll say cool and tell you that the armor is too bulky to slide in and says he'll see you again if you survive. Head out and climb the ladder. Use Rush Search on the Blue X to get a mega bolt hen climb up the ladders. Things get tricky as you make your way through fire pillars. Keep an eye on the colors of the furnace. Blue = safe, yellow = warning, red = about to fire then all red = burn. The Freeze Cracker helps a little as it freezes the ire like Ice Slasher did the fire pillars in Megaman 1. Then you'll go through a scene similar to Quickman's stage in Megaman 2 except you'll be dodging fire beams that instantly

kill you. Make it past that and you're on a truck. Head right and kill the robots and you'll go against the front of the truck which has eyes and a mouth. Just keep shooting no matter what and soon the truck will die. Blast through more robots to face Turboman. Turboman has a deadly Scorch Wheel but he'll never use it because if you hit him with a Noise Crush especially a super one, he'll go crazy and turn into a race car and zoom at you. Be sure to hop over him. 5 maximum Noise Crushes and he's back in the pit.

Megaman returns to the lab and finds out Bass had gone berserk after being repaired and trashed the lab and stole the parts for new enhancements. Dr. Wily then reveals that he made Bass and Treble to counter Megaman and Rush.

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1st Wily Stage

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You'll blow through Flocks of Birds and launchers and have to be wary of monsters coming out the pits. You'll soon reach a section of foot holders that turn off the lights if you're standing on them but turn them on when you jump off. To make matters worse, they spin and dump you if you're on a light part of the track. Jump on and off constantly so you can see the track and make your way to the upper right. And then climb the ladder. Kill the "Matasaburo?" and the egg dropping birds and jump constantly because the floor you stand on darkens the screen. Make it to the ladder and climb down. The path here consists of more light dimming floors and foot holders and annoying robots till you climb up. More of the same till you make it to the ladder. Grab the E-Tank if needed then head right to face Bass. Bass can be a pain in the ass. Use Thunder Bolts for an easier fight. Avoid his shots if you can. Defeating him results in Bass vowing revenge before he leaves. Kill the crickets and cricket machines and you'll reach the gate. You will fight Gutsman MK 2 and he's tougher this time. He attacks by either causing an earthquake which won't knock you on your keister this time but make a rock fall down and shove it at you. He will also charge at you and grab you and toss you into the ceiling. OUCH! Use the Slash Claws in this tough fight to win.

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2nd Wily Stage

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Head right and avoid the gunfire from the Neo Screwdrivers. Watch out for the sled with bouncing heads then climb the ladder. Take out the Sniper Joes and Rocket Shields and climb the ladder, kill the Rocket Shield and make a big jump to the ladder and climb up. Kill the Sniper Joes and get the 1-up. Climb the right ladder for a safer trek. Stay on the ladder and kill the Sniper Joe and maneuver through the treadmills to the ladder on the top-left. Climb up and head right. You'll confront Bass again and he'll use a Super Adapter. One good strategy we found is to hit him with Freeze Crackers, Thunder Bolts or Noise Crushes. His first attack is to torpedo at you and loop in almost a circle then he'll flame up and shoot his Rocket Punch at you. Then he'll jump around shooting at you. Then land and repeat his pattern. Avoid his torpedo attack by jumping onto the platform above you. The gravity is lighter in this room so you'll jump higher than normal. Anyway, when you jump over the torpedo and land on the platform just inside to the middle, he'll fly over you and charge up his fist. Get a quick shot in and head for the bottom quickly and leap to avoid the rocket punch. Just be sure not to be caught under the platform. When he's almost defeated, he'll fire charged Buster shots without charging too. 14 hits with the above weapons will be enough to beat him. After the fight, head right and avoid the tire throwing robots and climb the ladder. Kill the Neo Mecha Keros as you reach for the ladder. Use the springs for a boost. Climb up and take out the tire throwing robot and grab the little life-ups and head right and climb the ladder. Make your way up the path while avoiding the flame pillars. We suggest using the Freeze Crackers here to freeze the fire at some parts. Here's the best

path, hop back and forth up the first 3 side furnaces then hop left onto the vertical furnace then hop right onto the next side furnace. From there, slide down onto the lower side furnace and freeze the fire from the furnace you slid off of. Use the fire to climb onto the downward pointing furnace. Hop onto the side furnace to the right when the one above it pulls back its fire then shoot the fire from that same furnace when it comes back, then hop right and get the life-up when safe and hop back down and hop to the left furnaces when safe and hop right. At the top, stand in the middle and shoot a Freeze Cracker at the wall so the pieces will hit the pillar on the left side when it is up then use it to reach the ladder. Avoid the Battons and Gabyoall and climb the ladder. Kill the guns then hop to the ladder quickly and climb. Enter the gate and you'll fight a robotic turtle. Jump to avoid his flames because you'll gradually lose energy if burned. Slide under the turtle when it charges. The turtle will retreat and send small turtles that perform 3 actions based on the number on the shell. Walk at you, spin at you or dig then pop up and spin around. Use Danger Wrap on the turtles. Trap the first turtle and sometimes the second turtle will run into it and the 2 will die and for the third, trap it in a bubble when it's preferably airborne and keep it close to you. When the main turtle comes back jump at the bubble in a downward angle and the main turtle will feel the pain when it gets smacked by the explosion. All that took was 4 hits. Now that was brutal, no?

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3rd Wily Stage

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Climb the right ladder at the beginning and kill all launchers and use the Super Adapter to help make it to the ladder at the top. You can't slide with the adapter on so switch suits and slide to the right. The floor is slightly invisible so keep an eye on where there is no floor. When you see an opening in the floor and a Metall standing in the air, leap for the Metall and you're safe. Kill the gun and climb the ladders up and down and head right and climb another ladder. Kill the Sniper Joe and climb up. The platforms have numbers on them that move forward and counts down. You now have two paths: up or down

Path 1 (down)

Fall through the spikes without touching them then kill the enemies and head right and kill the crab like you did in Burstman's stage. As you rise up, avoid the spikes but stay away from the very left side or else you're fukked because the spikes will trap you there. At the top climb the ladder and head right. You'll get a E-Tank on the way to the gate.

Path 2 (up)

Rush Jet to the ladder then climb up, then let's cheat here. Use your Super Adapter to climb some blocks that try to trap you on the bottom block simply by ignoring the bottom block and boosting up just in case. Grab the Tanks and fall down carefully. Kill the stegosaurus and drop down and enter the gate.

This boss chases you down. Don't worry because the Noise Crushers will help you. Avoid the missiles if possible then shoot the boss when you can. You also have a laser and a dive attack to worry about. Stay away from the former by staying right and jumping at the last moment. Same for the latter then stay in between the exploding balls it drops. It won't be long till it's history.

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4th Wily Stage

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Gather the bolts and 1-up and W-Tank what ever you want and enter the teleporter. As usual, you face all bosses again. Here's how they appear. Use Scorch Wheel on Burstman.

|           |           |
|-----------|-----------|
| Freezeman | Slashman  |
| Junkman   | Cloudman  |
| Turboman  | Springman |
| Shademan  | Burstman  |

Just beat them as usual. After you're done, fill up on Freeze Crackers, Wild Coils and Thunder Bolts for this tough fight ahead. For the first robot, use Thunder Bolts on Wily when you get a chance. The machine either hops or sends two skull robots and walks slowly and speeds up afterwards before jumping off screen. The pattern is simple. The next robot is the one you should really worry about. It takes 28 hits total to beat him with any weapon but the Wild Coil charged will help reduce that. The boss vanishes and reappears in random spots (gee, where have we seen that before?) and he will send four balls that home in on you. They are a bitch to avoid, a real bitch. It's better to get hit by the yellow ones because the blue freezes and leaves you open and the red burns. Thunder bolting him before he attacks will prevent him from sending out the four balls and just use the lighting attack only. Use your E-Tanks and hang in there and he's yours for the kill. You just beat Megaman 7. Pat yourself on the back because that Wily was a pain.

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Passwords  
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Everything - 1415 5585 7823 6251  
Battle Mode - 1415 5585 7823 6251 Hold L&R