

# Mega Man 7 Battle Mode FAQ

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Mega Man 7: Battle Mode & Strategy Guide (SNES, included in 'Megaman Anniversary Collection' for GCN, Xbox and PS2)

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Progress:

9-05-07: Started Guide

17-05-07: Version 1.0 complete.

24-05-07: Welp, my first version came up. And I realized I forgot an entire 'sectionette'! AAAAAAGGGHH!!! Aside from that, I add little extra tidbits here and there. Put my email in other places to add extra infringement protection.

24-06-07: Added 2 more strategies, Tier List.

9-1-08: Added a new site to those who may host the guide.

22-1-08: Added another site to those who may host my guide.

As of current, only these sites may host my guide:

Gamefaqs.com + affiliates

Gamespot.com + affiliates

Neoseeker.com + affiliates

Supercheats.com + affiliates

GamesRadar.com + affiliates

If I find this guide somewhere else, or someone points me to another place that has my guide, I will quite pleasantly ask you to remove it from their site at once. Then I will pleasantly ask again if I get a resounding 'No.' If not, then I will seek legal action somehow. Not like anyone would want to steal a crappy minigame guide, but you never know.

Stealing from my guide doesn't mean that even words like 'I' or 'they' count. It also doesn't mean using the same strategy or following the same route. But it does constitute if another guide borrows my advice, word-for-word. I will proceed to do what I stated above, and again, if not, I'll provide legal action somehow.

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## 1. Introduction

### 1a. Introduction

So you've had your fun with Mega Man 7, eh? You've experimented with all the weapons, know how to get everything, and can probably beat the game in its entirety with your eyes closed. Okay, maybe you can't, but hey, a man can dream.

So now you're bored to death of skimming through Burst Man's chemical ocean, and maybe you feel sick of beating the Robot Masters with new weapons to 'see what it's like.' Anyway, when you beat the game, you'll get a code you can enter to activate Battle Mode when you hold L & R(SNES), X & Y(Gamecube), X & B(Xbox), or Circle and Square (PS2) at the same time. Or if you're lazy and/or impatient, just check in the Cheats section. C'mon, it's not that excruciatingly hard. They have those for a reason. Sheesh.

Eh, I'll stop being rude. For now, at least. So pop in your game, and give Battle Mode a shot. At least this guide'll have a use now.

Fine, I'll be nice. The password... is...

1415

5585

7823

6251

There. You happy?

### 1b. Controls

Jump: B(SNES, Gamecube), A(Xbox), X(PS2)

Shoot: Y(SNES), A(Gamecube), X(Xbox), Square(PS2)

Move: Control/Digital Pad (All versions)

## 1c. Differences Between Versions

Well, the pictures of Megaman running from Wily's base, as well as the pictures of the Robot Masters are stupidly omitted from the ending in MMAC. The music also appears to be missing bass sound, and is therefore literally half-assed, but eh, could be just my version.

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## 2. Usable Characters and Special Moves

### 2a. Megaman

Our favourite little Blue Bomber is back, except he's decided to either go against Bass or himself in a heart-to-heart talk... er... fight. Dr. Light's most famous creation, Megaman has saved the earth from the evil Dr. Wily time and time again, absorbing the powers of evil robots a la Kirby. Except now, all he gets is his trusty arm cannon, as well as some special moves. Fight, Megaman! For everlasting peace!

Costume 1: Light blue suit, blue helmet, gloves, boots & underpants.

Costume 2: Whitish-grey suit, red helmet, gloves, boots & underpants.

#### Special Moves:

Slide: (Down twice, Jump) Kills opponent in 9-10 hits. 3 damage.

The Slide is a staple of Megaman, from 3 onwards. This time, it does damage. This baby can allow you to dodge normal shots, and you can move quickly into your opponent. It doesn't allow you to dodge charged shots, though. 4/5.

Slash Claw: (Down-Forward, Fire) Kills opponent in 9-10 hits. 3 damage.

Megaman's 'anti-air' attack. It does good damage, but it's not really good, because it moves just ahead of Megaman for about a half-stage length before it goes up. Very situational. 2.5/5.

Evasion Beam: (Up twice) Allows Megaman to dodge shots. No damage.

Another staple of the game. This baby allows you to dodge any damage for a few seconds. You can do it in the air, and while charging, too! Its only con is that you can still easily get caught in a shot in the lag created from de-activating it. 4/5.

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### 2b. Bass

Megaman's persistent rival, introduced in this game. Created with a mysterious substance, called 'Bassnium', he can equal Megaman's power. In a way, he's a bit of a duplicate. Despite his failing to ultimately defeat Megaman again and again, I gotta admit, I admire his determination to do so. Sometimes, he's actually helped Megaman, and sometimes he'll fight evil, too. But he never, ever does so for the benefit of mankind. Just to fight Megaman again. He's obsessed. So now's his chance to finally defeat Megaman (Or an evil twin of himself) in a one-on-one all-out brawl!

Costume 1: Grey suit, black armour and underpants, yellow headpiece.

Costume 2: Grey suit, black armour and underpants, purple headpiece.

## Special Moves:

Air Dash: (Forward twice, Fire in air) Kills opponent in 7-8 hits. 4 damage.

Bass can Air Dash for massive damage here. I think it gives him some temporary invincibility. It makes him move forward a fair amount. If you're really skilled, you can do one close to the ground to rush into your enemy. However, it has a bit of lag afterwards. It's worth it, though. 4.5/5.

Flying Kick: (Forward, Down-'Down-Forward', Fire) Kills opponent in 9-10 hits. 3 damage.

What comes up must come down. In this case, Bass gets an awesome move balanced out with a kinda crappy one. Bass's 'anti-air' attack. It's a little difficult for a first-timer to do, though, and it has bad range. It's good for kicks (Ha ha ha I made a funny) for a victory dance. 2/5.

Evasion Beam: (Up twice) Allows Bass to dodge shots. No damage.

Another staple of the game. This baby allows you to dodge any damage for a few seconds. You can do it in the air, and while charging, too! Its only con is that you can still easily get caught in a shot in the lag created from de-activating it. 4/5.

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There are subtle differences in the character's shots and evasion. Bass is slightly bigger, so he can get hit easier. Bass's shots are also bigger, but a little slower than Megaman's, in my experience.

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## 3. Strategies and Tactics

If you have any other usable thing to do, send it o'er and you'll be thanked be it works!

### 3a. Berserker (Offense)

My sister's personal favourite tactic, this basically consists of firing normal shots repeatedly at the opponent. Despite it sounding simple, it is strangely effective, and can do a hefty amount of damage in a short time if you're not careful.

Character it's best for: Both

Taking Advantage: Rush down to your opponent quickly, either with a Slide or Air Dash. This is a good start, as these attacks can do a fair amount of hurt to the other android. Then, ignore everything else and pepper them with normal shots. You can only shoot 1 at a time, so take advantage of the fact your opponent absorbs your shots. You'll probably take a fair amount of damage, but being a berserker is good for annoying your opponent or if you don't have much life to spare, and want to go down fighting. Try to get them in either corner, as it is very, very difficult to escape from there.

Countering: Quite simply, you can shoot back to try to stun the opponent. That can work on occasions. Also, make do with invincibility given when you've been shot enough, as the basic stuns don't offer enough invincibility to escape or even move. If you do escape, run the heck away, and prepare a charged shot, or if you have health to spare, run over to them and make them

see how it feels! HUH?!?! HOW DO YA LIKE THAT, PUNK!

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### 3b. Hawk (Offense)

The Hawk is the master of the skies. You attack from the air, either with charged shots or special moves. Since Megaman has no special attacks usable in the air, Bass is probably your best bet for this strategy, which is doubly good, as Bass's Air Dash is the most powerful attack here.

Character it's best for: Bass

Taking Advantage: Jump around, doing Air Dashes, or other shots, depending on the character. It's best if you jump onto the highest platform and strike your opponent as you descend. Bass can control the air by doing frequent Air Dashes to prevent falling and to deal heavy damage.

Countering: You think the 'anti-air' moves I mention are good? Hahahahayou-makemelaughhahahahaha. Well, you can still do the normal and charged shots to deal fair damage to the enemy. You can try an anti-air if you want, but you'd better practice with those moves before doing anything drastic.

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### 3c. Coward (Defense)

This guy just runs away. Both characters can do this via the Slide and the Air Dash, but they have different purposes in this context. Nonetheless, I think this is self-explanatory.

Character it's best for: Megaman on ground, Bass in air

Taking Advantage: Stay as far away from your opponent as you can. Slide and Air Dash as needed.

Countering: If it's Megaman, just deal some charged shots at him. Megaman's Slide can't avoid those, for some reason. If it's Bass, wait until he gets into range where you can get him. If he uses the Air Dash, get the heck out of the way until he's done. Then shoot him. If they're jumping, it's easy to time unless they beam for defense.

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### 3d. Cherry-Picker (Defense)

As my friend Stewart says, a cherry-picker, as he calls it, is a person or player who just stays in an area and does pretty much nothing but prepare. (In my words, a staller) In this game, the upper platforms are a viable 'cherry-picking' area, as you can just jump or beam to avoid shots and charge a shot in safety. That'll make for an annoying and long match.

Character it's best for: Both

Taking Advantage: This is similar to the 'Coward' strategy, except aforementioned coward stays in one place. Anyway, jump everywhere, between platforms, onto and from them, and any and everywhere. Throw in a few Slides and Air Dashes for good measure. Charge a few shots and fire, also.

Countering: Since they're going to do mostly jumping, you have to search for

a jumping pattern, and shoot as needed. It's all in the timing.

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### 3e. Keep-Away (Defense)

Just shoot stuff to keep the opponent as far away from you as possible. This seems like a clone of the 'Coward' strategy, except you shoot at them, too.

Character it's best for: Both

Taking Advantage: Do everything it says for Coward, except shoot more and often.

Countering: Do everything it says for Coward, except be prepared to dodge more shots and attacks.

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### 3f. Combo Master (Offense)

This is a strategy which involves doing attacks in tandem with shots to 'combo' your opponent. And while you can't really combo in the likes of say, Street Fighter, you can at least do some solid damage. I tend to find Megaman easier to combo with, due to his Slide being fairly versatile and quick.

Character it's best for: Megaman

Taking Advantage: Experiment with attacks and charge shots to quickly stun your opponent and deal damage. My personal favourite is having Megaman Slide and then unleash a charged shot on the unwitting opponent. Bass can also do something similar with the Air Dash, I think, except you can't use a charged shot.

Countering: Put on a charged shot and practice your moves to get in the way of a combo-happy player. Megaman for some reason or another, isn't guarded from the Charge Shot when sliding, and Bass can just be avoided with his Air Dash and promptly pummelled.

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### 3g. Sneak (Offense)

You've gotta be a sneaky sneaker to use this best. The Sneak is like the Spy, or the Assassin. He launches small shots or charged ones at inopportune times at you, and he's difficult to nail due to his frequent moving target status. This is a fairly good strategy, as you can smack your opponent and they can't do jack back.

Character it's best for: Both, but Megaman's shots are slightly faster.

Taking Advantage: This particular strategy can irritate an opponent very much. Basically, you jump pretty much anywhere, while charging, and release as needed. It can also be used to strike the nuisance Cherry-Pickers by charging and releasing mid-jump to a platform or to hit fallers.

How to Counter: Jump. A lot. And keep moving. That way, there is no definitive place where the Sneak may hit you often. Counter with shots of your own. It may be too dangerous to go up close, so don't bother with that.

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### 3h. Charger (Offense)

This is the basic guy who charges his shots and fires. He'll jump, he'll evade, and he'll send Charge Shots to your jugular. However, this is a very simple and basic strategy, and while good for scoring early damage, is easily countered.

Character it's best for: Both.

Taking Advantage: Very simple. Hold Fire, release. Jump around. Ook, ook.

How to Counter: Do same thing. Hold Fire, release. Also jump around. Ook, ook. Nonetheless, it is still pretty easy to counter with pretty much anything. Just be careful when they jump and fire.

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### 3.5 Character & Strategy Tier List

#### Character Tiers:

Megaman

Bass

Both are about the same, but Megaman's combo-ability, speed, and size win him out here.

#### Strategy Tiers:

Berserker Megaman/Bass

Sneak

Combo Master Megaman

Hawk Bass

Cherry Picker

Combo Master Bass

Keep Away

Charger

Coward Bass

Coward Megaman

Ultimately, the Berserker strategy is annoying, but very usable, and difficult for most to escape. Megaman can combo fairly well, while Bass controls the skies, while doing as much as possible to avoid your opponent does nada.

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### 4. People who I give props to

Me, for writing this, heehee!

My friends Landon and Brian, for inspiring me to get the Anniversary Collection, and Landon again for creating the 'Sneak' tactic.

My sister, for providing the Berserker fighting style.

DBean and TantrumBull, for providing controls for the PS2 and Xbox versions, respectively.

Stewart, for introducing to me the term; 'cherry-picker'

841 Nagger, Monkey, 2m 50cm Man, and Helpers F and M, among others, for making Megaman 7.

And of course, Capcom all staff.

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