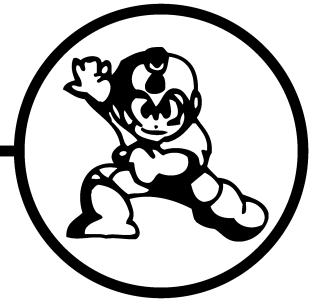

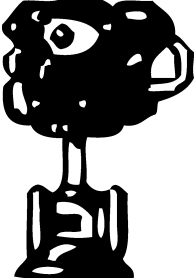














MEGA MAN



DISTRIBUTOR: Capcom USA, Inc. / Sega Enterprises, Ltd.
 DEVELOPER: Capcom / Capcom
 YEAR: 1987 / 1992
 PLATFORM: NES / Mega Drive as Mega Man - The Wily Wars
 GENRE: Platform Action

Robot Masters	Weapon	Weakness	
 Bomb Man 006	Bomb	Power Shot, Fire Pattern: Jump away from bomb, it targets your location.	 Big Eye Weakness: Ice Gun Guts Man Arm Elec Beam
 Guts Man 004	Guts Man Arm	Bomb, Elec Pattern: Throw bomb while jumping over Guts attack.	
 Cut Man 003	Cutter Fire	Guts Man Arm, Fire	
 Elec Man 008	Elec Beam	Cutter Acquire Magnet Beam	 Octopus Battery Weakness: Elec Beam Cutter
 Ice Man 005	Ice Gun	Elec Beam	
 Fire Man 007	Fire	Ice Gun Pattern: Shoot, Wait, Advance, He Jumps	 Spine Weakness: Elec Beam Cutter
 Cyclops	Not Adaptable	Elec Beam  Pattern: Pause Elec Beam as it registers a hit.	Weapon Glitch: Pause (Select Button) the Elec Beam as it registers a hit on any boss that is weak against it.
 Clone	Not Adaptable	Elec Beam, Cutter Pattern: Keep Him To Side	
 Bubble	Not Adaptable	Power Shot, Guts Man Arm Pattern: Power shot on first three Bubbles. Guts for the remainder Bubbles.	
 Dr. Wily Bomb Man Fire Man Ice Man Guts Man	Not Adaptable	Fire, Elec Beam, Cutter	End Action: End Sequence to Title.