

GETTING MEGA MAN STARTED

1. Turn on your computer system, insert the Mega Man disk into drive A.
2. Type **A:** and press the **Enter** key to get to drive A.
3. Type **MM** and press **Enter** to start the game.
4. A menu appears with options you can set for optimum game play on your system. Use the **Up/Down** arrow keys to select an option, and the **Left/Right** arrow keys to change its setting.

GRAPHICS CARD: Select the graphics card for your system.

CGA: 4-Color Graphics

EGA: 16-Color Graphics

VGA: 16-Color Graphics

Tandy: 16-Color Graphics

Note: EGA and VGA modes look the same, but the game needs to know which graphics card you are using.

ANIMATION: Choose to have the backgrounds animate or be still during play. (For slower PC's, choose OFF for still backgrounds.)

MASKING: Choose whether or not the characters can walk in front of and behind obstacles. (Slower PC's choose OFF. Characters will always be in front.)

SOUND: Turn the game's sound effects ON or OFF.

JOYSTICK: Choose ON to use a joystick for game play. Choose OFF to use your keyboard.

START GAME: When all the other options are set, choose this option and press **Enter** to continue.

The game begins! Mega Man is at the security station outside Dr. Wily's top-secret compound. The gate will rise as you begin walking Mega Man through. Are you ready for the horrors ahead?

SECURITY BUST!

Once you get through the gate, you've got a short distance to run to reach the first maze of the complex. You'll have to fight off snarling, leaping, robot attack dogs. Use your Plasma Cannon, and jump! Keep moving right. If you make it through the second security hut, you're on your way.

CHOOSING YOUR MASTER FOE

The Robot Masters selection screen appears. What a nightmare! Choose Sonic Man, Volt Man or Dyna Man. Three different enemies--three different horrible ways to die!

Use the **Left/Right** arrows or move the joystick left or right to choose one of the Robot Masters. Mega Man's eyes will move to stare at the mighty foe you select. Press **Enter** or **Button 1** on your joystick. The game will begin at the entrance to that Robot Master's domain.

The Master Weapons are important. Each weapon can be very effective in certain situations or in destroying certain Robot Masters. As you defeat each Master, you'll gain his weapon and one of the three keys to the Core Room, Dr. Wily's sanctum. Then you'll return to the Robot Masters selection screen. Continue to choose undefeated Masters until you've destroyed them all. With their weapons and all three keys, you can go on to the final cataclysmic battle with Dr. Wily and Crocq, the King Kong of the computer world.

INTO THE MAZE

You've got a power pack and three lives. But you'll take plenty of hits! As you're injured, your power will seep away. Watch your Power Meter on the top left of the screen. When it's depleted, you'll lose one life. If you still have lives remaining, you'll revive at an earlier point in the level.

SURVIVAL MOVES

Here's how to use your keyboard and joystick.

ACTION	KEYBOARD	JOYSTICK
Move Left	Left Arrow	Joystick Left
Move Right	Right Arrow	Joystick Right
Climb Up	Up Arrow	Joystick Up
Climb Down	Down Arrow	Joystick Down
Jump Up or Off Ladder	J key	Button 1
Jump Down	J key + Down Arrow	Button 1 + Joystick Down
Fire Weapon	Space Bar	Button 2

Move left or right while jumping by moving the joystick or pressing the arrow keys. The longer you press the jump button (Button 1 or the J key), the higher Mega Man will jump. Learn to gauge the height and distance of your jumps. Sometimes, a high or long jump is the worst thing you can do. Mega Man can fall at any time, while jumping, running and climbing ladders. It's a good thing, too, since there's never a time when he isn't in danger!

SPECIAL KEYS

While using the joystick or keyboard, you can also use these special keys:

KEY ACTION

- F1** Speed game up. Hold down until you reach the speed you want.
- F2** Slow game down. Hold down until you reach the speed you want.
- F8** Toggle to pause and resume the game.
- F10** Quit the game and return to DOS.
- Esc** Display Weapons Select menu. To exit this menu and return to the fray, press the letter (P, D, S, or V) for any available weapon. See *Arm Yourself for Combat*.

LIFE SAVERS

Getting into the complex maze is fairly easy. Staying alive is another matter. As you fight through the metal madness, watch for these Life Savers that drop from defeated robots. Run over them to pick them up. Don't miss any--you'll need every micro-ounce of energy and power.

NUTS AND BOLTS FOR WINNING

- Fire past obstacles to hit enemies at long range.
- If you start falling, move up/left or up/right.
- Life Savers crop up in the strangest places. You'll never know what you'll find, so explore every room and corridor, climb every ladder. Be wary--some drop-offs may plummet you into the Inky Void. Blast every enemy to get as many of those rare Extra Life Capsules as you can.

- When Mega Man is damaged, he can't be hurt for a second or two. Use this time to get past tough spots.
- Figure out how the Master Weapons can help you. Then go after the Robot Masters in the right order to get the weapons you need for the next battle.

POWER PILL: Increases the level of your Power Meter.

EXTRA LIFE CAPSULE: Gives you another life.

EXTRA WEAPONS ENERGY PELLET: Increases the Energy Meter for the Master Weapon you're currently using. If you're using the Plasma Cannon, this pellet has no effect.

ENERGY CANISTER: Increases your Power Meter to its maximum level. Each canister you collect can be used once, at any time in the game. See *Arm Yourself for Combat*.

ARM YOURSELF FOR COMBAT!

When you destroy one of the Master Robots, you gain his weapon for your own combat use. You can select a weapon, as well as an Energy Canister, from the Weapons Select menu. To see it, press the **Esc** key.

Use these keys when the Weapons Select menu is showing:

KEY ACTION

- | | |
|------------|---|
| P | Select Plasma Cannon |
| D | Select the Nuclear Detonator |
| S | Select the Sonic Wave |
| V | Select the Electric Force Field |
| E | Use the Energy Canister |
| F4 | Center joystick, then press F1 to recalibrate it for precise control of Mega Man's movements. |
| F10 | End Mega Man's current life and return to the last starting point in the level. |

PLASMA CANNON: This plasma-shooting firearm is always available. Its Energy Meter is your Power Meter. If the meter runs out, you lose one life.

NUCLEAR DETONATOR: Dyna Man's deadly remote-controlled bomb. Press your Fire button (Space Bar or Button 2) to release it, then press again for an incinerating explosion! If you wait too long, the bomb will explode automatically. You gain this weapon and Energy Meter after destroying Dyna Man.

SONIC WAVE: Sonic Man's thundering death-wave. Press the Fire button to release a stream of power that blasts off four walls before disappearing. After firing the Sonic Wave, you'll be momentarily vulnerable, since the first Sonic Wave must dissipate before you can release another. You control this weapon and Energy Meter after defeating Sonic Man.

FORCE FIELD: Volt Man's invulnerable electric shield. Press the Fire button to activate it, then press again to turn it off. The Force Field's energy decreases as long as it's activated. You'll have this weapon and its Energy Meter available once you demolish Volt Man.

When you're using a Master Weapon, an Energy Meter for it appears next to your Power Meter on screen. As you use the weapon, its energy level decreases. If it gets too low, the weapon becomes useless. You'll need to grab some Extra Weapons Energy Pellets to increase your current weapon's energy level.

Each Master Weapon, as well as your own Plasma Cannon, affects each enemy differently. Experiment with your weapons to understand their power and to find out which one is most effective for the battle you're undertaking.

BATTLING THE MASTERS

The different levels of Dr. Wily's compound are nightmarish mazes full of the most insistent, obnoxious and deadly enemies. The Robot Masters--Sonic Man, Volt Man and Dyna Man--wait like nasty surprises at the end of their particular levels.

When you reach them, a tremendous battle begins. The Robot Master's Power Meter appears on the top right of the screen. Each time you hit the Robot Master with your weapon, his power level decreases. Keep a watch on both meters. Find the way to keep your level higher than his. Otherwise, you lose!

You'll have to learn the special tactics for defeating each Robot Master, and it won't be easy. But that's the only way to gain the weapons and keys you need to finally get to Dr. Wily.

CONTINUING THE FIGHT

If you lose all your lives during a battle, the Continue or Start Over box appears. Press **C** to Continue the battle from the beginning of the level. Press **S** if you want to end the game and start over.

Note: If you lose all your lives while you're still in the security area, press **C** to continue.

INSIDE THE COMPLEX

To find the evil Dr. Wily, make your way through The Seething Underground Sewer, The Paralyzing Power Plant and The Blistering Foundry. Watch out for:

BATVIRE

FROGBOT

SEWER RATS

PIRANHA

EEL-ECTRIC

BIRD

FIREFLY

SPYDER

SENTRY BEE

DRILL PRESS

ARMY ANT

ASSEMBLER

THE CORE ROOM

Armed with three Master Weapons, make your final strike, staunchly invading Dr. Wily's sanctum. You've withstood the attacks, injuries and madness of his entire robot army. But can you survive what waits here in the Core Room?