



I'm not robot



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Megaman 1 all bosses

The pantheon of video game icons Mega Man is always in the shadow of cultural behemoths such as Mario, Sonic, Link and Snake. Maybe it's because mega man games were too hard. Maybe it's because no one could ever settle, whether it's Mega Man, MegaMan or Megaman. Or maybe it's because Mega Man has never been as memorable as the specialized bosses he faced. The innovative and super cool thing about the original game was that when you defeated every robot master, you bought his special weapon, like an 8-bit Highlander. In 10 titles in nearly 30 years, Mega Man has encountered 78 of these exotic enemies. Here they are, ranked by special weapons and general badassery, from worst to best. 78. Wood Man (Mega Man 2) leaves. His special weapon is leaves. 77. Plant Man (Mega Man 6) Wood Man with prettier colors. 76. Sheep Man (Mega Man 10) That's what happens when you mix mind-altering chemicals with sleep-deprived game developers with a writer's block. 75. Bubble Man (Mega Man 2) Bubbles... Really? Are they already out of ideas game two? 74. Exploded Man (Mega Man 7) AGAIN with bubbles?! 73. Pump Man (Mega Man 10) Even gas pump - water pump. If the Oregon trail had robotic villains, it would be the first in line. 72. Aqua Man (Mega Man 8) In addition to his ridiculous weapon, his name is most likely a copyright infringement. 71. Jewel Man (Mega Man 9) He went to Jared. 70. Air Man (Mega Man 2) Kirby wannabe. 69. Top Man (Mega Man 3) Honestly, boss-based Topman clothes would be more intimidating. 68. The Wind Man (Mega Man 6) Air Man, evolved. 67. Cloud Man (Mega Man 7) He was in the cloud until he was cool. 66. Dust Man (Mega Man 4) Anthropomorphic Dustbuster. 65. Strike Man (Mega Man 10) Created temps during game developer strike? 64. Charge Man (Mega Man 5) Puberty was a rough Thomas Tank Engine. 63. Turbo Man (Mega Man 7) Transformers ripoff. 62. Nitro Man (Mega Man 10) Also transformers ripoff. 61. Chill Man (Mega Man 10) Robot Master should not be a chill, bro 60. Ring Man (Mega Man 4) Requires at least three months of energy. 59. Spring Man (Mega Man 7) Evil Slinky. 58. Dive Man (Mega Man 4) Guided torpedoes are a nice idea, but they rarely worked right. 57. Stone Man (Mega Man 5) Hmm looks familiar. 56. Concrete man (Mega Man 9) Who has time to allow the weapon to sit and dry to be effective? 55. Guts Man (Mega Man 1) Just a really strong robot. Which... You're a robot, aren't you? 54. Solar Man (Mega Man 10) Is not the coolest argument for solar energy. 53. Shade Man (Mega Man 7) Sometimes these guys feel like pranks put on creators. 52. Bright Man (Mega Man 4) Potbelly with glorified camera flash as a weapon. Mega Man developers bring that paparazzi to social comments! 51. Toad Man (Mega Man The sour rain was a much scarier concept in 1991. Now it's just like given. Great hustle, everyone. 50. Astro Man (Mega Man 8) Wut. 49. Pharaoh Man (Mega Man 4) Love how 75% of the time he just looks like bosses busting disco moves. 48. Sword Man (Mega Man 8) He has a full presentation. 47. Hard Man (Mega Man 3) MORE LIKE AN EASY MAN, right?? 46. Tomahawk Man (Mega Man 6) Today will not fly. 45. Junk Man (Mega Man 7) Aptly named. 44. Spark Man (Mega Man 3) Just don't call it Spark. 43. Blizzard Man (Mega Man 6) At Blizzard Man on SNL spits hot fire. 42. Ice Man (Mega Man 1) Really charming. 41. Fast Man (Mega Man 2) Oh wow, you're bright! All right for you. 40. Search Man (Mega Man 8) He got two heads that shouldn't be Search Men? 39. Slash Man (Mega Man 7) Looks like the ultimate villain. Very bad his special weapon is Guile's Sonic Boom knockoff. 38. The Man of Napa (Mega Man 5) has nothing to do with napasm. 37. Yamato Man (Mega Man 6) After he throws out his gun, he needs to pick it up. 36. Frost Man (Mega Man 8) When igloos attack. 35. Bomb Man (Mega Man 1) What Bob-Omb sees in his nightmares. 34. Grenade Man (Mega Man 8) Bombs, grenades, what's even the difference at the moment? 33. Tengu Man (Mega Man 8) Wut: Sequel. 32. Crash Man (Mega Man 2) No hands, no problems. 31. Drill Man (Mega Man 4) Slightly improved crash man. 30. Flash Man (Mega Man 2) All that allows you to make Zack Morris time-out is good for our book. 29. Splash Woman (Mega Man 9) in the 2008 Mega Man franchise introduced its first (and only) female robot master. Progress. 28. Wave Man (Mega Man 5) MOAR WATER N STUFF. 27. Magnet Man (Mega Man 3) Magnets, original controlled rocket. 26. Cut Man (Mega Man 1) Scissors on your head! 25. Blade Man (Mega Man 10) Looks like something from Silent Hill. 24. Freeze Man (Mega Man 7) Finally, Dr. Wily perfection winter tougher. 23. Crystal Man (Mega Man 5) Scarier boss? A man on a crystal. 22. Plug Man (Mega Man 9) After three decades, still mining the electric theme baddies. 21. Needle man (Mega Man 3) But is he sterilized? 20. Hornet Man (Mega Man 9) Hornets, whether real or mechanized, are frightening. 19. Gravity Man (Mega Man 5) He thinks the tumbling hotel fight scene inception is adorbz. 18. Galaxy Man (Mega Man 9) For those who may have portable black holes, you might think it would be a tad more intimidating. 17. Clown Man (Mega Man 8) Everything considered could have been much more nightmarish. 16. Gyro Man (Mega Man 5) Would be an automatic #1 if he somehow participated in gyroscopic sandwiches. 15. Centaur Man (Mega Man 6) AKA Half-Horse-Half-Man Man. 14. Star Man (Mega Man 5) Took a page from Super Mario Bros., made the star a great dope. 13. Flame Man (Mega Man Fire chiefs tend to rank high because of FIRE. But the flame man is the weakest of the heap. 12. Commando Man (Mega Man 10) MOAR BOMBS N STUFF. 11. Tornado Man (Mega Man 9) Wait, isn't it just Gyro Man with smaller screws? 10. Snake Man (Mega Man 3) He really had a super lair. 9. Magma Man (Mega Man 9) Magma makes us think about it when people used to quote Dr. Evil on Reg. 8. Gemini Man (Mega Man 3) Your horoscope says:DOUBLE TROUBLE. 7. Shadow Man (Mega Man 3) Puts TMNT's Foot Clan to shame. 6. Knight Man (Mega Man 6) Basically mega man version of Hound. 5. Heat Man (Mega Man 2) Don't be fooled by this cosy-looking Zippo lighter. 4. Elec Man (Mega Man 1) OG electric bass. 3. Skull Man (Mega Man 4) Looks like he should be leading wildlings in Game of Thrones, so he's probably very grizzled. 2. Metal Man (Mega Man 2) Probably the first dude that comes to mind when someone thinks about Mega Man bosses. 1. Fire Man (Mega Man 1) DA GAWD BOSS. Look at that flawed example. A wreath of fire, liquid hot shoulder pads and numerous piro weapons. Plus, his weapon gives you a flaming shield and shoots at fireball, the ultimate acquisition, and way more awesome than Mario's silly flower. Community content shall be available under CC-BY-SA, unless otherwise specified. Mega Man and Robot Masters from the first two games. This article is about a robotics class seen in the original Mega Man series. For the unfair robotics faction seen in Mega Man: Fully Charged series, see Robot Masters. Robot Master is the name used to refer to humanoid pops bass robots from the original Mega Man series, which has a very advanced level of artificial intelligence. Most, if not all, robot masters have a special weapon that can be purchased by Mega Man (and other characters such as Mad Man and Bass) after the robot master is defeated. Each robot master has consciousness, although the level of each cognitive circuit embedded in each of them varies, so so many different personality types are found in humans. Like people, they can talk and have an emotional response, such as shyness or anger. When Mega Man fights the robot master, he takes great care not to damage the cognitive circuit of their integrated circuit chip. As long as the cognitive circuit is not permanently destroyed, they can be restored any number of times. [1] The origin of the name robot masters selection mega man 2 through Mega Man 10, as well as robotic masters from Mega Man & Bass and Genesis Unit in Worlds Collide, led by Rouge Woman. The name Robot Master was first used in mega man 3 North American instruction manual in 1990, where it was used by eight major robotic bosses to identify the screen from stage selection and continued to be used until 1994, last time Mega Man 6, Mega vadovuose vadovuose V and Mega Man Football. In the first game guide, they were called Humanoids (the name is later used for cyborgs in the Mega Man ZX series). In Japan they are known as figures (most of them are Wily Numbers), and they are also known as bass characters, wily robots and similar names. [2] Being in instruction manuals, the term Robot Master was used in many game magazines and websites, the term became popular with fans and was expanded to be used by most humanoid robots from the original series, in addition to making them select the screen from the stage. However, there is no official classification of what defines whether a robot is a robot master. To avoid discrepancies, in this wiki it is mainly used as a detailed term for all known numbers, robots with advanced A.I., with a unique known identification code consisting of a two-letter serial code followed by one of

the N, No. or #, then a three-digit serial number, and the light numbers are the first. [3] Other humanoid bosses, such as Copy Robot, Doc Robot and four Dark Man robots, are considered special bosses, not numbers. [4] Exceptions are robots included in the book Mega Man: Robot Master Field Guide (Doc Robot, Dark Man Series, Duo, King, Fake Man and Sunstar) and similar characters, especially if they are bosses of a stage select, have a Man/Woman at the end of their name (enemies like Pickelman, Shotman, and Shadow Mega Man are not considered), and have a special weapon. If they do not meet these criteria, they will not be used as robotic masters, even if they are humanoid robots with advanced AI, such as Auto, Plum, Fan, Karate 003, etc. The term has also been used in other media such as Archie Comics Mega Man Series and Mega Man: Fully Charged. [5] [6] Masters of design robots usually have threads corresponding to their name, appearance, environment, minions, weapon and weakness. For example, Wood Man has a tree theme that gives him a wood-like look and leaf power. His level is forest themed, like his robot underlings, and like a tree, he is weak in fire and cutting attacks. Fortress bosses like King, playing characters like the boss, or supporting characters like Roll usually don't have such themes. Dr. Light believes it is important that his robots have a good image to present. For example, he could have made Guts Man smaller, but decided to make him, as he made that good impression. [3] In the novels of Hitoshi Ariga Mega Man Megamix and Mega Man Gigamix, the repetitive design element found in most Wily Numbers is a belt buckle adorned with W. In front of that, the light numbers have R (for the translation of Dr. Light's name from Dr. Light. Right) on the chest. Dr. Cossack robots and Mega Man 6 robots built by individual nations do not have any special distinctive symbol of their own. Robot List Each robot master from Dr. Light and Dr. Wily has a serial number listed in DLN-000, DLN000 or DLN format. 000. Some series have only two digits (specifically the MWN series), and the rest have three-digit series codes. These robots have different sequences, but have the same number sequence. They are numbered according to the order of creation. [4] In the Archie Comics Mega Man comic series, robotic masters are numbered after their conception, not from their creation. [7] For example, the DWN-018 Magnet 1 was finished before the DWN-017 Needle Man comic. In addition, several robot masters featured in other games, such as Plant Man, Centaur Man, and Pump Man, are proven to have been built some time before events based on Mega Man 3, and some serial number are not games like Time Man and Oil Man. The name of the robot masters has an alternative spell depending on the source, some have a gap between the first part of their name and Human. For example, Mega Man is the only robot master in English mega man &#amp;#x26; bass to have his name together, while other robot masters have their own name space. Mega Man: Powered Up, reverse is true. There are also some cases where their names are spelled as NameMan. For convenience, the name of all robotic masters is written with space in this wiki, because it is the most used transcription outside Japan. Japanese names, such as Rockman, are written without space. Below is a list of various Robot Master series from the classic Mega Man series: DLN and DWN series DLN (Doctor Light Number) series are robots developed by Dr. Light. This series is known as the DRN series in Japan, followed by Dr. Light's Japanese name, Dr. Right. The DWN (Doctor Wily Number) series is a series of robots developed or reconstructed by Dr. Wily. Their numbering picks up where the DLN series leaves, which he modified and used for his first attempt to conquer the world. All wily numbers from Mega Man 2 to 7 and the six-figure mega Man 8 were created as the bass characters contest held at Capcom. 000-008 (Mega Man and Mega Man Powered Up) Mega Man and Mega Man Powered Up Robots were developed by Dr. Light (with the help of Dr. Wily in some sources). Six (eight Mega Man Powered Up) of them have been reprogrammed by Wily to serve their evil purposes, but after the defeat of Wily, Dr. Light manages to solve them and they perform their original functions. [3] Time Man and Oil Man was not given the serial number Mega Man Powered Up. In the second story arc of the Archie Comics Mega Man comic book series, they are called DLN-00A (Time Man) and DLN-00B (Oil Man), which is an experimental line-up. 009-016 (Mega Man 2) 017-024 (Mega Man 3) Except Shadow Man, robots from Mega Man 3 allegedly created by Dr. Wily and Dr. Light together,[8] they are listed as part of the DWN series. Mega Man: Official Complete Works shows artworks with the RW logo (right image) showing that they plan to make an obvious physician collaboration effort in the game. In addition, this logo can be seen on the Magneto human scene. In early versions of manga Mega Man Megamix, these robots are known as drwn series (Doctor Law and Wily numbers), but were later replaced by robots developed by Dr. Wily without Dr. Light. In the Archie Comics series, Ra Moon serves as the original creator of these robot masters, which are based on Dr. Wily and Dr. Light's designs rather than being built on them, the exception being Shadow Man, which was discovered in the ruins of Ra Moon again. However, it has been claimed that Wily redesigned Shadow Man before Ra Moon restored it, so his improved form can also be conceived by both doctors. [9] 025-032 (Mega Man 4) Eight robots from Mega Man 4 were developed by Dr. Cossacks, but are listed as part of the DWN series because Wily reconstructed them, making them their own robots. [10] They are listed under the DCN (Doctor Cossack Number) serial number mega man megamix manga because they are still Cossack robots. 033-040 (Mega Man 5) These robots were developed by Dr. Wily and used to frame Mad Man in his attempt to take over the world, led by the fake Mad Man. 041-048 (Mega Man 6) These robot makers are unknown because they came from various countries from around the world to participate in the first annual robotics tournament. However, they were taken over by Dr. Wily (disguised as Mr. X) and, like Dr. Cossack robots are considered part of the DWN series. Rockman 6 manga shows that they were created by Dr. Wily as he uses them as seed players to decide which robots would enter the tournament, destroying all the players. Manga Mega Man Megamix they are known as the MXN (Mister X Issue) series. 049-056 (Mega Man 7) Some of these robots were developed by Dr. Wily, while others were stolen and repurposed. 057-064 (Mega Man 8) As a Mega Man 7, some of these robots were developed by Dr. Wily while the rest was stolen and repurposed. 065-072 (Mega Man 9) Eight robots from Mega Man 9 follow the numbering model after Mega Man 8, although they were developed by Dr. Light and reprogrammed by Dr. Wily. Archie Comics at least some of them were built against Mega Man 3 robots, but maintaining the same numbering system is probably due to the fact that those robots (and others) were designed first. 073-080 (Mega Man 10) As a mega Man 6, these robot makers are unknown, but they are considered part of the DWN series. The bonus track in the Rockman 10 Image Soundtrack shows that Wily was planning to pre-infect certain robots in society with Roboenza. 081-088 (Mega Man 11) These robots have a variety of manufacturers, including Tundra Man's Robot labs, but their numbers continue to dwn model mega man 10. Dr. Wily kidnaps all eight robots at the beginning of the game, reprograms them and supplies each of them with his Double Gear System device. Other DWN. ∞: Zero[11] - An advanced robot in its class, similar to X, but collectively classified as Replloid. Pachislot Rockman Ability To Wily numbers from Dr. Wily to Pachislot Rockman Ability. Their numbering is unknown. Choice Man Coin Female Lever Man Replay Man Reverse Man Chance Man KGN series KGN (KinG number) series is a series of robots employed by King Mega Man &#amp;#x26; Bass. King built/employed six of his robots to guide his rebellion with his own series, and two robots from Mega Man 8 (Tengu Man and Astro Man) joined the Royal Rebellion. The royal numbers were created by manga artists Hitoshi Ariga, Shigeto Ikehara and Kōji Izuki. The WWN series WWN (Wily Wars Number)[12] series, known in Japan as the MWN (Mega World Number) series, features three robots from the Genesis unit known as The Mega World Corps (民トくんだん, Mega Wārudo Gundan) in Japan that appeared in Wily Tower mode mega man: The Wi Warsly (known as Rockman Mega World japan). These three are based on the characters of the Chinese novel Journey to the West. Some sources, such as the Japanese Rockman &#amp;#x26; Forte database, have only 2 numbers in their series, not three. Mega Man doesn't get a special weapon after defeating them. Wwn. 01 Buster Rod G WWN. 02 Mega Water S WWN. The 03 Hyper Storm H MKN series MKN (Mega Man Killer Issue) series, known in Japan as RKN (Rockman Killer Number, Mega Man's Japanese Name) series, is a series of robots developed by Dr. Wily specifically to kill mega man. Quint is not part of the MKN series, but plays a similar role in Mega Man II and appears alongside them in Mega Man V. MKN. 001 Enker MKN. 002 Punk MKN. The 003 Ballade SRN series SRN (Space Ruler Number) series is a series of robots from Mega Man V known as Stardroids (Space Rulers of Japan). Dr. Wily found these robots in the mysterious ruins of ancient alien civilization and made minor changes to them, using them to try to conquer the world. [13] They bear the name of celestial bodies from the Solar System. Like stardroids, Sunstar is another robot dug out of mysterious ruins, but that means it hasn't been replaced by Wily. The next series of SWN. 001 Boss (Forte) is the only Special Wily number, a special robot developed by Dr. Wily. Ra Thor is called Wily the new Wily Number 1 (新民バー1, Shin Wairī Nanbā 1). Unknown/other robots that do not have the serial numbers known to them are unknown whether they can be considered robot masters. Mega Man X X) - As zero was Dr. Wily's last piece, X was Dr. Light's last piece. However, unlike Zero, it is not known whether X was given a figure. This robot was sealed until it was discovered by Dr. Cain, and was used as a template to create reploids, of which X is known as common terms. Doc Robot[15] Dark Man Series[15] Duo[15] King[15] Fake Man[15] Sunstar[15] Mega Man? - Mega Man Imposter featured in Mega Man Powered Up. Rockman Shadow - a prototype of a robot developed using mid-21st century technology; discarded Dr. Wily in exchange for quint. Dimension leader. Written off characters: Bond Man Boss characters contest statements custom character dimensions are robots who work in Rockman Shadow and traveled from the future in order to destroy the world rockman &#amp;#x26; forte: Mirai Kara no Chōsensha. Dangan Man Konro Man Aircon Man Komuso Man Clock Men Compass Man Mega Man (DOS) series These robots are headed for the peacekeeping supercomputer CRORQ, which fell under The Control of Dr. Wily. They appeared in DOS games Mega Man and Mega Man 3. Four bass names from Mega Man 3 were later re-written by other unrelated bosses in future games; those superiors are indicated by a dagger (†). Two other Mega Man 3 bosses had names that were later reused by Mega Man Battle Network netNavis, and are marked with a double dagger (‡). In addition, the name Sonic Man was used in Sonic's robotic form of Worlds Unite. Mega Man Sonic Man Volt Man Dyna Man Mega Man 3 Bit Man Shark Man ‡ Wave Man † Oil Man † Blade Man † Torch Man †‡ Rockman Xover Characters created in competitions. Arcade Man Tablet Man Daruman Sudachi Woman Hanabi Man Udon Man Rockman Strategy Game is an alien robot who, apart from their two leaders, is named after twelve astrological signs. Robot masters in other media mega Maniax DAN (Doctor Auto Number) series, known as DRTN (Doctor RightoT number) in Japan, are robots auto Hitoshi Ariga short series. Dr. Auto Laboratory, which was part of mega man maniax shorts. They were designed by fans who presented their design to Ariga, who then redo them in their shorts and gave credit to the original artists. Dan. 001 Surprise Man DAN. 002 Shake Man DAN. 003 Giga Auto DAN. 004 Massage Male DAN. 005 TV Male DAN. 006 Watermelon Man DAN. 007 Underwater Man DAN. 008 Sexy Man Maneki-Neko Man Tower Man Captain N: The Game Master Mega Man: Upon a Star Mega Man: Fully Charged Main Article: Robot Masters (Mega Man: Fully Charged) Robot Masters is an unfair fraction of robots that seek robotic supremacy over humanity, and cause chaos in society while trying to recruit others for their cause. They originally worked as a Sergeant Breaker Night,[6][16] and later Skull Man Mega Man (Dreamwave Productions) Barrage Man Express Man Multi Man Mega Man (Archie Archie Comics Mega Man series Robot Masters is a new generation of robots with advanced A.I. systems developed by Dr. Light and Dr. Wily. [5] The series also introduced new characters from the robot master, the first of which is Quake Woman, which is assigned to lalinde model number, as it was created by Dr. Noele Lalinde. The second Lalinde issue was later introduced, based on the unused concept design of Hornet Man. LMN-001 Quake Woman LMN-002 Vesper Woman Robotized Masters At Worlds Collide crossover with Sonic the Hedgehog in the comic book universe, Dr. Wily along with Sonic's arch-nemesis, Dr. Eggman, captured Sonic's friends, and turned them into special robots that were replaced by robot master technology. Robotized masters are also given names based on a typical formula, including EWN (probably Eggman Wily Number) and three-digit numbers. However, most of the EWN series had no numbers listed in history, except Shadow Man, Silver Man, and Blaze Woman. Rose Woman and Knuckles Man are mentioned in EWN-001 and 002, and Chaotix is EWN-006 to 008. Tails Man and Rouge Woman didn't have their numbers revealed, the numbers listed below are guessing because they were the first and last robotized masters, respectively. Worlds Unite, Sonic and Mega Man have been transformed into robotized masters. Short circuits Short Circuit strips also featured new robotic masters, but only for humorous purposes. Other robots Support Units support units are robots that help humans and robotics. Dr. Light: Rush Eddie Tango Auto Mariachi (Archie Comic Short Circuits) Dr. Cosack: Dr. Wily: Video See Also Links † Replloid Research Lavatory: Ask Me 3: Final Lesson!?! (Club Capcom magazine) † Legends of Localization: Q&#amp;#x26;#amp;#x26; A: What is Mega Man Robot Masters Called In Japan? † 3.0 3.1 3.2 Dr. Light Research Journal † 4.0 4.1 Rockman &#amp;#x26; Rockman X Daizukan page 58 † 5.0 5.1 Ladies and gentlemen, I give you a new generation of robots - robot masters! (...) These robotic masters will all have advanced A.I. systems that will allow them to perform complex tasks, communicate with humans and direct other robots to their duties. - Dr. Light, Mega Man #1 † 6.0 6.1 Mega Man is over. Today is the dawn of robot masters. - Lord Obsidian, Gauntlet Part I † Given, I jump ahead of my concept notes, but ... - Dr. Light is talking about DLN-065 Concrete Man Mega Man #17 † Rockman 10 Years History Book Page 89: The numbers displayed in Rockman 3 had to be co-created by Dr. Law and Dr. Wily, so, strictly speaking, it may be fair to say that their model number is DR &#amp;#x26;#amp;#x26; W.N. † Dr. Light: Those look like my designs. Are they--? Dr. Wily: Yes, the ones we codeveloped that Ra Moon stole! Mega Man #36 † Replloid Research Lavatory: Dr. I Right Breaks It Down (Club Capcom magazine) † Featured Mega Man Zero Stage 3 Area X-2 in the background. In addition to the Japanese mega man X2, Sigma mentions that zero is the last wily numbers. † UDON English Mega Man Official Complete Works and Mega Man Megamix Volume 3. † Saishinban Rockman Super Daihyakka, Kodansha, May 1997, ISBN 4-06-103310-7, p. 102. † Rockman &#amp;#x26; Rockman X Daizukan page 72 † 15.0 15.1 15.2 15.3 15.4 15.5 Mega Man: Robot Master Field Guide † But if I said, I have the power to make you great again? I can make you a robot master. - Sergeant Breaker Night, Trust Your Guts, Man! External links

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