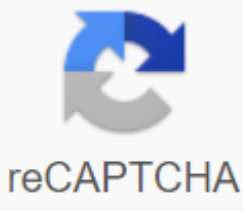




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## Mega man 10 wily stage 5

This article is about nintendo entertainment systems and Famicom games. For the slave game, see Mega Man V (Slave Games). Mega Man 5North American cover artDeveloper(s)CapcomPublisher(s)JP/NA: CapcomEU: NintendoDirector(s)Ichirou MiharaProducer(s)Tokuro FujiwaraDesigner(s)Ichirou MiharaProgrammer(s)Tadashi KuwanaArtist(s)Keiji InafuneHayato KajiNaoya TomitaKazunori TazakiKazushi ItoComposer(s)Mari YamaguchiSeriesMega ManPlatform(s)NES, PlayStation, mobile phones, Microsoft WindowsRelease December 4, 1992 NESJP: December 4, 1992[2]NA: December 1992[1]EU: March 10, 1993[3]PlayStationJP: November 25, 1999[4]Mobile phoneJP: October 1, 2007[5] Genre(s)Action, platformMode(s)Single-player Mega Man 5 (stylized as Mega Man V on title screen)[a] is an action-platform video game developed by Capcom for the Nintendo Entertainment System. It was the fifth match in the original Mega Man series and was released in Japan on 4 December 1992. He witnessed the release the same month in North America and in 1993 in Europe. Taking place after the events of Mega Man 4, Mega Man's brother and Proto Man's allies led a group of menacing robots in an attack on the world and kidnapped its creator Dr. Light, who asked Mega Man to oppose his brother. Mega Man 5 brings more of the same graphic styles and action platform games as the previous four chapters in this series. The game introduces a new character, Beat, a robotic bird that players can use as weapons once a series of eight-letter collections are found. Artist Keiji Inafune was forced to re-portray the boss several times but described his work as fun. Mega Man 5 has been met with positive critical reception for its graphics and music, while receiving criticism for its lack of innovation in its plot or game. Like other NES games in the series, Mega Man 5 was reissued in Japan on PlayStation, PlayStation Network, and mobile phones; in North America as part of mega man's birthday collection; and in both regions of the Wii Virtual Console. It has also been released in North America, Europe, and Japan on the Nintendo 3DS and Wii U Virtual Console. [6] The plot of Mega Man 5 takes place in the 21st century, about two months after the events of Mega Man 4, when mad scientist Dr. Wily once again tries to take over the world. [2] Proto Man, a secret brother and once an ally to the world's largest mega man, presided over an army of robots in a series of devastating attacks around the world. [7] To paralyze the defenders of the world, he kidnapped his own creator, genius scientist Dr. Light. [8] Mega Man wondered why Proto Man did this, but with little choice left, he set out to block it, assisted by Beat, the robotic bird given to him by Dr. Cossack. Mega Man tackles new set Powerful Masters robot working under Proto Man: Star Man, Gravity Man, Gyro Man, Stone Man, Crystal Man, Charge Man, Man, Man, and Wave Man. Mega Man then made his way to the Proto Man fortress and confronted his fellow inventions, which almost destroyed the protagonist in the process. However, the second Proto Man arrived on time, revealing the first as Dark Man, one of Dr. Wily's latest robots. [9] Mega Man escaped the challenger, then chased Wily to his latest hide, beat him, and saved Dr. Light. However, the fort began to collapse, and while Mega Man was distracted from holding the ceiling from crushing himself and Dr. Light, Wily managed another retreat. Just after Wily escaped, the commonly heard whistle, and part of the ceiling blasted away, allowing Mega Man and Dr. Light to also escape. When the two watched the castle collapse remotely, their mysterious rescue was revealed as the Proto Man, which quietly slipped unsuitable. Game of Players (as Mega Man) and his bird companion Beat traverse Star Man onstage. Mega Man 5 is an action platform game that is very similar to previous titles in the series. The game revolfured players using the mega Man middle character to run, jump, and shoot his way through a set of levels. If a player takes damage, the meter of Mega Man life can be replenished by taking an energy capsule scattered about every level or from falling enemies. Mega Man's default mega Man arm can be fired unlimited. The mega Buster charge feature, introduced in Mega Man 4, has been upgraded to allow powerful shots and is charged to include a slightly wider area. [2] Each level ended with a boss's battle with the Master Robot; destroy that the Robot Master allows players to copy special Master Weapons, which can be sorted and used throughout the remainder of the game. Unlike Buster Mega, the Master Weapon requires arms energy to be used and must be refillit if it is finished at the same selected level. [7] Other forces including additional life, Energy Tanks, and a new Mysterious Tank, which fully saves health and all the power of the item, can be picked up as well. [10] After completing a certain stage, players can call on Mega Man Rush's loyal dog to reach a higher platform or across large gaps using the transformation of Coils and Jets. This ability requires a re-excavation with the same weapons energy used by the Master Weapon. [7] [12] Some level designs in Mega Man 5 differ from the previous game in the series. For example, on stage Gravity Man, gravity is reversed from floor to ceiling, while on stage Wave Man, players drive water craft from halfway point to the boss's room. [10] Hidden in Eight Robot Master rankings are collection circuit boards. Collecting all eight of these boards (spelling M-E-G-A-M-A-N-V in the English version or R-O-C-K-M-A-N-5 in the Japanese version) gives players access to a robot-bird friend named Beat. Beat can then call on the Beat to attack any onscreen enemy. [7] [10] [12] Mega Man 5 development was developed by Capcom. Having had a big involvement in development in all previous Mega Man games, artist Keiji Inafune, credited as Inafking, worked under the leader of a new project for Mega Man 5. Like past participation in the series, Inafune used his experience to guide his supervisors and other team members. [2] He did this to avoid making what he considered an unreasonable game, [...] front to the player. As a result of this leadership, Inafune felt mega Man 5 turned out to be a lower difficulty level. [2] The team had felt they had reached all the games they got with the release of Mega Man 4, so they decided to simply introduce a power version of everything, like Mega Buster. [2] After working diligently on the fourth installment of the series and becoming the man behind the mega Buster imposed concept, Hayato Kaji, credited as H.K, was called in to assist during the development of Mega Man 5. The game took a while to come together at that point according to Kaji. [2] Inafune summarized his work on Mega Man 5 as fun, but he admitted to having problems with design, balance, and color. [2] In the new direction Capcom held a competition in collaboration with Nintendo Power Magazine asking for submissions for new villainous characters, eight Master Robot bosses in Mega Man 5 were the result of fans sending their own designs to Capcom. [13] Capcom received more than 130,000 character submissions for the game. [2] Inafune recounted the difficult time getting the approval of the elected boss, forced to re-describe it several times. [14] However, the artist had little problem in designing Beat, whose first draft was received by Inafune's top man. [2] The idea for Beat came from the development of Mega Man 3, where concept support robots include dogs and birds. The team chose to retain the dog's character as a Rush to the game before, while birds would serve as the basis for Beat's character in Mega Man 5. [2] Mega Man 5 music score was composed by Mari Yamaguchi (credited as Mari). [15] ReceptionReview's acceptance and legacy scoredPublicationScoreAllGame[16]EGM7.75 of 10[17]Famitsu23 of 40[18]Game Informer7.75 of 10[19]GamePro[12]IGN8.5 of 10[20]Nintendo Power3.825 of 5[21] Mega Man 5 has enjoyed a general positive reaction from print and online publications. Many critics are free graphics games, music, playing control, and level of challenge. [12] [16] [19] [20] [21] [22] [23] [24] [25] Lucas M. Thomas Mega Man 5 is one of his favorite inclusions in the series and, due to its derived difficulty compared to its predecessors, regards it as the easiest bunch to pick up and play casually. [11] IGN lists Mega Man 5 5 84th best game in NES. [26] Like other sequels in the Mega Man series, Mega Man 5 has been criticized for its lack of innovative games and storytelling. GamePro formulates the game as déjà vu once again for the series to be sipped and that Capcom must get some kind of cash return for the video game's re-series. [12] Jeremy Parish 1UP.com regard Mega Man 5 as a painful phone episode lacking not only innovation, but almost all the embezzlement and balance that made the previous game so fun. [27] In 1999, Mega Man 5 was reissued for PlayStation as part of Japan's exclusive Rockman Complete Works series. [4] It features a useful navi mod for beginners, organized music, encyclopedia modes, and artwork. [22] Less additional versions were issued in North America for the PlayStation 2 and Nintendo GameCube in 2004 and Xbox in 2005 as part of mega man's Birthday Collection. [29] Another port of play was released in Japan in 2007 for mobile phones compatible with Yahoo! Mobile and the EZweb app. [5] Finally, in 2011, the NES version was provided on the Wii Virtual Console service in Japan and North America, and the PlayStation Network in Japan. [30] [31] It has also been released on the Wii U Virtual Console as well as the 3DS eShop. [33] Reference ^ known as Rockman 5: Blues no Wana!? (ロックマン5 ブルースのa (a.k.a.)!?, Rokkuman 5 Burūsu no Wana!?, lit. Rockman 5: Blues' Trap!?) in Japan ^ Nintendo staff. NES Games (PDF). Nintendo. Archived from the original (PDF) on December 21, 2010. Retrieved 2011-09-24. ↑ a b e i j k Mega Man: Complete Official Works. Udon Entertainment. January 6th, 2010. Pp. 28-33. ISBN 978-1-897376-79-9. ↑ N-Force Staff (August 1993). Start: Mega Man V. N-Force. Impact magazine. 2 (2): 8. ↑ b Mega Man: Complete Official Work. Udon Entertainment. January 6th, 2010. Pp. 102-3. 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