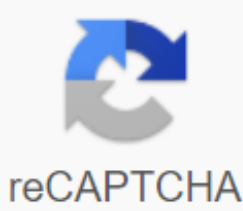




I'm not robot



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Mega man 5 boss damage chart

Для описания того, что означают эти статистические данные, см. Открытое меню: Нет заряда: Нет потерять заряд: Да Горизонтальная отдача: 1 блок Вертикальная отдача: 6 блоков Выстрелы на экране: Да Fall Off Лестница: Нет Робота MastersMBSTCHWASCGRGYCRNABEAR Каменный человек1:310111111 Заряд Man1:34011111 Волна Man1:3141101111 Звезда Человек1:3104101111 Гравитация Человек1:3101401111 Гиро Man1:311111111 Хрустальный Человек1:31111111 BossesMBSTCHWASCGRGYCRNABEAR Темный человек 11:3113111131 Темный человек 21:3101101231 Темный человек 31:3111102111 Темный человек 41:3211201111 Крепость Босс 1 11:31001014101 Крепость Босс 21:3200014111 Wily 11:30004011110 Wily 21:31001011104 Wily 31:300000011121 Notes : MB and Mega Buster. The first digit is ordinary pictures; The second digit shots charged in full force BE - Beat AR - Super Arrow Data collected by Pixelboy Boss data from Daniel Received from: Charge Man Characteristics: Non-Shooting Color Scheme: Salmon and White Blow Charge creates an explosion of energy around the legs of Mega Man when it slides, which subsequently damages everything he strikes. This is activated automatically whenever you slide while it is equipped. Use it to plow through certain walls. The crystal eye shoots one smooth sphere. If the sphere hits something solid, it will break into a few smaller spheres that ricochet around the room. Because of this, you can hit the enemy with one shot. Try to shoot at the robot master's head so that the eye bounces off the wall behind it. Received from: Gravitational Human Characteristics: Full-screen color scheme: Purple and white gravitational retention Gravity twisted at a short moment of firing of this weapon. It is capable of many feats, from damaging enemies to throw them off the screen. Features: Sighting color scheme: Green and white appears in: MM5, MMPB, MMPF Gyro Attack Propeller-like blade, spinning horizontally, flying forward. Tapping the direction on the control panel or joystick can cause it to change direction once, so it flies from the screen up or down. Napalm bomb Napalm Bombs bounce along the ground, exploding when they strike something or after a given period of time if nothing occurs before. Features: Multi-directional color scheme: Dark purple-brown and white appears in: MM5, MMIV, MMGG Power Stone A few large pieces of stone spiral outward from the user. It can hit things high in the air where a normal Mega Man gun can't reach, but it can also be somewhat difficult to aim for. Star Crash Despite its name, this shield is in the same order as the others. However, this one has a good addition in that you can not only walk while it is active, you can also fire it on your own by pressing the fire button. Colour scheme: Blue White Wave Water A small wave of water damage travels on the floor for a short distance. Distance. The usefulness of this is limited in that it can only hit things on or near the ground. Also known as: Life Energy appears in: MM1, MM2, MM3, MM4, MM5, MM6, MM7, MM8, MM9, MM10, MM11, MMI, MMII, MMIV, MMV, MZB, MMWW, MMPU, MMGG, R'FWS Energy Pellet Energy pellets to replenish your life meter. Small top up 2 units is not much, but it can really add up. Appears in: MM1, MM2, MM3, MM4, MM5, MM6, MM7, MM8, MM9, MM10, MM11, MMI, MMII, MMIII, MMIV, MMV, MMW, MMPU, MMGG, R-FWS 1-Up Extra Life. If you have one of these when you bite the dust, you will be given another chance to stage, restart at the farthest point of the sequel that you have reached. Also known as: E-Tank; Energy can appear in: MM2, MM3, MM4, MM5, MM6, MM7, MM9, MM10, MM11, MMI, MMII, MMIII, MMIV, MMV, MMWW, MMGG Energy Tank This is a whole supply of energy that Mega Man can carry with it to need. You use them from the subscreen. If used, the Mega Man energy meter will be fully replenished. Mega Man can carry up to nine of them at a time. Also known as: M-Tank appears in: MM5, MM9, MM10, MM11, MMGG Mega Tank Actually, it's the same as a super tank, and is obsolete in favor of Super. It replenishes all the weapons and energy of Mega Man. This is in a very limited amount of supply at certain stages. If you use this when your health and weapons meters are all already full, then every minor enemy is now on the screen turning into 1-Up. If there are no enemies on the screen, when you try this trick, you get one life. Appears in: MM3, MM4, MM5, MM9, MM10, MM11, MMII, MMIII, MMIV, MMV, MMWW, MMGG, R'FWS Rush Coil This is a springboard that allows Mega Man to jump long distances. However, here it works differently than in previous games. Call Rush with a button of fire, and then jump on Rush himself will jump; You have to jump off it to get anywhere. It takes

a bit of coordination with movements to use this form. Appears in: MM3, MM4, MM5, MM7, MM8, MM9, MM10, MM11, MMII, MMIII, MMIV, MMV, MMV, MMWW Rush Jet Mega Man can jump on Rush and ride it, just like a board. As a point-2, you have little rush control in this game; It always flies straight forward and you can only control up and down to degrees. Beat Beat is called with a whistle and follows Mega Man around attacking things on the screen. When Beat feels the enemy he can attack, he flies out, bodily blows the enemy, and comes back to you. Each blow drains some of its energy depending on how much damage the Beat has done; You can recharge energy just like any other weapon: with the energy of a weapon. Beat is not able to attack certain targets; However, up often it can attack things that you can't shoot yourself. Keep in mind that you can still shoot your hand gun while the beat is active. Also, you have to resummon beat every time you change screens. Super Arrow This fires an arrow with a special sucker at the end that will attach to the walls. Mega Man can ride the arrow and can also use it as a stepping stone as soon as it is attached to the wall. Disappears after a while. Also known as: Rockman; Rock number: DRN001 appears in: MM1, MM2, MM3, MM4, MM5, MM6, MM7, MM8, MM9, MM10, MM11, MMI, MMII, MMII, MMIV, MMV, M'B, MMWW, MMPU, MMPB, MMPF Mega Man Mega Man was once a home robot named Rock, but when Dr. Wylie turned evil, Rock was transformed by its creator. This little blue robot is equipped with twin cannons and a weapon copying system that allows it to take weapons from defeated enemies. Appears in: MM3, MM4, MM5, MM6, MM7, MM8, MM9, MM10, MM11, MMII, MMIII, MMIV, MMV, MSB, MMWW, MMPF Mega Rush Man's Dog Companion, this robot dog is built by Dr. Light to help with Mega Man's travels. Rush is always ready to answer the mega Man call; When Mega Man needs to use a Rush form, his dog teleports, does his thing, and walks away. Any weapon energy you pick up while you have a Rush equipped shape (even if Rush isn't on screen at the time) goes to that rush form. Also known as: Dr.Right; Dr.Wright appears in: MM1, MM2, MM3, MM4, MM5, MM6, MM7, MM8, MM9, MM10, MM11, MMI, MMII, MMIV, MMV, MMWW, MMPU, MMPB, MMPF Dr. Thomas Light Xavier This is the scientist who started it all because he was the first man created by the robots. He was responsible for creating Mega Man and Roll, and he worked with Dr. Wily for some time. Also known as: Blues; Break Man Number: DRN000 Appears in: MM3, MM4, MM5, MM6, MM7, MM8, MM9, MM10, MMIV, MMV, MZB, MMWW, MMPU, MMPB, MMPF Proto Man Proto Man is the brother of Mega Man, which was built by Mega Man, which was built Light even before Mega Man was even built. He likes to be alone, do things his own way. Usually it is preceded by a characteristic whistle. Also known are known Dr. Wylie; Dr. Wiley appears in: MM1, MM2, MM3, MM4, MM5, MM6, MM7, MM8, MM9, MM10, MM11, MMI, MMII, MMIII, MMV, MMV, M'B, MMWW, MMPU, MMPB, MMPF Dr. Albert Wylie Dr. Wylie was once a partner of Dr. Light, but then he turned against his former colleague and tried to take over the world. After several defeats, he decided to try to get others to do their dirty work for him. Dark Man Dr. Wily created this robot to frame Proto Man and try to destroy Mega Man. There are several variations of it, each of which is a slightly different attack patters. Dr. Cossack Scientist and robot designer, Dr. Cossack was forced to turn his master robots against Doctor of Light and Mega-Man Dr. Wiley, who held his daughter hostage. However, as soon as she was released, Dr. Cossack quickly switched sides. He befriends Dr. Light and helps him in his creations. Eddie Dr. Light walks a suitcase. Eddie brings Mega Man points and power-ups to the field. It appears in certain rooms and carries random contents, although it usually produces energy capsules. Charge Man This Robot Master looks like a locomotive, and is hard though not impossible to clean with The Mega Man jumps. Charge Man can rain down flaming rocks after first tooting them into the air. But most of the time it just charges back and forth, plowing through you if it's in contact. Go it only if it's headed your way, and use Power Stone or fully charged Mega Buster shots. You can't hurt it when it uses its meteor attack, or when it's in the middle of charging (but you can hit it just before it charges). Crystal Man's crystal man usually shoots his Crystal Eye already broken into four separate balls. He also has a plasma hand gun in addition to his attack. Dodging a few balls can be tricky, but it's possible. Use Gyro Attack to finish this guy fast. Or you can use Crystal Eye against it, which works well, except that you have to forget about dodging altogether. A gravitational man capable of switching gravity, Gravity Man will do so constantly in an attempt to collide with his opponent in the air. Since the Gravity Man has a specially designed helmet, the collision usually ends in his favor. He will also use his single built-in cannon to fire plasma shots. Although it has a good purpose, you can dodge if you move fast enough. Use Star Crash to turn collisions in your favor; remember, however, that Gravity Man can penetrate the shield and you will end up trading blows if you get too close. The gyroman, equipped with screws built into the back, the Gyro Man can himself into the air and likes to fade away in the mist that usually blankets his lair. His Gryo Attack sends semi-elusive propellers. When you jump them be sure to keep moving and never jump straight up. Gravity Hold quickly bring Gyro Man back to earth. Napalm Man This guy's boyfriend Bombs bounce along the ground a bit before exploding. Napalm Man has a bomb shooter built into each arm, and thus can send two bombs at once. Nail it with a crystal eye if you want easier. You can try to hit it directly for more direct damage, or bounce it off the wall, and let the Crystal Eye split into three to hit it multiple times. Star Man The Star Crash is actually another protective weapon with which Star Man likes to surround himself as he bounces around the room. Plasma him with powered-up Mega Buster shots whenever he lowers the shield. This is probably much easier than using any master weapon. Stone Man This giant robot carcass is built to look as if it is built entirely of brick. His weapon is Power Stone, which sends several stones into the spiral formation. Stone Man will also jump high into the air and try to land on his enemy and sometimes he jumps around repeatedly, chasing you to the point of madness. He sometimes seems to crumble into a pile of bricks when he hits the ground after a high jump, only to quickly get back on his feet. Napalm bombs work well on Stone Man, although they are frustrating to use as he is invulnerable most of the time (you can't hit him when he charges his Power Stone or when he's collapsed into a pile of bricks). Sometimes it is better to simply plaster it with a quick fire of plasma shots. Wave Man This variation of aquatic robots usually stays on land, although it is able to send a wave of robot-damaging water to its enemy. He can also shoot spears from his constant cannon. Use the charge kick to wash away wave man. Man.

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