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Mega man 3 weakness chart

Story Dr. Wily turns from his previous evil ways and starts helping Dr. Light again. This time, in addition to normal robots, the two are building a huge peace-keeping robot called Gamma. But their newest set of Robot Masters go berserk, and the two scientists really need eight power crystals buried deep in the robot's domains. Mega Man is called in to fight through the enemy forces, stop them and gain possession of the crystals at the same time. There is more here than meets the eye, namely—Proto Man! Mega Man's long-lost brother makes his return in this game—the first time we as a player game see him, though Dr. Light obviously knows who he is. Proto Man was Mega Man's prototype and the first robot Dr. Light built. He chose a particularly confusing time to return, however, as Dr. Wily is rarely on the level... Mega Man 3 introduces Mega Man's heavily misunderstood twin brother, Proto Man. It also has the debut of Rush, Mega Man's robot dog, and this is the first game where Roll is actually called. Play Control: You can't get much better than this. Well, you can (the picture is annoying to perform, sometimes) but close enough. Hitch a tour and travel in style. Graphics: Like Mega Man 2, this game adds more detail to the background, eliminating many of the usual color backgrounds. Animation: Still the same. Music: Although the game's songs were not as memorable, they were performed well enough. Must love Proto Man's melody... and how you only hear half of it during normal play... Sound effects: The sounds were more fine-tuned in this game, but thankfully a lot of the good originals were preserved. Plot: This game had a very nice plot, what with Dr. Wily's deception and the appearance of Proto Man. But unfortunately you only learn the whole story by reading the manual; The game opens with no story scene at all. Difficulty: (easy) This game has its difficult points, but the fact that you can have nine Energy Tanks and can cheat big time cuts its difficulties to during even that Mega Man 2. Replay Value: Almost perfect control and lots of extra stages that are not fortress stage make for a game that is a lot of fun to play. Polish: The biggest changes were Rush and the picture, but as a whole the game played and felt very nice. Total: 93% This is another definite play. It was the last NES Mega Man game to retain the good, solid feel. In fact for a little while it remained my favorite Mega Man game ... until Mega Man IV came and knocked it off like perch. + Plus: I like the cool stunts you can pull off by using controller two (see below). - Minus: They should have added a duck instead of (or in addition to) a picture. There are actually two loops in this game to use Master Weapons against Robot Masters; you will only have to break into each separately using the arm cannon cannon anything that's practical. Of the last three, personally, I find Snake Man the easiest to hit with just the arm cannon. Note: Use any Robot Master's own weapon against him to defeat each one in just seven hits. However, I don't suggest trying this with Top Man. Doc Man (AKA Doc Robot) will annoy you in the four stages that follow the first eight. Doc Man can temporarily imitate other robots. In each stage you will battle two incarnations of him, and each time he takes on the form of a Robot Master from Mega Man 2. (Interestingly, often the form he mimics matches the scene in some way: for example, Gemini Man's scene looks something like Flash Man's.) Needle Man's stage: Air Man: Doc Man is a little tougher than the robots he imitates. Use Spark Shocks or Magnet Missiles. (Note: in Wily Wars the magnet Missiles fly differently, making them almost useless.) Crash Man: Haven't I seen you anywhere before? Four hard knuckles will make this guy in if you can beat him with them. Otherwise try Top Spin. Gemini Man's Scene: Flash Man: Use Shadow Blades, Gemini Laser, or Needle Cannon. Doc Man's big size makes him a great pain here because you can barely clear him with your jumps. Bubble Man: (I think the fact that the Robot Master room is underwater is a good clue as to who you will fight here...) Use the Shadow Blades or The Kicker. Shadow Man's stage: Wood Man: In Mega Man 2 you could use Crash Bombs to penetrate Wood Man's Leaf Shield. Now you no longer have that weapon, so you'll have to wait until Doc Man throws away his protection. Then skin him with needles from needle cannon or use Hard Knuckles. Heat Man: Some enemy shots can be destroyed by shooting them. Hit him with a Shadow Blade or a Hard Knuckle, then get out of the way as he zooms across the screen. Spark Man's stage: Metal Man: In Mega Man 2 you could finish Metal Man off with a single Metal Blade. Now you don't have this weapon, but the Shadow Blades do the job to a lesser degree. Or you can use Hard Knuckles or Magnet Missiles. Fast man: Now he has speed and size. And you don't have a Time Stopper! Another unfortunate thing is that two of the hardest weapons to fight with are the ones that cause the most damage: gemini laser and search snakes. Good luck to you. Fortress Bosses: Turtle Maker: Shoot the robot turtles with Shadow Blade and Maker will self-destruct. Don't bother trying to beat Maker yourself because it's immune. Yellow Devil Take 2: Hit his eye with hard knuckles, and use Rush Jet to avoid wave. Triplet of Holographic Clones: Your shots will only affect one of the clones, and every time they go into the gaps and get back out, the computer randomly swaps them around. For best results, throw a Search Snake on each ledge as the hologram emerges. When you find One that the Snake hits, center your attacks on that one. You can try Top Spinning the real one when you expose him, but you may want to save your Top Spin energy for Wily. Wily 1st time: Take out the cannon under the machine first with Spark Shock, then hit the dome over Wily's head with Hard Knuckle. You don't have to wait until he comes down if you use the super jump (below). Gamma: Use Shadow Blades or Hard Knuckles (you'll need the super jump for the latter, but only four Hard Knuckles). When your head breaks away, hit the top of the dome with Top Spin, or better yet, stand under it and super jump right up while you spin away. Search Snakes will also work if you can get high enough to hit with them. This will take you to the Doc Robot (AKA Doc Man) stages. This will take you to the Break Man mini-stage. This will take you to Wily's Castle. For other passwords, try the password crack or JavaScript password generator. Rush has three forms in this game: Rush Coil (springboard): You have this from scratch. Rush Marine (submarine): Get it right away by defeating Shadow Man or indirectly by defeating Spark Man (see below). Rush Jet (jetboard): Get it right away by defeating Needle Man or indirectly by defeating Shadow Man (see below). Mega Man 3 is full of them! (Note: Generally these only work in the original NES version of this game. That said, Jesse reports that they are doing work in the PS4 version. I wonder if it was on purpose or by mistake?) Ask a friend to download the other controller (controller two) and try these out. Super Jump: Hold on to controller two and Mega Man's jumps will almost touch the top of the screen! These eggs are perfect for collecting power-ups. Slow-bo mode: Hold the controller two for slow motion. (Actually, it's really just the animations that are slowed down.) Time Stop: Hold and on controller two to freeze most robots in their tracks—including Mega Man. You won't be able to move unless you jump first. But you can still fire your arm cannon, which is why this is such a useful trick. Note that robots in motion will usually continue to move, but you can use this to freeze most of the Robot Masters during at least one stage of their attack. Then you can fire off at the helpless robot for an easy victory! Jump/Stop combo: Hold , and to freeze the action and give you super jump! Invincibility from bottomless pits: If you happen to fall into a pit, quickly hold down on controller two and press the jump button on the controller one to jump out—even after you hear the dead sound effect! You have to play the rest of the scene without music, but it's worth it to save your skin! Navigating bottomless pits: Hold on to controller two and then jump into a bottomless pit. Hold that button down while moving left and right using the A. You can slide through the pit safely avoiding avoiding above. When you are ready to leave, press jump on controller one to get out. There are a couple of catches to this, though— one, if you stay down there too long, you die; and two, sometimes Mega Man takes damage down there. Still, it's a useful trick to get past the long bottomless pits without using Rush Jet. Zombified Mega Man: (Named after Zombie Effect in Final Fantasy III.) Here's a really interesting one to try. While you're holding on to controller two, jump into a pit. Now hang out down there until you hear the dead sound effect and your energy meter plunges to zilch. When this happens you need to jump out immediately or Mega Man will perish. When you're out of the pit, you can travel on with absolutely no energy. No robots will be able to hurt you. The downside is that you can't fire your arm guns (Mega Man no longer has enough energy to do it!), but you get to fire all the Master Weapons you've got (running off their own energy supply)—including Rush—which means you'll be able to defeat the stage manager without any problems, provided you don't get on weapons energy. One final note about this trick: all the energy you pick up will cure Mega Man's zombie condition by restoring some of his health. He will be able to shoot again, but he will also be able to die. An Energy Tank will also do this to him, in case you need to be able to shoot again. Weapon energy will not, so you can safely upload your weapons as usual and still be zombified. Transform a weapon energy capsule into Rush Jet/Marine: Having trouble getting past the pink elevators in Spark Man's stage, or the underground lake in Gemini Man's stage? Would Rush really come in handy but you haven't beaten the robot necessary to get the right shape? Then this is the trick for you. First, find a weapon energy pellet or capsule (a capsule would be better as you get more energy for it.) Now, go to your sub screen. If you want Rush Marine, point to Spark Shooter; if you need rush jet point to the shadow blades. (You must therefore have these weapons for this trick to work.) Now push right. Rush will appear, wagging his tail. Press or . Pick up the energy capsule. Although the selected mode will not appear on your weapon list until you either use it or get it for real, you can now use Rush in this new form. Also, you need to fill up their energy before it will be of great use, but this can get you out of some tight spots! Sustained Rush Jet: This one is covered in the database section. Whacked-Out Level: (Submitted by too many people to name.) Use the super jump listed above to enter the gemini man level screen where Proto Man is displayed. If you position yourself right, you'll fall right through the block that Proto Man lands on, before he even blows it up. I have heard that this will be his whistle to reach and goof up up graphics for the rest of the level, although I haven't tried it myself. Longer Whistle: (Submitted by too many people to name.) I've heard that if you open the underscreen with just the right timing when Proto Man makes an appearance, you can hear more of his whistle than is played normally. I haven't tried this, but my guess is this extended whistle is identical to the one that plays during the end. Invincibility: Go to the weapon screen, then hold and on controller two as you exit the underscreen. Mega Man will be frozen in his weak-warp state and can't be harmed! This isn't always useful because you can't do anything while being phased, but it's a pretty neat trick. (Try it while fighting the yellow devil!) Its greatest asset is its use in the trick below... Longer end: After hitting the game, hold and on controller two during the time that Dr. Light says Mega Man, I discovered that you are lying here when I came in. I wonder who... Then, keep holding these buttons down! The end will continue as usual until Mega Man tries to teleport out of the lab. At this point, because you hold down the freezer buttons, he will get stuck in his teleport stance and nothing will happen. The music will continue to play, and you can sit there and listen to it as long as you keep those buttons held down. (Thanks to Metool for telling me about this.) Try this, ending music is actually about two times longer than what you normally hear—and it gets pretty wild too! Mega Man defeats Gamma and Dr. Wily falls to the ground, begging for mercy. (I guess I don't need to mention that part all the time...) But Gamma was a big robot, and its destruction destroys the lab. The roof falls on both Mega Man and Wily (although this scene is a bit generic-blocks are shaped perfectly and they just happen to fall right on their targets... oh well...). Then a shady shape (which we can't guess who it is) drops down, releasing Mega Man. Where's Dr. Wily? he asks the dusty air. Had the scientist escaped and left mega man for the dead? Oh no, too late... When Mega Man gets to, he'll be back in the lab and Dr. Light leans over him. I found you lying here when I came in, explains the researcher. I wonder who— He breaks off as Proto Man's characteristic whistle rings through the air. Yep, Mega Man's saviour was the mysterious red guy. We then see Mega Man walking outside the lab. We also see Dr. Light's old invention notebook, which reveals that he created Proto Man and that the two are brothers. Mega Man stops and looks up; there is a picture of Proto Man in heaven. It's also a strange eye flying past a tree. I think it's going to be Wily's saucer, and I'm proclaiming in advance that he actually survived... Survived...

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