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Mega man 9 boss weapons

Story It seems like a pretty typical event when Robot Masters around the world starts going on a rampage: But this time around Dr. Wily rejects any association and blames Dr. Light. Wily even goes so far as to show a fake video and asks for people to donate to him so he can build an army of robots to counter this threat. With the world somehow wondering if maybe Wily is telling the truth for once (when does he ever?), Mega Man decides to go out and solve the immediate problem: rogue robots. This is a game that can be downloaded in the style of NES. Thus, while I could call it a NES game, it honestly isn't; It's not available in cartridge form, and you'll need a Wii, Xbox 360, or PlayStation 3 to play it. (Buy it through Xbox LIVE or PSN. It was also previously available via WiiWare. Lacking any of these options, try Legacy Collection 2.) I feel a little gunted up... This game has several unlockable modes available as separate downloads. Once you've bought the game itself, check what kind of additions you can snag for it. Along with the main games, you can play things like different time trials, hard modes, a survival mode, and Proto Man mode (which lets you play as Proto Man ala Powered Up, even in this game he has no plot). How supported this game also has official results; as this is written, this list for Xbox has tips and suggestions on how to acquire each one. (Click each performance name individually.) Similarities and differences Just a quick list of where the designers borrowed certain aspects of the game and where they differed from the classics. This list is not meant to be exhaustive, but covers some of the highlights: The Item Replicator: This began way back in Mega Man IV. Nice to see it back; Item Replicator is one of this game's greatest saving graces. Rush Coil: They chose a good implementation here; I'm glad they don't use the Mega Man 5 version for example. Rush Jet: At least Rush Jet is in this game and can be controlled, not like Mega Man 8. The only downside is unfortunately they used a less useful implementation of it. (For an example of a good Rush Jet, see Mega Man 3.) As a side note, proto Man doesn't have Rush at all, which is surprisingly accurate considering he has no plot. The replacements he gets are new, although the Rush Jet replacement is similar to Item-2. (And ironically the Rush Coil replacement looks kind of similar to Carry from Mega Man I although it's not the same.) Mega Buster: Unfortunately, Mega Man doesn't have a Mega Buster at all. Proto Man does (but in accordance with previous games his version should technically be called P.Strike-I will not complain, although, since renaming identical weapons, just because it is being exercised by another person always struck me silly); However, it is useless because they used Mega Man 4 implementation for it (well, technically Mega Man 5). Now that Mega Man 4 first came out, I didn't keep its substandard implementation of Mega Buster against them because I don't expect them to completely refine a new feature in the very first game that it's introduced. But Mega Man 9 is a different story- they had plenty of other games to borrow a decent Mega Buster from, and for whatever reason they chose to grab the worst possible. For a good Mega Buster implementation, see for example Mega Man IV (minus kick if you really must). I think I'm going to stay here until I'm drunk... Slides: Where is it? Proto Man has one that is completely inaccurate – in the past he has always had a line, not a slide. The slide has always been Mega Man's own unique trademark. Mega Man's shot goes through walls here. It's something that's been with the series for pretty much forever; but believe it or not, later games have started to remove this feature in favor of something a little more, well, realistic. But being able to shoot through walls just adds so much extra strategy, so I'm pretty glad they kept this. Proto Man's shield only works when he jumps, and won't protect him while he's standing. It's strange backwards, all other games (such as Mega Man 7) worked exactly the opposite of this. That said, you can reflect shots back at enemies with the shield in this game, instead of just blocking them like other games, and that's pretty funny. Mega Man's eyes follow your choice on the stage select screen. I've always found that to be nice. It's from Mega Man 3. They actually put a UI button on the stage select the screen to enter Dr. Light's store, rather than relying on you remember to press. Exit Unit: Otherwise known as Escape Unit. Since you can't save on stage select the screen, this would have been useful to have instead. Granted, only a few of the classic games even have an Exit at all, but it would have been a real time saver. Subscreen: This game has two menus — the subscreen and the system menu. As a kind of strange error, opening and closing your underscreen disappears all the weapon shots that you had active on the screen, even if you still have the same weapon equipped when you leave the subscreen. However, this does not happen when you open the system menu. Saved games can not remember progress through fortress. This is a place where I really wish they had broken with tradition here. Well, at least there's only one fortress. Play Control: The controls are pretty good, certainly getting close to matching the feel of many of the other classic Mega Man games (though putting the underscreen on instead of really messing me up). In fact, most of the time when you will be swearing the control is not actually a mistake the piece controls itself, but rather because stage designers seem to have overrated Mega Man's jumping range almost everywhere. Graphics: I went back and studied graphics from previous NES games just to update my memory, and I would say the graphics here seem to fit the overall style quite well. The only thing that feels off to me is the graphics in Mega Man 9 seem to strongly favor the color variety, more than most of the other games. It's hard to describe, but take by comparison this screen from Mega Man 3, or this one from Mega Man 6. Still, the overall feel of the graphics is pretty close. The new sprites do a pretty good job of sticking to the style of the original games in most cases. (Certainly better than my artwork.) Most of the Robot Masters have a variety of frames of animation just for when they do their pre-battle poses. (Ironically, the new Sniper Joe in this game is so detailed that he almost sticks out like a sore thumb, which is a bit of fun.) Music: Many of the songs are from previous games, mostly Mega Man 2 (although ironically they seem to have chosen all the really short and repetitive ones from this game). Some of the songs are pretty high-frequency and repetitive (Tornado Man's comes to mind), but the rest of the music isn't that bad. The opening/ending is pretty nice, for example. A pity it all had to be in mono though. Sound effects: Most sound effects are taken directly from previous games, though you're unlikely to hear them because the music volume is significantly higher in comparison and tends to drown out sound effects (at least on Xbox). The sound to when you pick up a screw is a kind of grate, and so is the charging sound effect for Proto Man, even if it's not a central part of the game. Plot: There are cut scenes scattered throughout the game that I give them points for. But I don't like the plot itself. It just doesn't seem to fit into the original series well; I think the writers kind of forgot they didn't write for the ZX series here. (That said, the ending is awesome, so I can forgive them, for the most part.) Difficulty: (normal to insane) In fact, the overall stage design is quite normal for the Mega Man 4 - 6 era. But each stage has at least one place where the difficulty suddenly spikes through the roof, usually due to some pretty ridiculous design decisions. This can prevent people from actually completing any phases because they keep getting snagged on these difficult sections, making the overall game feel harder than it really is. (Like a note, if you're having problems, see some suggestions in the Tip section.) Replay Value: You just have to be creative about how you go about things. This one really depends on the player. Those who a difficult time finishing stages will probably lack the incentive to ever want to go back to them again. But people who like a challenge definitely get their money out of this one, so your mileage here will vary. Polish: There are a few extra touches here and there, of which I will note here specifically. Later in the game the good watch a video taken from the memory of one of the Robot Masters. Because this scene is seen through the eyes of the last Robot Master you defeated, the resulting scene shows only the other seven Robot Masters. If you look closely, the one you just defeated is always the one that's missing. It's a nice touch. (However, they forgot to change his to her if you defeated Splash Woman last. Look, that's why it's a bad idea to have a female Robot Master!) Overall: 80% For a number of reasons, this one is really hard for me to judge. In many ways it feels a lot like Mega Man 6 to me (but with an Item Replicator, and better weapons, and, yes, you know). But something you have to factor in is the cost. Provided that you already own one of the systems in question and have it connected to the Internet, this game costs less than half the NES games in their time and it is a full game-not a port, not a remake. So it's something to consider as well. Overall I really think it's worth downloading, but be prepared to be driven up the wall by it at times. + Plus: The weapons are very fun to use; Almost every weapon in the game is useful for anything besides just defeating bosses. - Minus: Your weapon shots go away when you open the subscreen, even if you just did it to check your energy levels or pause in the game. It is difficult to suggest an order because in order to defeat a Robot Master, you first have to reach him, which is sometimes the hardest part. If you can't defeat the stages in this order, don't worry too much about it. Just clearly what stage you can get through, using Energy Tanks on the boss as needed. The game becomes easier when you collect weapons and objects, so forget finesse and use brute force where needed. Magma Dragon: It flies back and forth over the screen breathing fireballs on the ground, which then split and go sideways (then jump). You can blow the flames out of its body with Tornado Blow, or suck them up with the Black Hole Bomb. Plant a B.Bomb right in the way of the dragon's head and it will injure the animal as it flies past. Elephants: The first, you can just hang on the ladder and shoot it effortlessly. For the rest, you should see the expected pattern quickly-jumping or otherwise dodge the ball that the elephant sends out, then run toward the drag as the elephant sucks the ball back toward it-remember to bounce the ball again, of course. But if these guys give you problems, a Way to defeat one is to just stand right in the face and blast away. You will take damage, but you will not risk being blown into the pits and with rapid-fire you should defeat the elephant without taking more than two hits yourself. (Use a special weapon like P.Ball to finish them even faster.) Flower: The biggest challenge in this fight is to avoid the arm that rotates around the room, not so much the flower (although sometimes it has an ugly habit of getting up right under you and you can't stand on the same ledge as the flower and shoot it because your shots will go right through the flower because Mega Man sticks his arm cannon through it). Keep circling the room far in front of the arm, and shoot at the flower if you have an option to, but don't go too far out of your way for it, or you may end up just falling on the spikes. And you're surprised... Why? If you keep moving, most of the flower's petals will miss you. The Hornet Chaser works quite well here because there is no need to aim it; just make sure not to fire until after the flower appears (or at least just before it appears), otherwise you will simply spill hornets. T.Blow is nice as well, but its energy won't last very long. Face Boulder: Welcome to the most annoying mini-boss in the game (and that's saying a lot). Rocks will fall randomly and quickly from the ceiling, and without a slide it's hard to dodge them. Try to stay on your feet because when you see boulders with your eyes on it, you must jump immediately before it hits the ground or it will paralyze you and then roll over you. (Just to add insult to injury, the face rock can stun you, even if you currently have temporary invulnerability from being hit earlier by a boulder. This seems a little inconsistent to me.) Note that when the face boulder goes back up to the top of the screen, you can see bits of dust to determine where it will come down again. If you have a weapon that can hit it up there, you can disconnect most of the boulders and cause the face to fall early. Otherwise, it's not really helpful to know where it is, because the real problem in this fight is all the other boulders, not the one with the face. If you don't have a weapon that can hit the face at the top of the screen, P.Ball seems to work pretty well as a replacement, defeating the boulder face in about 2-3 cycles. Spiked Ball Cones: This is a bit like a game of tug. Shot pointed balls to move them closer to the four robots at the four doors. When a bullet hits a robot, it destroys the robot and damages the boss's total energy meter. Most of the time, more robots will come through the gates to rebuild the ones you destroy (the red faces tend to be a bit more aggressive than the blue ones); but when you cut the boss's energy low enough, eventually they will stop coming. The can move all four balls at once, but of course you will run out of energy for it in no time flat. You're probably better off just fast-firing pointed balls. Just make sure you don't touch them bodily because they will kill you right away. Shark Ship: This boss has three modes. The first state, the end of the ship, involves a panel that opens and releases homing missiles. You can only damage the chief by firing the missile bay while it's open. The panel opens each time it has to release more missiles, as it does when the previous missiles are destroyed. L.Trident does decent damage and shoots fast, although you will waste energy shooting missiles while waiting for the flying ship to get into range. Fausk suggests using hornets here, which I haven't tried yet. The second mode puts you right under the ship. It's spikes right above your head, even if they don't look like it. Two hatches release flying fish. Shoot hatches to hurt the boss; I would recommend mod jumping because you are too likely to hit the underside of the ship and finish yourself off. M.Bazooka can hit hatches without jumping, or use B.Bomb to both damage hatches and suck up the fish. Fausk also suggests using T.Blow to achieve the same thing. You can stand on the right side of the right hatch without getting hit if you don't jump, but watch out for the fish. The third state is the ship's head. (The game puts you right below it. Do move.) This one fires short lasers, and of course you have to hit the cannon, which is only open while it is firing. Once again, L.Trident does pretty good damage if you have any energy left for it. Be careful when jumping to shoot at this boss because you usually take damage if you put yourself in the way of a laser. Yellow Devil Blobs: You can only injure this boss by hitting the eye while it is in transit. Remember the pattern of the blocks because they are always the same. The pattern is as follows: Stand below 3. Jump the next 2 blobs together, in the middle of the room. Then jump the next 2 blobs. Stand during the third day of the year. Then the eye will go. Jump 2 blobs; Jump another set of 2. Stand during the third day of the year. Jump 1 low blob, then jump over 2 together. For the next group of 2, either jump very high above both, or jump the bottom in such a way that the higher misses you. Stand under the last blob. That is: Stand (count 3) Jump (2) Jump (2) Stand (count 3) Eye Jump (2) Jump (2) Stand (count 3) Jump low (1) Jump (2) Jump high (2) or jump 1, stand 1 Stand count (1) While standing below 3 just before the eye, prepare your weapon shot. Use B.Bomb for best results - fire the bomb while standing and if necessary press the controller to get it about level with where the eye will pass through and form the black hole there. If you run out of energy for this weapon, M.Bazooka will do by units of damage per shot and it is relatively easy to hit with. wily 1st time: you have to keep bouncing the egg bombs back on him. Just keep jumping and shooting them as they jump towards you. As you knock them up against Wily's machine, they will crack and eventually explode, damaging the machine. Wily 2nd hour: Wily's machine charges ahead, trapping you to the left side of the screen, but there's enough room for you to stand. When the jaw of the machine opens, jump just as it opens, and the flames that it spew will go right above your head. (The flames are in a U shape, it is sometimes possible to skip them, but it is easier to stand under them when they are high enough.) Also, sometimes Wily will fly up in the air and move slowly back and forth. For this, run most of the way across the screen, then turn around and head back to the left side. Wily should fall down somewhere on the right side of the screen. Jump right before he lands, because if you're on the ground, when he hits down, he'll knock you off your feet. To damage the machine, shoot the jaw. You can use either arm cannon or something like L.Trident or M.Bazooka, which is a little easier to hit with. In addition, some people have suggested using C.Shot. I haven't personally tried this yet (seems like it would be a pain to hit with), but it's something else you can try. Wily 3rd time: Yep, appearing/disappearing saucer routine. When he shows up, he has two types of attacks. One sends four energy balls outwards and four down simultaneously. Those who go down will hit the floor and move sideways, and those going sideways will turn and move down. His second type of attack involves four bullets coming outwards quickly, then zip towards you once more before going off the screen. Place yourself carefully and you can control where they travel so you can jump or otherwise avoid them. Sometimes wily appears and then immediately disappear without shooting. Hornets are pretty useful here as they don't have to be fixed, but they don't track Wily like Beat did, so you have to wait until Wily appears before shooting one. T.Blow is good for easy hits and defense (it blows away his shots), but you only get 4 blasts out of it. B.Bomb can also suck its shots up, but it's hard to hit Wily with it unless you're lucky. J.Satellite will do okay damage to Wily (try flinging it at him), but don't protect you from his shots, so you still have to dodge. M.Bazooka can hit most, if not all of his places. Feel free to use your M-Tank on Wily if necessary. You won't need it after this anyway. This game uses saved games instead of passwords (pretty surprising, actually, considering how much they tried for the whole nostalgia thing). You have up to 8 slots to store your games in, and saved games remember the number of lives, Energy Tanks, other ether in your possession. But they can't remember progress through the fortress, so if you save during a later fortress phase, don't expect to go back there when you reload. Also, don't bother saving while in the fortress at all if you've used more Energy Tanks and such than you've found screws to replace, because otherwise you'll just put yourself behind. I really wish they would let you save the game from the stage select the screen, though. The only way to save the game is to clear or die for a scene that lacks an Escape Unit, makes it hard to stock up on items and then save them for use later. (What is the use of buying extra lives if you have to lose them all just to save the game?) Note: Once you've beaten the game, you can make a save game that sits back at the start of the game, but you'll keep the number of screws you'd had from the time you'd hit the game. I'm not sure yet if something else changes. Rush Coil: You start the game with this. Rush Jet: When you defeat five robot masters, auto will build this. This game has Item Replicator introduced in Mega Man IV and reused in Mega Man 7 and beyond. You use Screws to build things (like real Bolts). It's a shame the interface for Item Replicator is kind of aggravating though. So why do we have double digits for item counts when the maximum possible amount is 9? General tips If you are having problems with the game, simply enter phases collecting screws and exiting by losing all your lives and select Stage Select on the game across the screen. This will allow you to practice on the phases, but also, when you have enough screws, go stock up on Energy Tanks. You can wipe out virtually any boss in the game using a sufficient number of Energy Tanks. Once you have assembled a pile of screws, build a lot of items and then save the game (if you can). If you use the elements on a scene but don't clear the scene, reload from your storage instead of continuing because that way you'll get your items back. (Since you can't save after buying items, you might just need to keep your savings around, which has a large number of screws, and rebuild the items every time you load. Kind of time consuming, but it works.) Another technique you can use is to save with 100 screws and then buy a Guard Power Up. Use it on a stage, and if you lose all your lives anyway, reload instead of using Continue. If you clear the scene, assemble 100 more screws and buy another Guard Power Up before tackling the next stage. This works akin to the Energy Tank strategy, and can be mixed with it. Make use of your weapons! If a particular enemy keeps knocking you into a hole, for example, try using J.Satellite or T.Blow or B.Bomb to eliminate the threat. Use hornets to get to enemies that are hard to reach. Use to get through the shields. You've got plenty of options. Options. Using your weapons will make the phases go much easier. Stage-Specific Tips (Note: I spliced this screen together. Usually the robot masts you just defeated are not visible.) Galaxy Man's scene: There are Blader-like things, with arms that swoop down and latch onto you, then fly horizontally into conveniently placed spikes. You can jump while in their grip, but honestly, it's better to just not get a grip in the first place. When you are in a section where they appear, proceed slowly, inch by inch. If you don't drive when they fall down, they'll miss you completely. Slow and careful wins the day. Concrete Man's Scene: There are some fall-through blocks in

this level; but they look different from the normal blocks, so they are easy enough to spot. Just pay attention to the patterns on the bricks. There are also some invisible ledges behind some of the waterfalls later on the scene. Tornado Man's Stage: Once you have the Rush Jet, a full energy bar of Rush Jet will get you past the entire first field of magnet platforms. Just fly low, though with the low bars. You'll have to dodge some spikes, but should be pretty well lined up to avoid them. Under the icy sections, jump straight up to stop your sliding motion. In fact, it's a good idea to move by jumping, instead of trying to walk. Do not die on the spikes here because if you have you have to do the whole magnet section again. This is worth using a Shock Guard on. In fact, if you think you can land on spikes, don't even bother to shoot Shield Attackers. Just touch them and walk across spikes like that. In the rainy parts of the scene, note that there are hidden platforms in most of the gray clouds that you can safely stand on. The designers also sometimes hide items left there. At the beginning of the first rainy section, pick up an energy tank by using Rush Coil into the large cloud on the left. Also note that you can use J.Satellite to protect yourself from umbrellas so you can concentrate on doing jumps. Hornet Man's scene: In one episode there are shielded robots that throw bullet-bombs at you. You have to use their bombs to destroy blocks in the floor to continue. Beat them to get them to shoot at you. Keep moving and their bombs will miss you. Use J.Satellite under that part of spikes with scissors, and the scissors won't hurt you. Plug Man's phase: You can't use Rush Jet to avoid all the displayed/disappearing blocks in this phase; However, you can use it in selected sections to avoid specific parts of them. There is an energy tank a little later on stage that is easy to reach with Rush Coil. Magma Man's scene: As an amusing side, if you're standing very close to a lava beam, small sparks are shown flying from your character's shoulder. It has no effect on anything, it's just a cute Touch. Fortress Station 1: Use J.Satellite during part one to facilitate the passage. Use Tornado Blow to raise the propeller platforms and use the concrete shot to freeze the magma beams. You can completely avoid the first beam by simply using Rush Coil. For the set of three you will have the ladder on the far right to move on. If you want to get the Energy Tank (not that you need it), skip the C.Shot and just use rush coil as you climb the ladder into space (make sure Mega Man turns right), and then jump on rush as soon as you get off the ladder and you should bypass the beams completely and reach the left ladder. Come forth, my faithful ally! At that point you will need C.Shot or Rush Jet to get to the next ladder, allowing L.Trident to break the blocks in front of the E-Tank. Fortress Station 2: The blocks created by projector robots are holograms. They're not actually there. Remember the pattern of the blocks when you first enter a room, or destroy projector robots quickly before they do their work. You can also use P.Ball to test for holes in the floors. Fortress Station 3: Under the upward tunnels, you drive yourself by shooting your arm cannon. Blasting the yellow devil's eyes is counterproductive, so just avoid everything. When you shoot, you'll continue to move without slowing down until you hit something, or until you turn around and shoot in the opposite direction (or change areas). Each subsequent shot in a single direction moves you faster. Under the second tunnel, you can avoid the first two sets of spikes from the position where you start. But the designers ever-so-thoughtfully put an enemy right on this path, so you'll have to move out of its way just having to move right back to where you started again. Four exactly four times to get through the first diagonal section at the top of this tunnel, so when you're tall enough to clear spikes, just turn around and quickly press the fire button to fling you back to the left. Fortress Station 4: Use C.Shot to block the lasers, or just go through them if you want - they hurt you but don't kill you and you get an energy refill later. When Dr. Wily is defeated, part falls from his ship and Wily runs out. Mega Man picks up that part and follows him. (As an aside, the room they go to has a screen showing schematics for Bass, very similar to the screen in Power Fighters. But the press release for this game says that it takes place after Mega Man 8, so Bass certainly already exists ...) In any case, Dr. Wily asks for forgiveness, and Mega Man calls Rush and says to Wily: I want you to see where you went wrong! He then goes on to show Wily's expected images of all of Wily's great defeats in the past. (If you've ever complained, teasing that you haven't seen Wily begging enough, this game certainly makes up it!) What's really smart about these scenes is that they show Mega Man using proper weapons against Wily, based on what colors he is. (The ninth image is from Mega Man & Bass.) In any case, Wily admits his defeat and informs Mega Man that he used police robots to catch Dr. Light on the pretext of arresting him. Dr. Wily claims that Dr. Light became ill and should be taken to the hospital. He leads the megaman to a cell guarded by police robots with the imprisoned scientist lying inside. As Mega Man moves to free Dr. Light, Proto Man teleports in and warns him that it is a trap that Dr. Light inside the cage is the robot Wily built to create that fake video from all the way back at the beginning of the game. But Mega Man says he has to check and make sure both ways. So Proto Man leaves him to it, and when the Mega Man goes over to the bars of the cage, the fake Dr. Light begins sparks and zaps the Mega Man flat. Wily hovers that Mega Man will be destroyed along with his castle. Personally, I think dropping a slot on his head is a somewhat expensive way to finish him off, but hey, no matter what. Wily and his police robots are leaving. On the floor, Mega Man lifts his head for a moment and comments: I'm glad it wasn't Dr. Light, but the poor robot... (This suits his character, but completely contradicts previous plot points in the game where Mega Man seemed fine with Robot Masters being scrapped...) Mega Man goes bumps, alarms blare, and Proto Man reappears, comments, Looks like I have to save you... Again. He teleports the two of them out. Interestingly, this game doesn't actually show Wily slot blowing up from the outside like most games; instead, it cuts directly to the epilogue (Dr. Light was cleared of all charges, but Dr. Wily escaped and disappeared), then goes for credits. The credits sequence is worth seeing because it contains images of the various Robot Masters (apparently they were rebuilt) along with Dr. Light, Mega Man, Roll, Auto, and the rest of the gang. Gang.

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