

# MEGA MAN 2

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## Basic Controls

Move/Select weapon/Select stage/ Menu navigation	+
Jump/Place chip (password input screen)	A
Attack/Remove chip (password input screen)	B
Confirm/Start game/Display weapon selection screen	START
Menu navigation	SELECT

◆ Press + when near a ladder to use it. Press A to let go.



Title Screen



Menu Screen

Press START to skip the opening cinematic and proceed straight to the title screen. Select the difficulty you wish to play, then press START to display the menu screen. Select either START or PASSWORD with  $\oplus$  or SELECT, and then confirm your selection with START.


**Start**

Proceed to the stage selection screen and begin a new game.

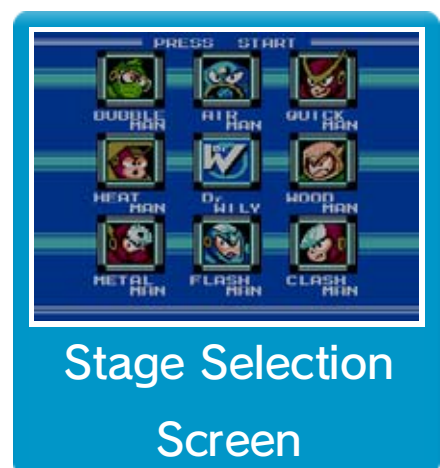
**Password**

Input a password to continue a previous game.

Take on the role of Mega Man, the original humanoid battle robot. It is your task to prevent Dr. Wily's latest plans for world domination from coming to fruition, by battling with his eight newly deployed robot minions. Traverse through each stage, then overcome his fortress by taking out all those standing in your way, before entering into a final showdown with Dr. Wily himself.

Use  on the stage selection screen to choose a stage, and then confirm with START.

You will only be able to access Dr. Wily's stage after all of the eight other stages have been cleared.



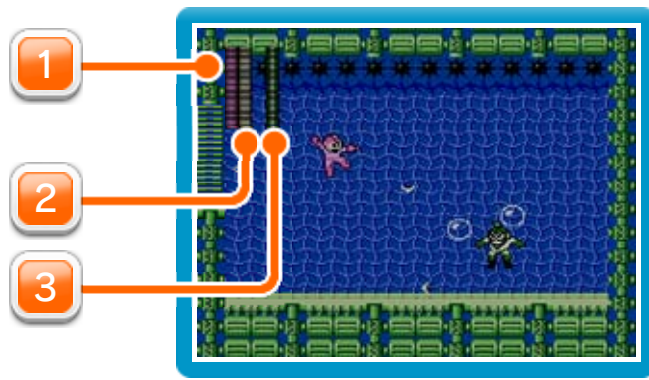
### ● Losing Lives and Game Over

You will lose a life if your life energy gauge fully depletes, you fall into a pit or you fail to avoid certain in-game obstacles. Lose all of your lives and it will be game over.

- ◆ You can check how many remaining lives you have left on the second page of the weapon selection screen.

## Game Over Menu

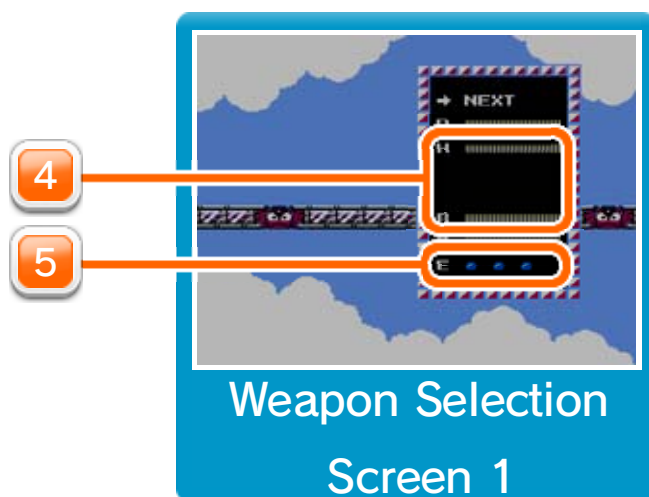
Continue	Continue your game from the start of the last played stage.
Stage Select	Return to the stage selection screen.
Password	Display the password (chip placement) for your current progress.



1 Weapon energy gauge

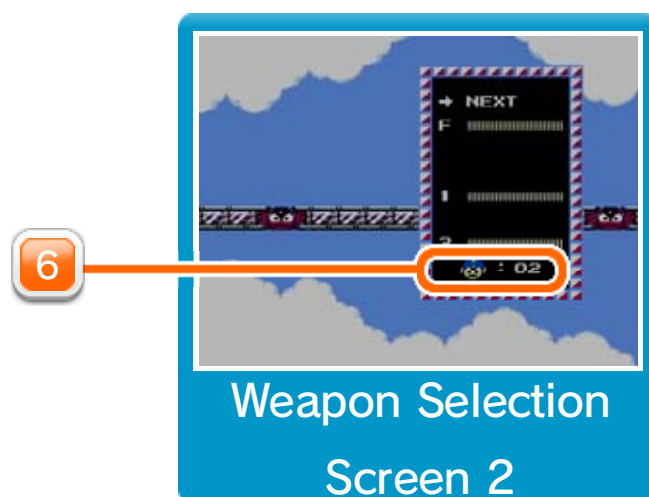
2 Life energy gauge

3 Enemy energy gauge



4 Collected weapons

5 Number of energy tanks



6 Remaining lives

Acquire these special weapons by defeating each of the eight stage bosses. Defeating some of these bosses will let you acquire special items that will help you overcome many obstacles.

Press START on the game screen to display weapon selection screen 1. Select → NEXT to change to weapon selection screen 2. Highlight the weapon or item you wish to employ, then press START to confirm.

The weapon energy gauge will deplete with use of each weapon. Look for weapon energy to replenish your current weapon's gauge. However, they will also be fully restored at the start of each of the eight main stages. Please note that Mega Man's default weapon, the Mega Buster, does not deplete with use and can be used as much as you like.



Weapon Selection  
Screen

There are various items you will come across during the game. These are located throughout the stages or will appear when you defeat an enemy.



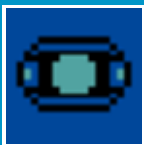
### Life Energy

Small ones replenish two life energy points. Large ones replenish ten.



### Weapon Energy

Small ones replenish two weapon energy points. Large ones replenish ten. You will only replenish energy for the currently equipped weapon/special item.



### Energy Tank

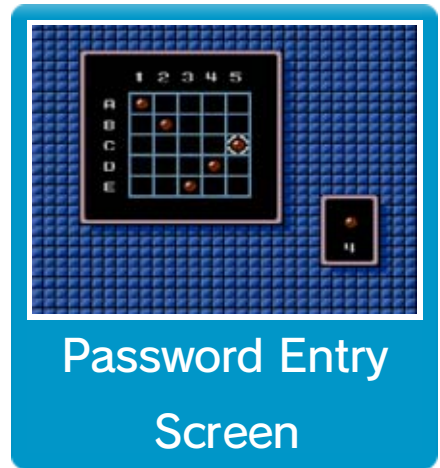
Use this to fully replenish your life energy gauge. You can carry a maximum of four at any one time.



### 1UP

Increases your remaining lives by one.

Upon clearing a robot master stage, or after a game over, select PASSWORD to display the code for your current progress. You can close the password screen by pressing **A**.



To continue your progress next time you play the game, select PASSWORD from the menu screen and then place the chips in the correct position on the grid displayed. Move the cursor with **+** and place the chips with **A**. You can remove a chip by highlighting it and pressing **B**. If you enter the password correctly your game will reload with all acquired weapons and items in tow.

- ◆ Please be aware that if you get a game over while in Dr. Wily's fortress, the password given may be used but you will start from the beginning of the fortress, regardless of your progress in it.