

Mega Man VII Walkthrough
Capcom
Walkthrough by Catfish_82



Hello all and welcome to my Mega Man VII walkthrough. If you have any questions, comments, suggestions, or would like to discuss the meaning of life, then by all means email me at StoneColdMatt_82@Hotmail.com and I'll be glad to help. As I've so often said, if you want to borrow a portion of this walkthrough, or if you want to take my whole walkthrough, stick quotations around it then use it, I don't care. Just please credit me as the original author. And if you're feeling generous, why not provide a link back to SNES Central?

Game Details:

- Copyright Capcom. 1995
- Licensed to Nintendo. 1995
- Mega Man, Rush, Dr. Light, Dr. Wily etc. are all the property of Capcom.
- This walkthrough is the sole property of me (Catfish_82) and is neither endorsed by nor is it affiliated with either Capcom or Nintendo.

Table of Contents:

1. Version History
2. The Basics
 - a. Controlling Mega Man
 - b. Items
 - c. Upgrades
3. Organizational w/ recommended order of battle
4. The Walkthrough
 - a. Burst Man Stage
 - i. Items and Upgrades
 - ii. Stage Overview
 - iii. Boss Strategy
 - b. Cloud Man Stage
 - i. Items and Upgrades
 - ii. Stage Overview
 - iii. Boss Strategy
 - c. Junk Man Stage
 - i. Items and Upgrades
 - ii. Stage Overview
 - iii. Boss Strategy
 - d. Freeze Man Stage
 - i. Items and Upgrades
 - ii. Stage Overview
 - iii. Boss Strategy
 - e. Wily's Interlude



- i. Boss: Jester Robot
 - f. Slash Man Stage
 - i. Items and Upgrades
 - ii. Stage Overview
 - iii. Boss Strategy
 - g. Spring Man Stage
 - i. Items and Upgrades
 - ii. Stage Overview
 - iii. Boss Strategy
 - h. Shade Man Stage
 - i. Items and Upgrades
 - ii. Stage Overview
 - iii. Boss Strategy
 - i. Turbo Man Stage
 - i. Items and Upgrades
 - ii. Stage Overview
 - iii. Boss Strategy
 - j. Wily's Fortress
 - i. First Path
 - 1. Boss: Modified Guts Man
 - ii. Second Path
 - 1. Boss: Mechanical Turtle
 - iii. Third Path
 - 1. Boss: Mask Monster
 - iv. Fourth Path
 - 1. Boss: Dr. Wily



5. Q & A Section

1. Version History:

V1.0: I've included everything written up to this point, the ToC, the Version History, the walkthrough and the Q&A. Hopefully I won't need too many updates.

V1.5: Wow, a new version before I'd even finished the walkthrough all the way! I've decided to rearrange the way the information was presented, but I haven't changed any of the content thus far.

V2.0: Ok, this is a HUGE update, I've conferred with SNEScentral site owner Evan G. and with his approval, I've decided to cut back on sending in screenshots with my walkthrough/reviews. Instead, I'll now be doing screens within the walkthrough itself, mostly to clarify what I'm saying, I feel this makes the walkthroughs that much more professional. And I think, barring a major problem with it, I'll use the picture format from now on.

2. The Basics

A. Controlling Mega Man

On the D-Pad

- I'll let you figure this one out.

Other Controls

- While in the game, these will be your controls:
 - o Y: Shoot

- B: Jump
- Down + B: Slide
- L/R: Toggle weapons (the same feature as in Mega Man X)
- While on the main screen in which you select which robot master you want to face:
 - Select: Go to Auto's Shop
 - Y: Select a boss

B. Items

Energy Refills:

- XL Health Refill: Functions the same as an E-Tank in that it refills all your health. There's only one of these in the game.
- Large Health Refill: A large yellow orb in a glass container that will refill a decent amount of health.
- Small Health Refill: A small yellow orb in a glass container that will refill only a few bars of health.

Weapon Refills:

- Large Weapon Refill: A red orb in a large glass container that will refill a substantial portion of specialty weapon.
- Small Weapon Refill: A small red orb that will refill only a little of your specialty weapon's ammunition.

Bolts: Bolts can be exchanged at Auto's shop for items and upgrades.

- XL Bolt: Worth 100 points, they are found in only a few select places.
- Large Bolt: Worth only 8 points, these are most commonly found scattered throughout the levels and dropped by enemies.
- Small Bolt: Worth only 2 points, these are most often dropped by enemies.

Extra Lives:

- A mega man head, the same as they've always been.

Energy Tanks (EN): Found throughout the robot masters' lairs or bought at Auto's shop, these canisters will completely restore your health. Mega Man can hold up to four at one time.

Weapon Tanks (WP): Also found throughout the levels or purchased at Auto's Shop, these tanks will completely refill all your specialty weapon's ammunition. Mega Man can hold four of these as well.

Super Can (SP): This special canister can only be found in one spot throughout the game, or purchased at Auto's Shop, so it's not really a 'rare' item. However, it will completely refill all of your health as well as the ammunition of all your specialty weapons.

Exit (EX): This little item is exactly the same as the Escape Unit on MMX; it will allow you to exit the stage of a previously beaten boss.

Beat (RS): Beat is your little bird buddy, only this time he isn't attacking enemies for you, he's bailing you out when you fall in pits. First you'll have to rescue him, and then you'll have to have Beat's whistles, purchased at Auto's Shop. Then if you fall in a pit, Beat will swoop down and save you. At this point you control Beat, but get to sturdy ground soon, Beat can't support Mega Man's weight for long. Also you can only carry four whistles at a time.

Rush: Your old faithful robo-canine friend is back and he has three forms as well as a fourth if you find all the letters of his name. The Rush Coil will allow you to jump to great heights. You'll have this ability when you start the game. The Rush Search allows Rush to put his nose to good use and seek out items and hidden paths for you. The Rush Jet allows mega man to fly across the

skies. You can go up and down and shoot while riding him, but you cannot control the speed at which you fly.

Auto's Bolt: Auto, the robot who drove you to meet Dr. Light in the opening and who runs Auto's Shop, has lost the bolt which allows him make all the items you need, at least at a reasonable cost. Finding and returning this bolt will slash his prices in half.

Protoman's Shield: Mega Man's half brother, Proto Man will give you his shield if you can find him twice and then beat him on your third encounter. The shield will reflect a lot of the weaker projectiles you might happen to face.

Energy Balancer (EB): This nifty little device allows you to collect weapon energy without having to switch over to the weapon you need to charge. All you have to do is grab the weapon refill and the Energy Balancer will automatically charge the weapon most in need of a refill.

C. Upgrades

S. Adapter: This is the special suit (4th form of Rush) that you will acquire if you can find all four letters in Rush's name. While using this suit, if you charge up, you'll fire a fist rocket. Also, while in the air, you'll be able to perform a short 'air jump'. Unfortunately you will not be able to slide while wearing this suit.

Rocket Punch (PU): This is an add-on to the S. Adapter. Find it and your fist will fire farther and act as a homing missile.

3. Organizational w/recommended order of battle

Since Mega Man VII is similar to the MMX line of games, I thought I'd do the walkthroughs in a similar format. So when I do the stage listings, I'll give a brief overview of the stage itself in which I delve into what kind of power-ups you'll find as well as some of the things I think you should be aware of. As far as the bosses themselves and the items and upgrades to get, I'll list those under this format:

Title (Ex. Junk Man Stage)

Items and upgrades to get:

Ex. Rush Jet: (Required to get this item): (How to get this item)

Stage Overview (power-ups and hazards)

Boss name: (Ex. Junk Man) (Weak Vs./ Gives)

Boss Strategy

Now as far as the bosses and the order I recommend facing them:

First Set:

Burst Man

Cloud Man

Junk Man

Freeze Man



Second Set:

Slash Man

Spring Man

Shade Man

Turbo Man



4. The Walkthrough

a. Burst Man Stage

i. Items and Upgrades

R: (N/A): In the second area of rising and falling water, you'll see the letter on a small ledge as you go right. Just let the water carry you up to it.

ii. Stage Overview

Burst Man's stage is comprised of all things explosive. From timed bombs to bombs that float in the water, you're going to have a tough time if you aren't careful. After you're past the first little part and going down, you'll see a one-up off to the left on a ledge. Ignore it for now, and go down by jumping on the timed bombs below you. Just make sure you jump when the timer reaches zero and you'll have no worries. When you're done with that you'll have fallen on top of an E-Tank, always a welcome addition. Continue on down to a half submerged area. There you should use the R. Coil to propel yourself up on the ledge to the right. Grab the one-up and then jump on the time bomb to clear yourself a path to the next part. Next you'll find a large energy refill, continue down and you'll find yourself totally submerged. Beware of the spiked ceiling as you head right. When you get to the gate, you'll have to be ready to face the mini-boss, a crab-like creature. It will shoot purple goo at you or blow bubbles that harm you. Keep on shooting while jumping over the goo, and slide under it when it hops at you. When the mini-boss is dead the spiked ceiling will be destroyed and you'll start to float. Stay on the left hand side and avoid the floating bombs. As you go up there's a weapon refill, and just past that on the right, is the ladder going up. Continue right across the blocks that disappear and reappear and go down. Where you get to the part where the water is rising and falling, proceed with caution. On one of the ledges, you'll see the first letter in Rush's name, along with an energy refill. Continue up and you'll see the gate to the boss.

iii. Boss: Burst Man (Weak Vs: Mega Buster, Freeze Cracker/ Gives: Danger Wrap)

Strategy:

Burst Man comes floating in encased in a bubble that pops once it hits the ceiling. Now he's ready to begin the fight. He has four attacks to watch for. 1. He'll shoot out three yellow bubbles that line up and make their way over to you. These bubbles are bouncy, but won't hurt you if they touch you. 2. He'll put his arm cannon to the ground and form clear bubbles beneath you. He'll often use attacks one and two in an effort to smash you against the spiked ceiling. However, both types of bubbles do no damage if touched and they can be destroyed rather easily. 3. He'll fire out three bombs encased in bubbles. The bubble bombs move rather slowly near the ground, before rapidly ascending to the ceiling and dropping the bombs once they reach the other side of the screen. The bombs also have slight homing capabilities. However, if touched these bubble bombs will trap Mega Man and immediately rise to the ceiling, begin shooting frantically, don't try and charge up anything, it takes too long. 4. He also has a counter attack. If you nail Burst Man with a fully charged shot from your Mega Buster, he'll throw out four bombs

that explode almost immediately after they hit the ground. The key to this battle is movement. You must actively dodge his bubble bombs and counters. Just keep shooting and you should come through fine.

b. Cloud Man Stage

i. Items and Upgrades

U: (Freeze Cracker, Rush Jet): There are two little robots that look like shuttlecocks from the game of badminton. When you encounter the first one, shoot it with your Mega Buster, this will cause it to rain. When you encounter the second one, shoot it with the Freeze Cracker, and it will begin snowing. Now proceed to the part of the level with the invisible platforms. You'll find that they are all covered in snow and quite visible. Take the same ladder you took to get the one-up, and looking to your left, you'll see another set of platforms leading off screen. Equip either R. Coil or R. Jet to make that first little leap and then continue on until you see the letter.

Proto Man's Shield [Step 1/3]: (R. Coil): Just after the green jumping robot with the shield, as you're going right, you'll see a ladder leading upwards. Take this ladder to meet Proto Man.

XL Bolt: (R. Search): Just after the part with the invisible platforms and in the room with the green shield robot, take the right hand ladder up and use R. Search under the large energy refill and the XL Bolt is all yours.

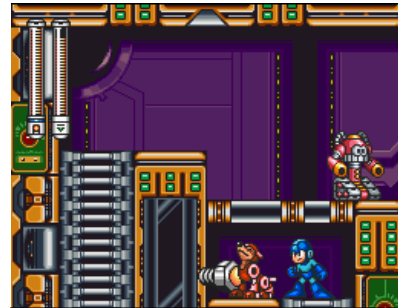


Figure 1: XL Bolt, Cloud Man

ii. Stage Overview

As you move along, just beware of the purple flying birds that come at you and the little wavy robots that jump out from between the fans you must cross. A little after this you'll see a robot that looks like a shuttlecock. It's just floating up and down. Once you shoot it, it'll start raining. Remember this. At the top of the ladder, you'll see a one-up, the ledge is partly obscured by clouds, use R. Coil to get to it. Continue right and you'll see some energy if you need it. Soon you'll get to a section of the level where there are invisible platforms, you will only be able to see what's right next to you. However, about midway through this section is a ledge you can access with R. Coil. Go up here for a one-up. Now continue on, when you get to the green robot with the shield, you'll see two ladders, the one on the right leads to energy. Once you've taken the left hand ladder, you'll see another ladder in the ceiling leading up. Use R. Coil and go up there, where you'll meet Proto Man. He'll give you some advice and then split. Go back down and continue on. Just before an open sky part, you'll see a large bolt. Continue right avoiding the fan guys and the birds dropping eggs. Soon you'll be at the boss's gate.

iii. Boss: Cloud Man (Weak Vs: Danger Wrap / Gives: Thunder Bolt)

Strategy:

After you enter his chamber, Cloud Man comes down and the little ledges on either side of his chamber fall, revealing pits. You'll have to be wary of these throughout the fight. Cloud Man has three attacks that you'll want to watch for. 1. He'll rise up in the sky and power up then send a lightning bolt your way. He aims the bolt directly at you so try and dodge it. Also, when the bolt hits the ground, it'll split off and travel in both directions along the ground, you're going to have to avoid this. 2. He'll power up and cause it to rain. This rain will blow you towards the pits so make sure to slide away from them. 3. He'll fly at you; fortunately he leaves just enough room so that you can slide right under him. He'll make several passes before giving it up. Hit him with the Danger Wrap and he'll fall to the ground,

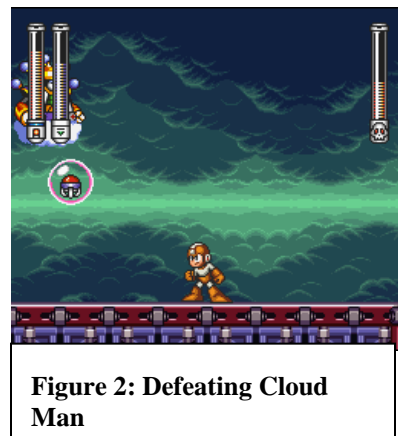


Figure 2: Defeating Cloud Man

but he gets right back up and counters with his first attack. The key is to stand a little bit in front of him and then hit him with the Danger Wrap. If you do that it'll snare him, pick him up, and then explode, dropping him down where he'll rise. Once he gets midway up the screen you need to fire again (See Fig 2), easy as pie.

c. Junk Man Stage

i. Items and Upgrades

S: (Freeze Cracker): In the room with the lava and the cockroaches and their nests, look for a little section where lava falls, it's right under a cockroach nest. If you shoot the lava with the freeze cracker, it'll freeze over and then bust apart revealing a path and a ladder. Take the ladder down, and then shoot the lava right to your left with the freeze cracker, it too will bust revealing the letter.

Rush Jet: (Thunder Bolt): Right at the beginning of that vertical corridor, with the freezable enemies on platforms, you'll see a machine directly under a sign that says AC100v. Shoot this machine with the Thunder Bolt to activate the platforms, which turn out to be a series of lifts. Ride them up until you see the R. Jet icon, but beware if you get caught between a platform and a ledge, you'll be crushed.

XL Bolt: (Freeze Cracker, R. Search): Go as if you were going to collect the S, but instead of freezing the lava to your left and collecting the letter, go right across the ponds hopping across the blocks of junk. Once you get across all that, and a little ways into the room with the ladder, use R. Search and he'll dig it up.

ii. Stage Overview

Head right, there's a large bolt on a ledge just before the first ladder. After the elevator, watch out for the lava as you make your way right. Next up you'll be going up in a long vertical corridor and some of the invincible little metal enemies, the kind you can temporarily freeze by shooting them. They're on little platforms, but maneuver your way up and past them. You'll see a large energy refill on your way up too. Next go right but avoid the little worms that pop out of the trash heaps. Just after the large pit where you must cross by hopping on the floating platforms while dodging falling garbage is a weapon refill. Soon you'll be to the boss's gate.

iii. Boss: Junk Man (Weak Vs: Thunder Bolt / Gives: Junk Shield)

Strategy:

Junk Man pops up out of the ground and then the battle begins, he has five attacks to look out for. 1. He'll jump straight up into the air and come down hard. This causes you to kind of sink into the trash for a moment; it also causes junk to rain down from the sky. Try not to be on the ground when he lands for this one. 2. He'll extend his arm, start gathering energy and then pieces of trash will form a big block around his arm, which he will then hurl at you, it is easily dodged but he'll be invincible until he completes his next attack. 3. After hurling the block at you, he'll jump up and off the screen only to come back down right on top of the block, busting it into pieces. The remnants will begin to circle him. 4. He'll hurl the ring of trash at you and if hit, you'll be frozen in place leaving yourself wide open while he gets an easy hit in. 5. He'll jump from one side of the room to the other, and hurl a small block of junk at you while in mid-air. Fortunately this is easily dodged by sliding out of the way. If you hit him with the thunder bolt, he'll resort to using his fifth attack exclusively, thus turning him from one of the hardest bosses of set one, into one of the easiest.

d. Freeze Man Stage

i. Items and Upgrades

H: (R. Coil): Just after the part where all those robots are dropping icicles at you and after the two flying shields, is a collapsible platform made of ice. Equip the R. Coil and jump up then take the

ladder. You'll see the letter, but will need to jump up via the two collapsing ice platforms. You don't need R. Coil to do this part, but it helps.

Rush Search: (N/A): A little ways after getting the H, you'll come to a part in the cavern where you can either go along the top ledges or along the bottom ground. With some careful jumping and maybe an assist from the R. Coil you will see the Rush Search icon sitting on the far right hand side of the top ledges.

Exit: (R. Search): After the bomb sleds and right before the boss's gate on the edge of the little step is the Exit, just equip R. Search and he'll dig it up.



Figure 3: For the Exit

ii. Stage overview

Just watch out for the polar bears that spit ice. There aren't really any power ups until you reach the cavern, where you'll find a weapon and energy refill right where there are robots dropping icicles on you. Right after this you'll see a ladder going up, this is how you get the last letter in Rush's name. Continue on down where you'll find the Rush Search and after that you'll get an E-Tank behind a polar bear. Continue on avoiding the bomb sleds and then grab the Exit before entering the boss's gate.

iii. Boss: Freeze Man (Weak Vs: Junk Shield / Gives: Freeze Cracker)

Strategy:

When you enter his chamber, Freeze Man is encased in a block of ice, however he quickly busts free to battle you. He has four attacks to watch for. 1. He'll shoot the floor, which sends out ice in both directions. This freezes up the floor and sticks you to it if you aren't careful. Jump over the wave and you'll be fine. 2. Whether you're frozen in place or not, Freeze Man follows up his first attack by shooting the ceiling which makes icicles drop down. 3. He'll shoot at you, which if it hits you will freeze you in a block of ice while he jumps around or runs straight into you. 4. He jumps around a lot, this is an effort to both hit you and to dodge your shots. Equip the junk shield and get up close to him to hit him with it. It'll knock him off balance and give you a little protection from those icicles.

e. Wily's Interlude

Mega Man is summoned to Dr. Light's lab only to learn that Wily is attacking the robot museum. When you arrive, head right. There are no enemies here, nor are there power-ups. Instead enjoy the nostalgia as you pass replicas of robot masters you'd previously faced. There's Snake Man, Blizzard Man, Pharaoh Man, and Heat Man looking all harmless in their display cases. Enter the gates to find Wily making off with Guts Man. After he splits, he drops down a robot to keep you occupied while he escapes.

i. Boss: Jester Robot (Weak Vs: Thunder Bolt / Gives: N/A)

Strategy:

I call this guy the Jester Robot, simply because he looks funny. Anyways, he doesn't really have any attacks per se; it's his counter that you usually wind up taking damage from. All he does is jump, and when he lands, his head spins. He'll stop the spin with his arms and then jump again. Everything but that little spinning head is invincible, and you've only got a narrow window between when he lowers his arms and before he jumps again. Quickly shoot him in the head when you get the chance. However once you do, his head flies off and bounces around the room, while his body keeps jumping around. Switch over to the Thunder bolt and blast his head. Thunder bolt isn't necessarily a weakness, its just such a wide shot that you don't have to take the time to charge. Eventually the body will land right on top of the head, and pick it up and put it back on. Now you have only to repeat the process until he's dead.

Second Set:

f. Slash Man Stage

i. Items and Upgrades

Beat: (Scorch Wheel, R. Coil): After the T-Rex and before the building are several trees. You need to shoot the leafy part of the very last tree before the building with your Scorch Wheel. It'll ignite and burn away revealing a ladder. Climb up this and you'll see Beat in a cage. Set him free and he'll be only too glad to help.

ii. Stage Overview

The setting of Slash Man's stage is quite similar to Jurassic Park. Complete with robotic dinosaurs and electric fencing. From your starting point head right and kill the stegosaurus. Next up you'll find a few waterfalls, they have logs falling over the side for you to cross a la Mario 2. You can jump them if you want, but I personally use R. Jet or S. Adaptor to get right over them no muss, no fuss. Next you'll see a stegosaurus in some bushes below you and above him on a ledge is a large energy refill. Grab the refill if you need it and head up the ladder. Now you'll have to ride on the backs of some dinosaurs that walk on spikes and leap over pits. The first one you ride on falls into a pit so be ready to jump off. The next one you ride goes under a ledge and right. You however, need to get off and then grab the E-Tank one ledge above you. Now go back and take the ladder, kill the green shield robot and continue up. Continue right, jumping the spike beds as you're chased by a T-Rex. He'll back you in a corner, and you should get on the bottom ledge, save the refill until afterwards. Shoot his lower jaw and jump over the flames he spits. Now go up and right through the trees shooting the frogs and avoiding the mechanical bees nests until you reach the building. From there it's simply a matter of shooting the dinosaurs popping out of the eggs until you reach the bosses gate.

iii. Boss: Slash Man (Weak Vs: Freeze Cracker / Gives: Slash Claw)

Strategy:

Slash Man comes in bouncing off the walls and when he lands he's ready to start the fight. There're three attacks you need to watch for. 1. He'll jump towards you, and slash with his claws. The claws also sends out a blue wave of energy that can hurt you, and he can reach anywhere in the room by jumping. 2. He'll jump up in the ceiling and drop eggs down. These eggs burst in a pile of red goop and will greatly slow you down and prevent you from shooting if they land on you, or stop your movement if they land on the ground and you step on them. 3. Regardless of whether you avoided the eggs or not, he'll still come sliding down the wall just after dropping them. However he's glowing red and will then do a diagonal dash towards you with both claws extended. If you nail him with the Freeze Cracker, he'll go stiff for a moment then get up and disappear into the ceiling. You can't hit him again until he's completed his 2nd and 3rd attacks.

g. Spring Man Stage

i. Items and Upgrades

Auto's Bolt: (R. Jet): In the upper left hand corner of the large open room with all the springs is a one up and a box with a fist. Jump on that box and rotate it until it's facing the left hand wall. When it goes off, it'll destroy a section of the wall. There above a bed of spikes is Auto's Bolt. Use R. Jet to get to it safely.

XL Energy Refill: (R. Search): In the room, just after all the springs, slinky enemies, and invincible whirling enemies, is a set of steps leading down, and then you'll see the ladder leading up. Search the middle step and Rush will dig it up.



Figure 4: XL Energy

XL Bolt: (R. Search): In the very next screen after getting the XL Energy Refill, you'll see some springs over in the bottom left hand corner of the screen and a ledge in the middle of the screen. Get up on this ledge and use R. Search. The XL Bolt will be all yours.

ii. Stage Overview

When you start off, there's a large bolt on a ledge above you. Go down and right, you'll pass springy enemies and mini-cannons. There's an energy refill before going down and as you do you'll see a one-up. Continue down and right past slinky enemies and invincible whirling enemies. Now you'll be in a large open room with lots of springs and boxes with arrows on them. These arrows will glow periodically then a springing fist comes out of them. Note also that you can jump on them and jump off and they'll rotate counter clockwise. Make sure while you're in this room to grab Auto's Bolt, a one-up and an E-Tank.



Figure 5: XL Bolt, Spring Man

iii. Boss: Spring Man (Weak Vs: Slash Claw / Gives: Wild Coil) Strategy:

Spring Man will bounce in, bounce over to his corner and then be ready to fight. He has three attacks that you need to look for. 1. He'll jump up right in the middle of the room. He'll hang in mid-air, twirl his hands then fire his fist down at you. He'll twirl again and fire the other fist before coming down again. You can easily slide to avoid both of these. 2. He'll fire off a set of coils that bounce around the room in different directions. You can destroy these, but should probably avoid them and concentrate your energies on Spring Man. 3. If he gets close to you, he'll grab you then immediately bounce up to the ceiling slamming you into it and doing massive damage. Don't let him get close enough to do this. However, if you equip the Slash Claw and let him have it, he'll resort to using his first attack only. It is quite possible to win this fight without taking a hit.

h. Shade Man Stage

i. Items and Upgrades

Protoman's Shield [step 3/3]: (R. Search, Inner Core destroyed):



Figure 7: XL Bolt, Shade Man

Right after the inner core is destroyed and opens that path for you, you'll see a green shield robot. Behind him, the wall is a fake you can walk right through. You'll be in a little room with a gate on the other side. If you've met Protoman twice before, he'll 'test' your strength here and if victorious,

you'll gain the Proto Shield.

XL Bolt: (R. Search, Inner Core destroyed): Right in that little room before battling Protoman, dig in the middle of the room and Rush will unearth it.

Energy Balancer: (R. Search, Outer Core destroyed): In the room with all the flying shield robots, you'll see a rather fancy picture of Dr. Wily in the background. Use R. Search right under this portrait and he'll dig it up.

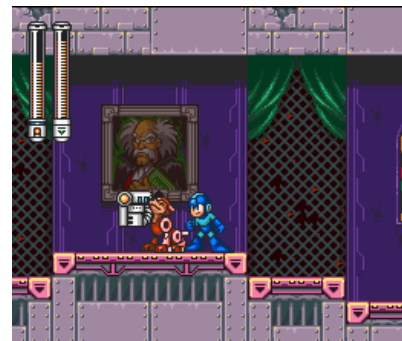


Figure 6: Energy Balancer

XL Bolt: (R. Search, Inner Core

ii. Stage Overview

You'll start off in complete darkness, however the moon emerges from the clouds giving you light to see. Head right shooting the raven and either killing or avoiding the robot zombies that pop out of caskets a la Super Ghouls 'N Ghosts. When you see the ladder head on down and right. You'll see some green suits of armor in the background. The helmet of the third, fifth, and seventh suits comes alive to attack so look out. Go up dealing with the ravens and then go right. You'll see the bats from MM2 as well as platforms trying to crush you. After all this is the mini-boss, the Jack O Lantern.

Mini-Boss: Jack O Lantern

Strategy:

The Jack O Lantern has two attacks and a distinctive jump. 1. He'll open up his outer core revealing a small orange pumpkin inside, the inner core. The inner core will spit green seeds at you. Jump over them. 2. The inner core will twirl around throwing out the seeds in a random fashion. If you stand on the opposite side of the screen from him, you'll avoid most if not all of these. For his jump, look for two small bounces then one large bounce that you can slide under and to safety. How you beat this guy depends on which way you want to go. If you destroy his outer core by shooting it (only charged M. Buster shots work) right after it finishes jumping and before it opens, or right after it closes and before it starts jumping, you'll reveal the 'secret' way. If however you destroy the inner core by shooting it when it's open, you'll reveal the 'normal' path.

The Normal Path

The Jack O Lantern will break open a hole in the ground, hop through and you'll see a green shield robot to your right. Continue on down the ladder, but get the XL Bolt first. Now go right killing the lancers on wheels. The next area will be in darkness, there are torches you can light, but unfortunately you can't light them because you don't have the scorch wheel yet. However, if you're careful, you can either fly right through on the Rush Jet or with the S. Adaptor. The very next room will be an elevator that goes up, pausing so that zombies can jump out of the windows at you. Now head right and in a little while you'll come to the boss's gate.

The Secret Path

The Jack O Lantern will blow a hole in the right wall; you'll see more zombies popping out of caskets as well as a large energy refill. Go up the ladder and you'll be in a room with lots of lancers. To your right is a one-up. If you use R. Jet starting at the ladder you entered from and go up, or if you go left, up around and drop down you can get it. However you need to go left and up and keep going up until you arrive on sort of a veranda type deal. It's somewhat dark but you can still see. Kill the were-wolf and the lancer and go down. You'll find yourself in a room with several flying shield robots, be sure to grab the energy balancer here before going on down and right to the bosses gate.

iii. Boss: Shade Man (Weak Vs: Wild Coil / Gives: Noise Crusher)

Strategy:

Shade Man comes floating down. He'll bow to you before beginning the fight. There are three attacks to watch for. 1. He'll swoop down at you and grab you. Then he'll lift you up and suck some of your energy away, adding it to his own. 2. He'll land and fire out two little blue energy waves. These are easily dodged. 3. He'll fire his own noise crusher. If you dodge it the first time, it'll come back to him where it'll amplify and come back at you much harder to dodge. He often uses the second and third attacks together, but if you hit him with a charged wild coil. He really won't have much time to execute them.

i. Turbo Man Stage

i. Items and Upgrades

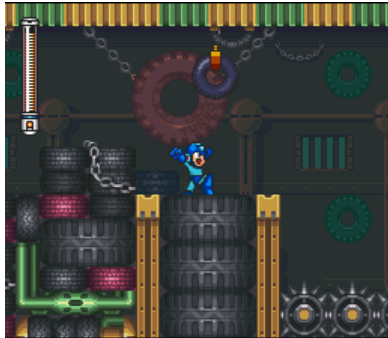
Rocket Punch: (R. Search, S. Adaptor): Just after the room with the moving tires, and where you saw the first tire throwing robot on a traffic light you'll be going up. There are two more of these tire-throwing robots on traffic lights. Kill the first one you see and using the S. Adaptor maneuver over and take its spot. Use R. Search on that light and he'll dig it up.

Protoman's Shield [step 2/3]: (N/A): Just above where you got the Rocket Punch is another tire throwing robot. Kill it, but instead of taking it's spot, get about level to where it was and jump off the ladder, on the right hand wall you'll go through a section of that wall and will see Protoman.

XL Bolt: (R. Search): Now just above where you did the second step of getting Protoman's Shield, is a mostly green room except for one blue block with an X on it. Use R. Search on this overly obvious spot and he'll dig it up.

ii. Stage Overview

You'll start off in a raceway themed area. Head right for a bit and a green robot riding a bulldozer will come after you. You can try and pump charged shots at the robot while avoiding the engine blocks that come at you all while going right. If you haven't destroyed him yet the robot will back you up against a wall. Once he's destroyed, you'll be able to go right and into one of the hangars. This area is lined with tires, head up and right, make sure to avoid the moving tires at



the top of the room, they can push you onto spikes. Also in this room, you'll see some big tires on their side. Avoid them because you'll fall through and have to face another bulldozer. Continuing right, you'll see a robot tossing spiked tires at you. Notice what he's on, a traffic light. Go up and you'll see another robot on a traffic light. Above him as you go up, you'll see another robot on a traffic light. Just after this room is an XL Bolt. Continue up. Next you'll have to go right and through some pillars of flame. Watch the flashing lights at the base of the pipe, they'll tell you when it's about to go off. Next you must go down as more pillars of flame come from the sides. These will kill you. The area is much like the one part of Quick

Man's stage in MM2. If you're quick enough, you can grab a one-up, an energy refill, and an E-Tank. Next you'll land on the back of a big-rig. Go right until you get to the truck. Start shooting at its eyes and it'll fire missiles as a defense. They drop power-ups. Once the truck is destroyed, disembark and head right. There are only a few more engine blocks between you and the boss's gate.

iii. Boss: Turbo Man (Weak Vs: Noise Crusher / Gives: Scorch Wheel)

Strategy:

Turbo Man enters the room revving his engine, eager to fight. He has three attacks to watch for. 1. He uses his scorch wheel which forms a ring of fire around himself, it'll then cross the floor at you before going up the wall and spraying back down on the ground leaving mini-fires. If it should hit you it'll engulf you in flames and remove a substantial chunk of energy. 2. He'll rev his engine pulling you towards him. You should slide away from him when he does this. 3. He'll transform himself into a little racecar and zoom across the screen at you. However there's a delay from when he transforms to when he takes off. You need to be ready to jump at any time. The

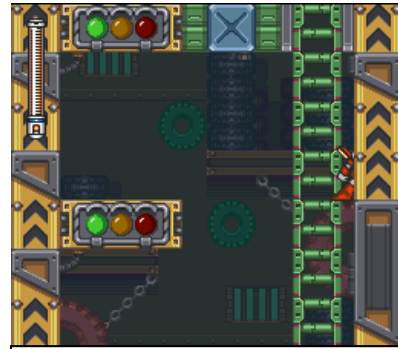


Figure 8: Step 2/3

best thing to do for Turbo Man is to bounce a Noise Crusher off a wall and then let it hit you. This counts as charging it up. Now turn and let Turbo Man have it. He'll resort to using his third attack exclusively.

j. Wily's Fortress

i. First Path

You'll start off outside Dr. Wily's fortress. Make your way past the flying birds and the mini-cannons, there's a large bolt as you go. Cross the pits and you'll see some lifts. At certain points in their path, you'll be unable to land on them. Also, they have touch sensitive pads that turn out the lights when you land on them. There are also many spots on the floor where this will occur too. Continue on up the ladder and you'll see a weapon refill as well as a fan guy and some glass tiles (touch sensitive as well). Make your way right and before the ladder you'll see a one-up and a large energy refill. Continue on down and right, you'll see more of the whirling platforms, but this time you're over a pit, so there's no room for error here. I suggest moving in short hops, that way in the flickering light; you'll have some idea of where you are and where you need to go. After the pit there's an energy refill and a ladder, take it on up. There are more moving platforms at the top you'll see an E-Tank that you'll have to slide under to get to. And you'll also see a gate. This is the mini-boss, Bass. Use your S. Adaptor on him, charge it up, avoid his jumps and shots and let him have it. He should go down in no time. Once you've defeated him continue on. There are some roach nests and then another gate, the bosses gate.



1. Boss: Modified Guts Man (Weak Vs: Slash Claw / Gives: N/A)

Strategy:

Wily has turned your buddy Guts Man into sort of a Frankenstein like robot. Now he moves via his tank-like wheels and he has a huge pincher on his left arm. There are three attacks to watch for. 1. He'll jump up and down, this will cause a few little rocks to fall from the ceiling and one very large boulder to fall from the ceiling. This jump also causes the ceiling to collapse just a little, giving this battle a sense of urgency. 2. Once the large boulder has landed, Guts Man's pincher will start whirling and he'll charge the rock sending it flying your way. If he happens to do this, there's no avoiding it. 3. He'll charge you and grab you with that large pincher of his. You can almost guess what's coming next; you'll be getting an up close and personal glimpse of the ceiling, as well as saying goodbye to a large chunk of health. The key to beating Guts Man is to use your slash claw on the large boulders he's trying to hurl at you. If you hit the boulder before he does, it'll fly back at him and damage him. His only other weak point is his head, which is what you should hit to try and slow down and stop his third attack. This boss isn't that tough you should be able to beat him without the aid of an E-Tank.

ii. Second Path

When you start off, go right and you'll see a large bolt along with some bomb sledders and other robots. Go up and right, grabbing the energy refill if you need it. Continue up and right and grab the one-up when you see it. You'll see two ladders, a right one and a left one. Take the right ladder up to get an energy refill and then kill the green shield robot on the moving platforms. Continue up and right. You'll meet up with Bass for the second time. This time he's using the enhancements he stole from Dr. Light's lab against you. Use the room to your advantage, you can jump much higher than normal here, so stay mobile and avoid Bass's attacks. Again use your S. Adaptor on him and he should easily go down. Continue on and up, past the frogs, the springs and the moving platforms. There are three little energy refills at the top. Continue on past the

pillars of flame and grab the energy refill if you need it. Now continue and you'll see a weapon and energy refill in a room with the pillars of flame and just beyond this is the boss.

1. Boss: Mechanical Turtle (Weak Vs: Wild Coil, S. Adaptor / Gives: N/A)
Strategy:

The mechanical turtle drops in and when he pokes his head out of his shell the fight begins. As a whole, the turtle has five attacks, two when he's whole, and three when he's body separates from his shell. When he's whole he'll either 1. Breath two blasts of flame at you. If it hits you it'll engulf and freeze you in place for a moment, much like Turbo Man's scorch wheel. Or he'll 2. Tuck his head back into his shell and use booster rockets to lift himself up off the ground and fly at you. You can easily slide under him as he goes forwards, crashes against the wall and then backs up. The number of times he'll do this before coming out of his shell again is random, although the most I've ever counted was three. What you need to do is charge up one of your wild coils and blast him in the head. However when hit, he'll withdraw, and part of his shell will fly up and off screen while another part remains. From this remaining part emerge three little turtles, and they have three attacks. 3. In their first attack, you'll see a red number one on the remaining part. The mini turtles will come out, walk towards you and bounce up in the air once before going back into the remaining part. Once the last turtle is back in the remaining part, the other half of the mechanical turtle will come down and it'll resume attacks one and two. 4. In the second attack of the mini turtles, you'll see a red two on the remaining part, and once they emerge, the mini turtles fly around the room for a bit before returning to the remaining part. 5. In the third attack of the mini turtles, upon emerging from the remaining part they'll promptly burrow under ground and then try to spring up right beneath you. Keep moving and they shouldn't hit you. If you don't want to deal with the mini turtles, use your S. Adaptor and kill them one by one, sometimes they'll drop weapon or energy refills. This fight shouldn't last too long, use and E-Tank if necessary.

iii. Third Path

When you start off, you'll see two ladders, one on your left one on your right. Climb the right ladder and get rid of the mini-cannons, as you go up, be sure to grab the bolt too. Go right and you'll be in a situation similar to the one in Cloud Man's Stage. Invisible platforms in which you have a limited sight. Make your way right and grab the energy refills as you go. Continue upwards and take the far left hand ladder, grab the one up and continue on. Go past the moving platforms and springy enemies and go up. Continue on up and you'll see some rockets with timers on them, when it reaches zero, make sure you've moved onto the next one. Try to stay near; the top of the screen and when you see a choice of paths, a ladder leading up or a pit lined with spikes leading down, go up (the two paths lead to the same place but the way going up is much easier, trust me). Cross the spike bed via the disappearing/reappearing blocks (or do what I do and use R. Jet to fly over it all and grab all the goodies at the end). After these blocks and before you go down is an E-Tank, a S-Can and a W-Can. Go down and kill the stegosaurus and there's another E-Tank right before the bosses gate.

1. Boss: Mask Monster (Weak Vs: Noise Crusher / Gives: N/A)
Strategy:

When the mask monster appears, he's right behind you and you'll have to fight this entire battle while running to the right. He has four attacks to look for. 1. He'll send out rockets that fly at you. These aren't hard to dodge, he aims directly at you therefore you can easily slide under or jump over them. 2. He shoots a laser that starts out right in front of him, but quickly zooms out towards you before he quits. If you slide / jump all the way to the right hand side of the screen you can avoid being hit by the laser. 3. He'll charge you. If you get a couple of steps away from the right hand side of the screen and then slide towards the right, he'll stop his charge right where you were just a second ago. 4. He'll toss out bombs from his shoulders. These too are easily dodged, get fairly close to him and stay in the middle of the bombs paths and you shouldn't have a problem. The mask monster moves in a wavy pattern, and his vulnerable part is his nose, so

you need to aim your noise crusher that way. Also, the mask monster goes in rigid order, so you always know what his next attack will be.

iv. Fourth Path

There isn't really a 'level' here. You'll just find some power ups, most of which you should already have and then a teleporter that leads you to a Mega Man staple, a rematch with all the robot masters you've previously beaten. This is their order:

Left Side:	Right Side:	My Usual Order:	
Freeze Man	Slash Man	1. Freeze Man	5. Cloud Man
Junk Man	Cloud Man	2. Slash Man	6. Burst Man
Turbo Man	Spring Man	3. Turbo Man	7. Junk Man
Shade Man	Burst Man	4. Shade Man	8. Spring Man

I highly recommend that you beat the most difficult first (I can't tell you which one that is, because it's different for different people, for example the boss I usually wind up taking the most damage from is Slash Man). You get a large energy refill upon defeating each boss, so therefore if you save the bosses you can beat without taking a hit from until last, then you can face Wily's first form with full health.

1. Boss: Dr. Wily Form One (Weak Vs. Thunder Bolt, Mega Buster / Gives: N/A)
Strategy:

Dr. Wily comes at you in a giant mechanical walker, and as is his style; it's in the shape of a skull. He has two attacks to look for while in his walker. 1. He'll take a series of quick little hops across the room. You're going to want to slide under him, taking special care to steer clear of those spikes on the chin of his walker. If you're quick however, you can get a shot or two off at him while he's hopping. 2. He'll leap up off screen and come down, when he lands, he can either repeat his first attack or he'll throw out two mini-walkers that come at you. However they slip a lot and you shouldn't have to work too hard to avoid them. When he throws out the mini-walkers, Wily will walk slowly towards the other side of the room, this is a golden opportunity for you to hit him, but once he gets about halfway, he'll do a medium sized leap to the other side. Make sure to avoid this. The only thing Wily's really susceptible to while in his walker is either your Mega Buster or Thunder Bolt. They do about two bars of damage while Freeze Cracker does one. Every other weapon doesn't have an effect on him. Also, call me crazy but I prefer beating Wily's Walker using my Mega Buster, I've even gotten a little strategy down that works fairly well. Try to stay towards the center of the room, but not in the exact center, the idea is to get Wily to execute his second attack, throwing out the mini-walkers. When he throws them out, you need to be in the center, with one mini-walker on your left and one on your right. Jump up and nail Wily with a charged Mega Buster shot, now jump over the mini-walker that's furthest away from Wily. Turn and nail him with another charged shot. By this time, the mini-walkers should be close together and easy to jump over. Jump over them and slide under Wily, all the way to the other side of the room. Wily doesn't like it when you're behind him, so he'll speed up to the other side of the room and jump off screen. Jump over the mini-walkers once more so that you're back out near the center of the room. By now Wily has probably landed, destroying the old mini-walkers and throwing out new ones. Keep in mind that where and when Wily jumps is dependent on your position. With a little luck you should emerge from this battle unscathed thus saving your precious energy for:

Boss: Wily Form Two (Weak Vs: Wild Coil / Gives: Wildly inflated sense of self-worth for having beaten him)
Strategy:

Oh boy, what can I say here? Dr. Wily's second form is quite difficult, and I really don't have a specific strategy for you here. He has one attack and one counter to look for. 1. When he

reveals himself, he'll fire off four shots, they can either be lightning shots that will shock you, ice pellets that will encase you in ice, or fire shots that will engulf you in flame. These things home in on you using a move, pause, move attack. The only thing I can tell you is that you need to try and get them off track, as in jump up in the air so that they target you while you're up, then slide away, or jump again. Hop 'n slide is the best I can tell you. But when he is visible, you need to nail Wily with a fully charged Wild Coil shot. But once you do, be prepared for his counter, he'll fire a ball of lightning to the ground that splits into four separate balls, two go to the left, while two go to the right. Avoid them they take HUGE chunks of energy away. Just keep chipping away, using an E-Tank if you get down to about five bars of health. Good luck with it.

Q & A Section:

Q: Can I go out of order in collecting Proto Man's Shield?

A: Yes.

Q: What's the most useful weapon in MM VII?

A: I'd say Freeze Cracker. Two robot masters –Burst Man and Slash Man- are weak to it, plus it's essential in collecting several items and upgrades. Freeze Cracker is like the Metal Blade in MM2.

Q: I've found Beat, now how do I free him?

A: One charged up mega-buster shot ought to do it.

Q: This is unrelated to Mega Man 7, but could I suggest a game and you write a walkthrough for it?

A: You're welcome to suggest, but I can't say that I'd be able to write one. If you suggested a game I've never played before, I'd have to hunt it down, play it through, beat it a couple of times then write the walkthrough for it. And given the amount of stuff I have going on in my life that could take a year or more to do. Even if you happen to suggest a game I know/have, writing a walkthrough for it would take a couple of months. Add to that, there are several games I refuse to play, because they bore me to tears, but by all means suggest away.

(More to come...)