



MEGAPHILX

MEGA MAN™
UNLIMITED

INSTRUCTION MANUAL

A special message from **MegaPhilX**

Thank you for selecting the exciting and fun-filled **Mega Man® Unlimited**.
This is the latest edition in MegaPhilX's library of Video Games.

Mega Man® Unlimited features colorful state-of-the-art high resolution graphics.
We are proud to bring you this thrilling new addition to your video game library
and hope you enjoy the game.

Planning, Game Design, Level Design & Art: Philippe Poulin
Programming: Jean-Simon Brochu, Gabriel Leblanc, Jocelyn Perreault
Music: Kevin Phetsomphou, Philippe Poulin, Yan Thouin

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SAFETY PRECAUTIONS

Follow the suggestions below to keep your Mega Man Unlimited Game Pak in top operating condition.

SAFETY PRECAUTIONS

- 1. Don't subject your Game Pak to extreme temperatures, either hot or cold. Always store it at room temperature.**
- 2. Don't touch the terminal connectors on your Game Pak. Keep it clean and dust-free by always storing it in its protective case.**
- 3. Do not try to disassemble your Game Pak.**
- 4. Don't let your Game Pak come in contact with thinners, solvents, benzene, alcohol, or any other strong cleaning agents that can damage it.**
- 5. For the best game play, sit 3 to 6 feet away from your television.**
- 6. Pause for 10 to 20 minutes after 2 hours of continuous play. Doing this extends the performance of your Game Pak.**

GETTING STARTED

1. Insert the Mega Man Unlimited Game Pak into your Nintendo console and turn it on. The title screen appears.
2. At the title screen, press **Select** on your controller to choose a Normal game mode. Then press **Start**.
3. Now, you can begin a new game, or load data to continue a game you've played before.
 - a. **To begin a new game**, move the marker to Game Start, then press **Start** on your controller.
 - b. **To continue a game**, see, *Using the Data Save System* later in this manual.
4. On the next screen, you're surrounded by mug shots of the 8 Robot Masters. Use the control pad to choose your opponent. Then press **Start** and get ready for action.
5. To end the game at any time, turn off your Nintendo console.

PLUNGED INTO CHAOS

8 robots have gone on a rampage and are wreaking havoc on the city and throughout the world! The robots are Dr. Wily's creations! However, Dr. Wily claimed that the robots are not under his control and has vowed to help fix the problem along with Dr. Light...

But just as they both start to work on their investigation of the mysterious force that took control of Wily's robots, a shadowy figure breaks into the lab and kidnaps Dr. Wily!

Dr. Wily: "Help!!!"

Dr. Light: "Mega Man! Go after Wily's kidnapper! It might be the key to this mystery!"

Mega Man: "Right! I'm on it!"

Mega Man runs off into action once again with his trusty companion Rush.

Meanwhile, standing on top of a damaged building, Proto Man also looks on as the city goes up in flames. He then disappears in the shadows, hoping to find out some answers himself...

CONTROLLING MEGAMAN

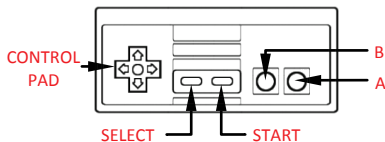
Move left or right Press the control pad **LEFT** or **RIGHT**

Climb up or down Press the control pad **UP** or **DOWN**

Jump Press button **A**. Press the control pad while jumping to move left or right. The longer you hold down the button, the higher you'll jump.

Fire weapons Press button **B**. Press buttons **A** and **B** together to fire while jumping. You can fire at any time, even while climbing.

Slide left or right Press the control pad **DOWN**, then press **A**. Mega Man will slide in the direction he is facing.



PLAYING THE GAME

Battle your way through a mad onslaught of crazed machinery. The Robot Masters pour on more insane weapons than you can believe! They clank, buzz, crawl, shoot and blast from every direction. Explore every corner. Climb every ladder. Dodge, slide, leap and fire to blast your attackers or at least get away in one piece!

You start the round with 3 chances to make it through. Keep an eye on your Energy Meter at the top left corner of the screen. Your energy drains away as you take the crushing blows your foes dish out.



Life Energy



Weapon
Energy



Energy Tanks



Weapon
Energy
Tank



Screws

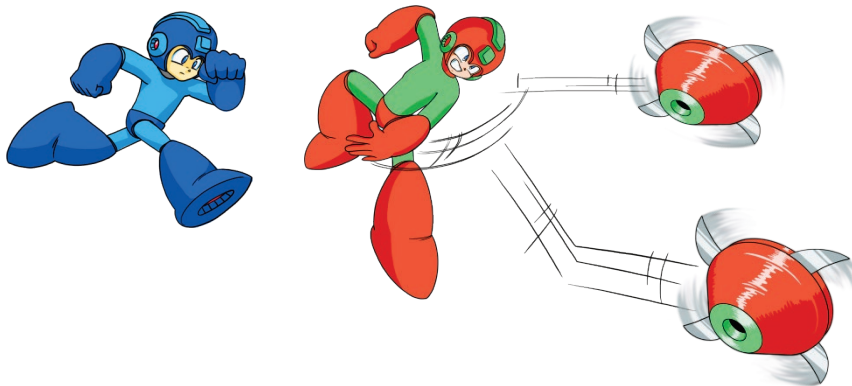


Extra
Chance

PLAYING THE GAME (cont.)

Keep going! Destroy all the robot fiends in the level, and you'll get to face the diabolical Robot Master. His Energy Meter appears to the right of yours, so you can keep an eye on who's winning!

If you lose all your chances, the game ends. But if you destroy the Robot Master, you gain his weapons. Then you can take on the next maniac!



POWER UP!

Press **Start** at any time to see your Weapons Box. Then press the control pad in any direction to move the cursor. When the item you want is highlighted, press **Start** again to use it.

Mega Buster - Choose this to fire Mega Man's Mega Buster.

Chances Left - Shows how many more chances you have to succeed.

Energy Tanks - Choose this to fill your Energy Meter if it is running out.

Weapon Energy Tanks - Choose this to fill up your Weapons' Energy Meters.

Robot Masters' Weapons - As you defeat the Robot Masters, you gain their weapons and the bars stack up there. Choose the weapon you need for the counter attack and go to it! An Energy Meter for the weapon you're using appears to the left of yours on the game screen.

Screw Count - This shows the number of screws you have collected.

Other Items - Any special item you buy in the shop also shows up here.

RUSH TO THE RESCUE!

Rush can change into handy machines that can get you through tough spots. When you access the Weapons Box, press the control pad up or down to highlight one of Rush's configurations, then press Start to go back to battle with Rush's power you've selected.

RC (Rush Coil) - Rush turns into a springboard for high jumps.

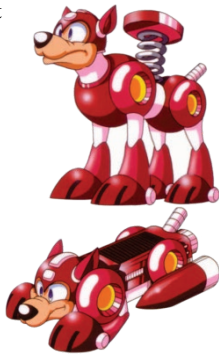
RJ (Rush Jet) - Rush allows you to take to the sky to cross wide gaps.

Note: Rush's Energy Meter appears to the left of your own. When out of energy, Rush can no longer help you.

When you're back in battle, press button **B**. Rush drops to your side in the form you have chosen. Jump on him and get going!

- Jump on the spring board to bounce high.
- Use the control pad to steer the Jet. Press button **A** to jump and **B** to fire.

Rush has been sent to obedience school, so he warps out when you don't need him anymore.



USING THE DATA SAVE SYSTEM

When you annihilate a Robot Master, you can access the Data Save Screen. Use the control Pad to select **Save**, then press **Start**. (If you don't want to save your progress, choose **Stage Select** and press **Start**. You'll return to the screen where you can choose another opponent.)

When the Data Save Screen appears, select a Data Slot to save your progress to and press **Start**. The game will then save your progress and you can continue the game from this exact point. Here's how:

1. Choose Continue from the main menu screen.
2. On the next screen, use the control pad to move the marker to the Data Slot you wish to continue from and press Start.
3. The last game you played will continue from the point where you saved the data.

ROBOT MASTERS



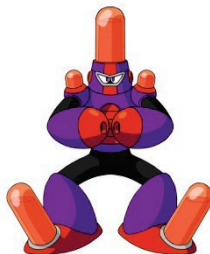
Glue Man



Yo-yoMan

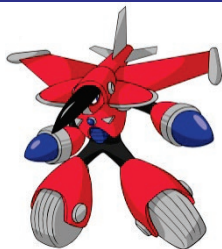


Comet Woman



Trinitro Man

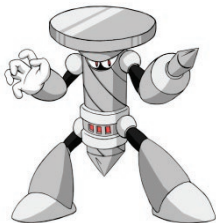
ROBOT MASTERS



Jet Man



Rainbow Man



Nail Man



Tank Man

TIPS AND TRICKS FROM PROTO MAN

- Your Mega Buster shots can reach past walls and obstacles.
- If you start falling, press the control pad UP-LEFT or UP-RIGHT. You might be able to save yourself.
- When Mega Man is damaged, he is invulnerable for a second or two. Use this time to get out of tight situations.
- Figure out how your enemies' weapons can help you. Then go after the Robot Masters in the right order to get the weapons you need for the next battle.
- At the Stage Select screen, press **Select** to go to Dr. Light's Lab and use Screws to create helpful items that will allow you to turn the tide of battle.
- A ninth Robot Master is hidden somewhere. Explore every corner to find a way to his lair. If you manage to defeat him, you will gain an extra weapon for your arsenal!



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