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DMG-RW-USA

MEGA MAN
DR. WILY'S REVENGE

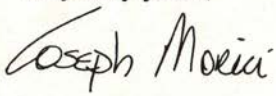
INSTRUCTION BOOKLET

A special message from CAPCOM

Thank you for selecting ***Mega Man in Dr. Wily's Revenge*** for your Game Boy system. We are proud to offer you this action-packed adventure, Capcom's latest contribution to the Game Boy!

Mega Man in Dr. Wily's Revenge offers the finest graphics and stereo sound available for the Game Boy. We hope you enjoy the excitement and challenges that await you in this latest **Mega Man** adventure.

Very truly yours,



Joe Morici
Senior Vice President
CAPCOM, U.S.A.

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Nintendo

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SAFETY PRECAUTIONS

Follow the suggestions below to keep your Game Boy and Game Pak in top operating condition:

1. **Always make sure the Game Boy's power is off before inserting or removing the Game Pak.**
2. **Don't try to take your Game Pak apart.**
3. **Never touch the contact points on your Game Pak.**
4. **Keep your Game Pak safe from direct sunlight, high heat, and extreme cold. Don't bend it, crush it, or let it get wet. Store it in its protective package at room temperature when you are not using it.**
5. **If your Game Pak gets dusty, clean it with a soft, dry cloth. Never use thinners, solvents, benzene, alcohol, or other strong cleaning agents, which can damage the Game Pak.**

GETTING STARTED

1. Plug in the **Mega Man** Game Pak into your Nintendo Game Boy and turn it on. In a few moments the title screen appears.
2. Press the **Start** button to begin the game. (Or use a password to continue a game you've played before. See *Using Your Password* on page 12.)
3. On the next screen, you'll see mug shots of the first four Robot Masters you must defeat. Press the control pad to choose an opponent.
4. Press **Start** again and get ready to melt some metal!
5. During play, press **Start** to pause the game while you switch weapons.

HE'S A MAD, MAD, MAD, MAD SCIENTIST

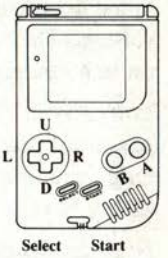
Mega Man, once again you must save the world, because Dr. Wily just won't stop! This time the unbelievably insane scientist has restored eight of the Robot Masters you previously mashed into metal marmalade.

Four of them – Ice Man, Electric Man, Cut Man and Fire Man – are running wild and tearing up the town. Those are the nice ones! Another four – Quick Man, Heat Man, Bubble Man, and Flash Man – are lurking in Dr. Wily's complex, with a factory-full of industrial-strength robot smashers that you won't believe!

But that's nothing compared to what you'll face in Dr. Wily's Space Node. So load up the Plasma Cannon, Mega Man. It's time to get the lead out!

CONTROLLING MEGA MAN

Press this:	**To do this:**
Control pad **LEFT** or **RIGHT**	Run in that direction.
Control pad **UP or DOWN**	Climb up or down.
Button **A**	Jump. Hold down the button for longer jumps. Press the control pad to jump in the direction you want to go.
Button **B**	Fire!
Start Button	See the Weapons Box. Use the control pad to choose a weapon, then press **Start** again to return to the action.

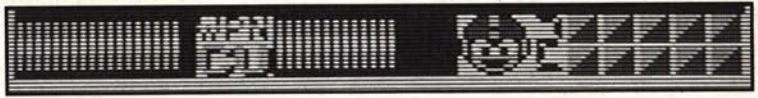


THE MAZE SCREEN

At the beginning of the game, choose one of the first four Robot Masters. Then press Start to transport through town to the area he's got in his steely grip.

Every Robot Master is hiding in his own special maze, filled with monstrous machines that fit his personality. You've got to run, blast, dodge and leap your way through the dizzying rooms to finally corner the big boss.

You start the game with three chances to succeed. But your energy can drain away as you take the crushing smashes your foes deal out. Keep an android eye on the bottom of the screen to check on how you're doing.



Current Weapon **Chances Left** **Energy Meter**

THE MAZE SCREEN (continued)

Battle through the maze of rooms, blasting everything you can. And don't forget to pick up your vitamins and minerals to gain back energy and chances. The more machines you demolish, the more pills, pellets, and capsules you'll get. When your energy runs out. You lose one chance. If you have chances left, you'll start again.



Power Pellet: Increases your power meter.



Energy Pellet: Increases your weapon's energy meter.



Extra Life Capsule: Gives you another chance to win!

Reaching the end of a maze puts you face to face with the Robot Master, and his power meter appears. Just like you, he'll last as long as his energy does, so you've got to watch both meters. Blast him into scrap metal to complete the maze and gain his Master Weapon. You'll transport back to the selection screen where you can choose your next opponent.

THE WEAPONS BOX

When you destroy a Robot Master, his weapon becomes yours to choose and use. Press **Start** at any time to see the Weapons Box.

The energy meters show how much energy each weapon has left. Use the control pad to choose a weapon, and then press **Start** to continue the fight. When you're using a Master Weapon, its energy meter will also appear at the bottom of the screen.

During his travels, Mega Man can acquire a levitating platform called the Carry. Once it has been collected, the Carry can be activated and recharged just like any Master Weapon. Mega Man will be able to shoot out this platform to help him climb over obstacles which block his path.

When you are using a Master Weapon, you can increase the energy level of the weapon by picking up Energy Pellets. The pellets will only increase the energy level of the Master Weapon you are currently using.

NUTS AND BOLTS FOR WINNING

- Fire from ladders and while jumping to blast high-up machines.
- Try to get all the pills, pellets and capsules in a room so your power and weapon energy hold out for the next furious fray.
- Figure out which Master Weapons will beat each Robot Master. Then go after your foes in the right order to get the weapons you need for the next battle.
- When hurt, Mega Man will flash for a bit. He can't be injured during this time.
- Practice to become fast and accurate. Then practice, practice, practice some more.

USING YOUR PASSWORD

When you annihilate a Robot Master, you can see a secret password. Use the control pad to select Password, then press **Start**. (*If you don't want to see the password, choose Stage Select and press* ***Start****. You'll return to the screen where you can choose another opponent.*)

When the password appears, write it down or memorize it. The next time you play the game, you can continue from this point. Here's how:

1. Choose Password from the title screen.
2. On the next screen, use the control pad to move the marker in the grid. Press button **A** on each space you need for your password. (*If you mark a space by mistake, press button* ***B*** *to "unmark" it.*) The box at the lower right shows how many spaces you need to mark.
3. When you've entered all five dots, the game will automatically check the password to see if it is correct. If it is correct then you will continue the game from the point where you received the password.

90-DAY LIMITED WARRANTY

90-DAY LIMITED WARRANTY

CAPCOM U.S.A., Inc. ("Capcom") warrants to the original consumer that this Capcom Game Boy Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Capcom will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Capcom Consumer Service Department of the problem requiring warranty service by calling (408) 727-0400. Our Consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time. Monday through Friday.
3. If the Capcom service technician is unable to solve the problem by phone, he will provide you with a return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similiar proof-of-purchase within the 90-day warranty period to:

CAPCOM U.S.A., Inc.
Consumer Service Department
3303 Scott Boulevard
Santa Clara, CA 95054

This warranty shall not apply if the Pak has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to the defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem after the 90-day warranty period, you may contact the Capcom Consumer Service Department at the phone number noted previously. If the Capcom service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the Defective PAK and return the defective PAK freight prepaid to Capcom, enclosing a check or money order for $10.00 payable to CAPCOM U.S.A., Inc. Capcom will at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refunded.

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SCORE BOARD

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