

MEGA MAN

ANNIVERSARY COLLECTION



CAPCOM

Warning:**Read Before Using Your PlayStation®2 Computer Entertainment System.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

Warning to Owners of Projection Televisions:

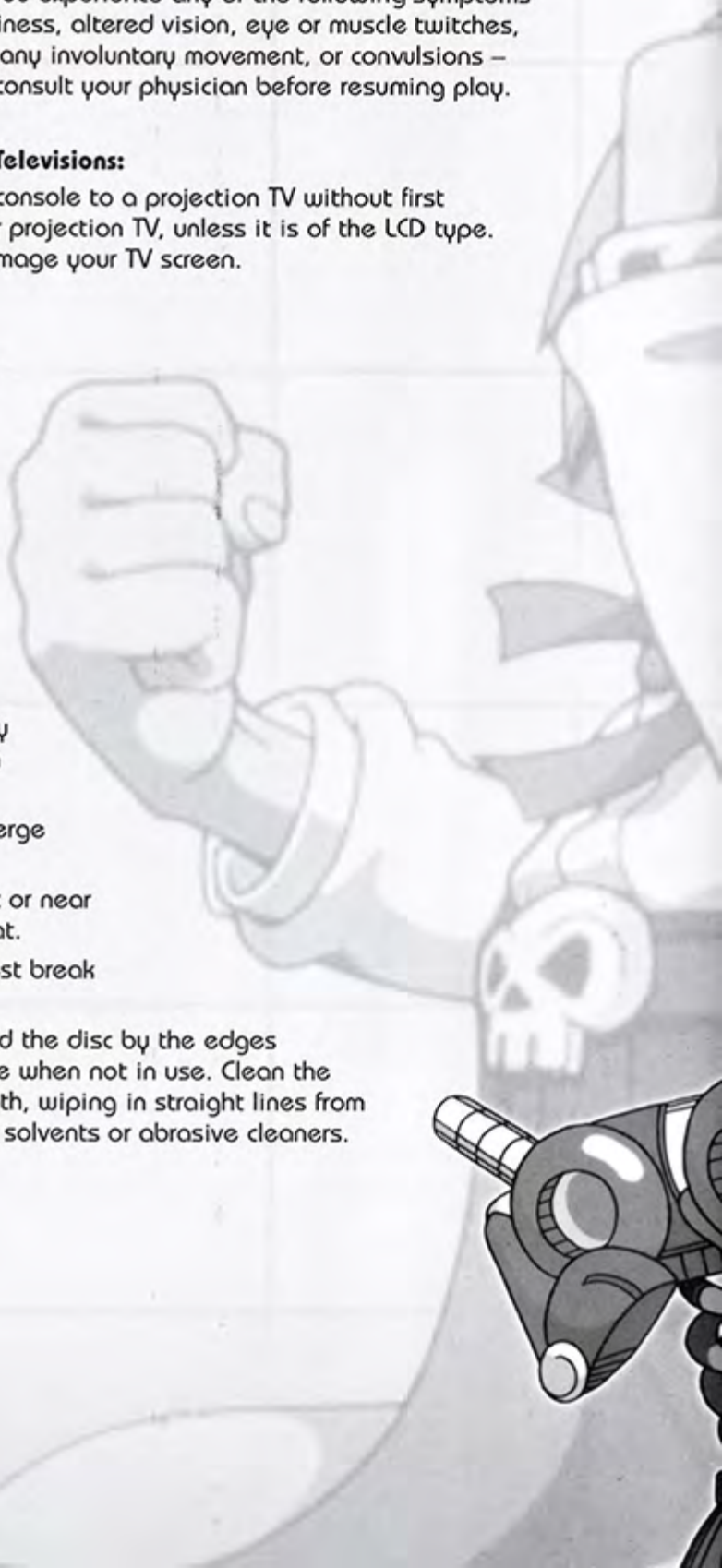
Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

Use of Unauthorized Product:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

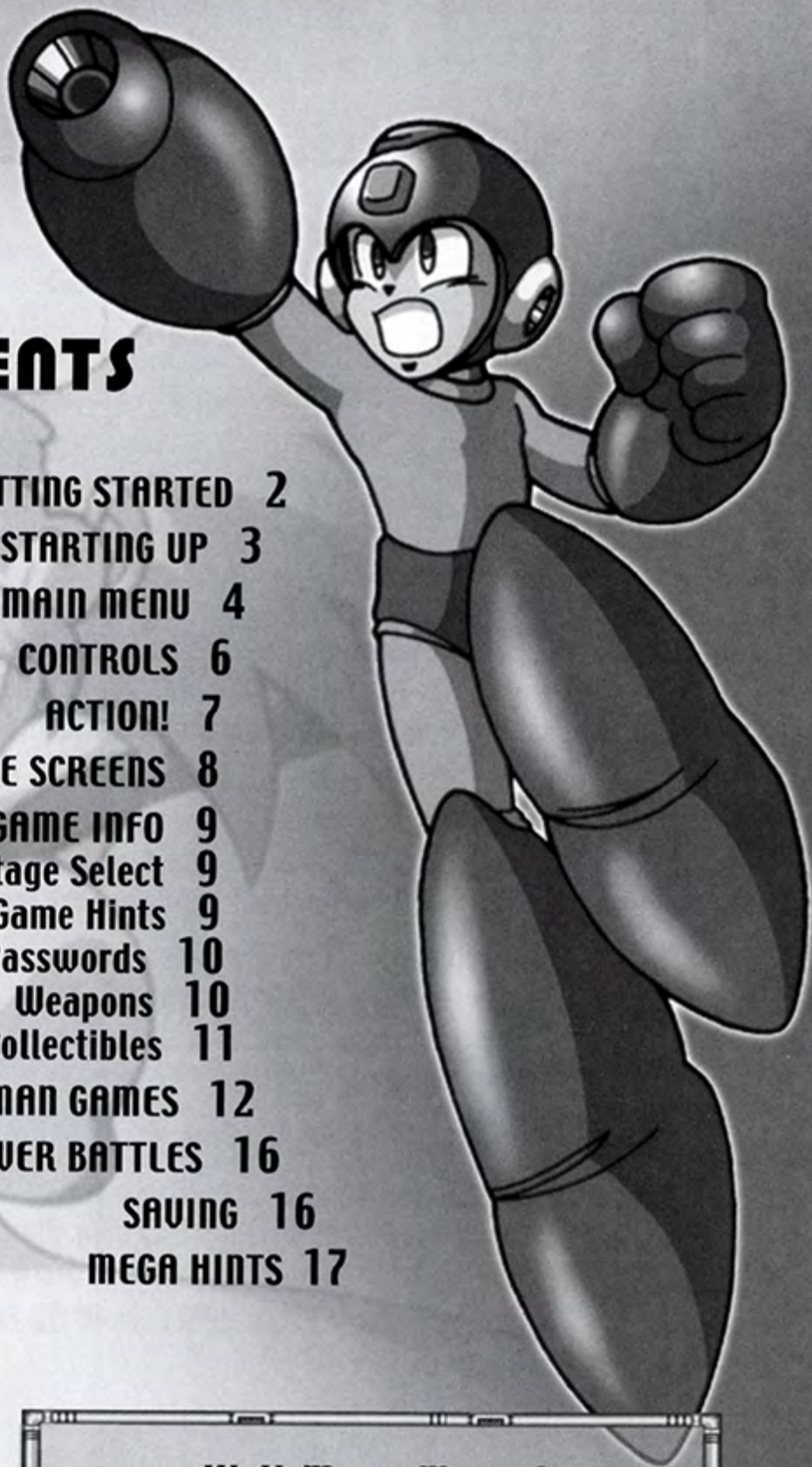
Handling Your PlayStation 2 Format Disc:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.



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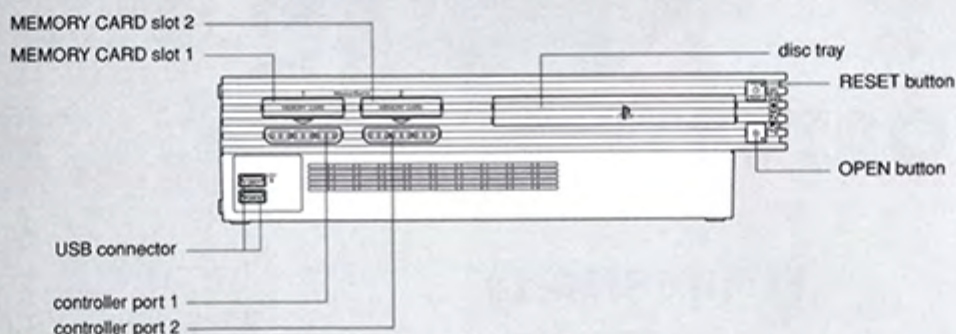
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GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON.

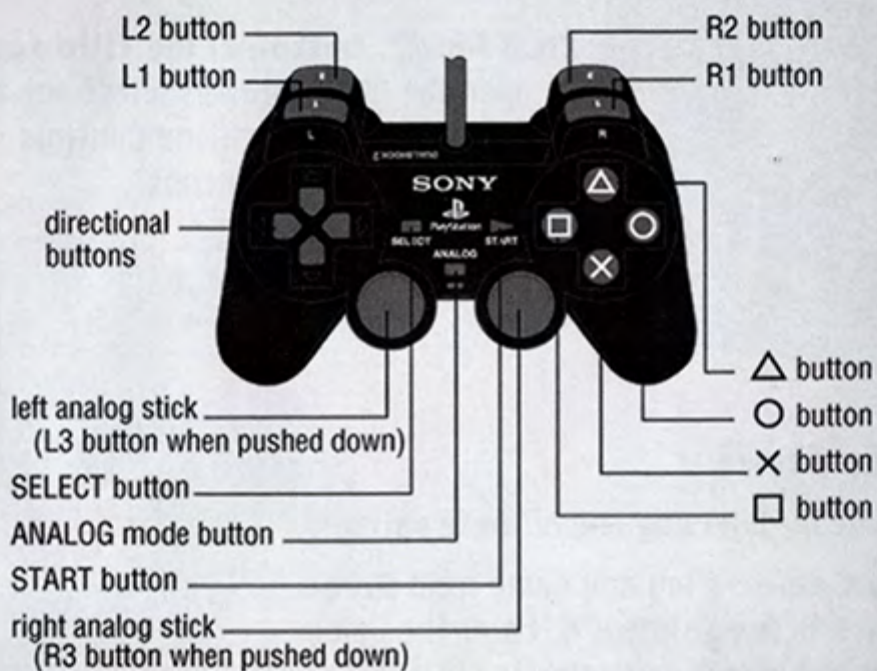
Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the MEGA MAN® ANNIVERSARY COLLECTION disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close.

Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

MEMORY CARD (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

STARTING UP




DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

Before starting play, connect a DUALSHOCK®2 analog controller to controller port 1.



MAIN MENU



Press the  button at the **Title Screen** to open the **Main Menu**. Select one of its three doors. (Use the Menu Controls shown below for all menus in the game.)



Door 1: Start

Start a game by selecting one of these options:

- **New Game** – Play any game from **Mega Man 1** to **Mega Man 8**. Enter the Game Room and select any game to start it from the beginning. On the game's Title Screen, select **Start**.
- **Load Game** – Any time you clear a stage, your game is saved automatically to the memory card in **MEMORY CARD slot 1**. Select this option to load your saved game. (Just be sure the memory card is still inserted in **MEMORY CARD Slot 1**.)

Tip: See page 16 for more information on saving.

Menu Controls

- Use the **left analog stick** or **directional buttons** to select.
- Press the  button to confirm.
- Press the  button to cancel.

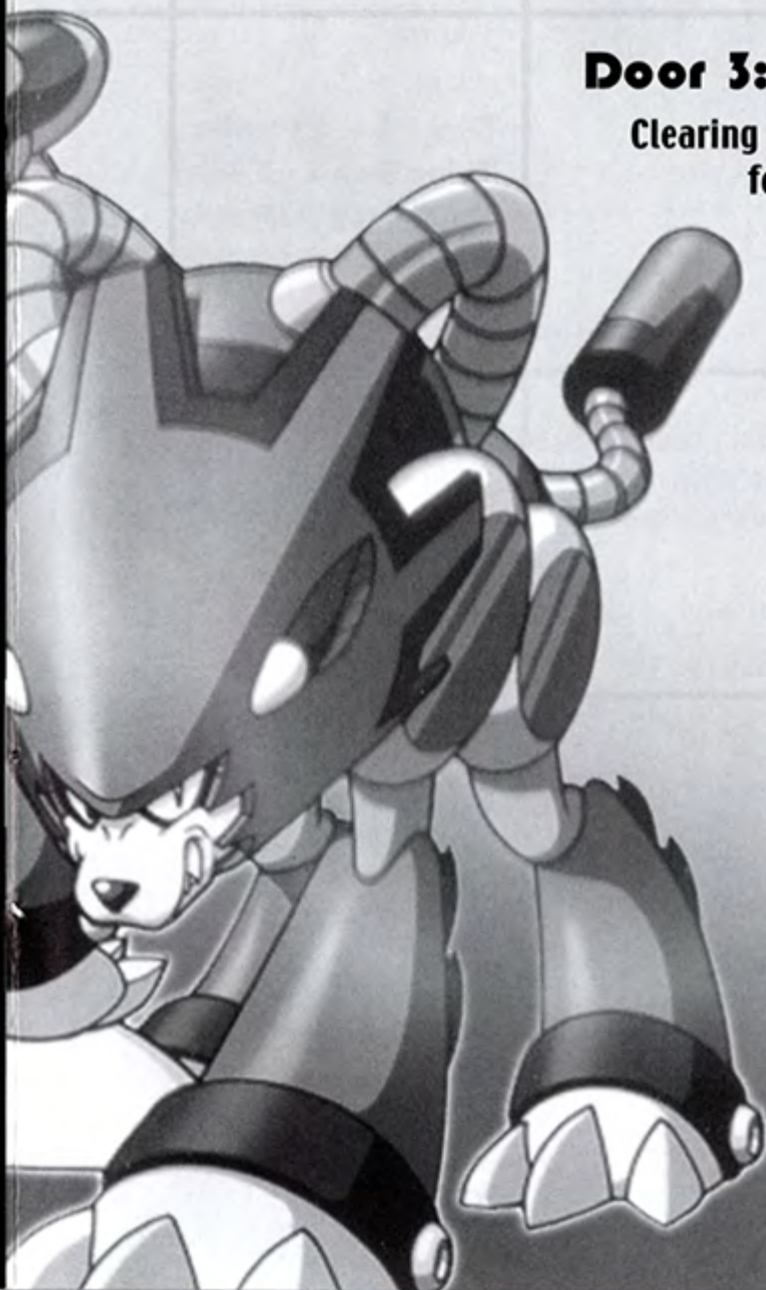
Door 2: Options

Set the game up your way.

- **Sound Options** – How loud would you like the game's music and SFX? Set it here.
- **Gameplay Options:**
 - Navi Mode On/Off** – Turn this **On** for in-game hints (Mega Man 1 - 7 only).
 - Difficulty** – **Easy** is for beginners. **Normal** is for everyone else. (Mega Man 1 - 7 only.)
 - Starting lives** – Give yourself **3** lives (just like in the original Mega Man games) or **5** lives to clear a level.
- **Video Option** – Adjust the position of the game screen here.

Door 3: Secrets

Clearing games unlocks unseen game features. Select the **Secrets** door to see the hidden prizes you've earned.



CONTROLS

L2 / R2 buttons

- ▼ Change Rush parts

L1 / R1 buttons

- ▼ Change weapons

△ button

- ▼ Cancel
- ▼ Autofire (Mega Man 1 - 6 only)

○ button

- ▼ Slide (Mega Man 3 - 6)

⊗ button

- ▼ Confirm
- ▼ Jump
- ▼ Slide (↓ + ⊗ button; Mega Man 3 - 8 only)
- ▼ Scroll through Mission Screens in some games

directional buttons
or left
analog stick

- ▼ Move Mega Man
- ▼ Select menu items

■ button

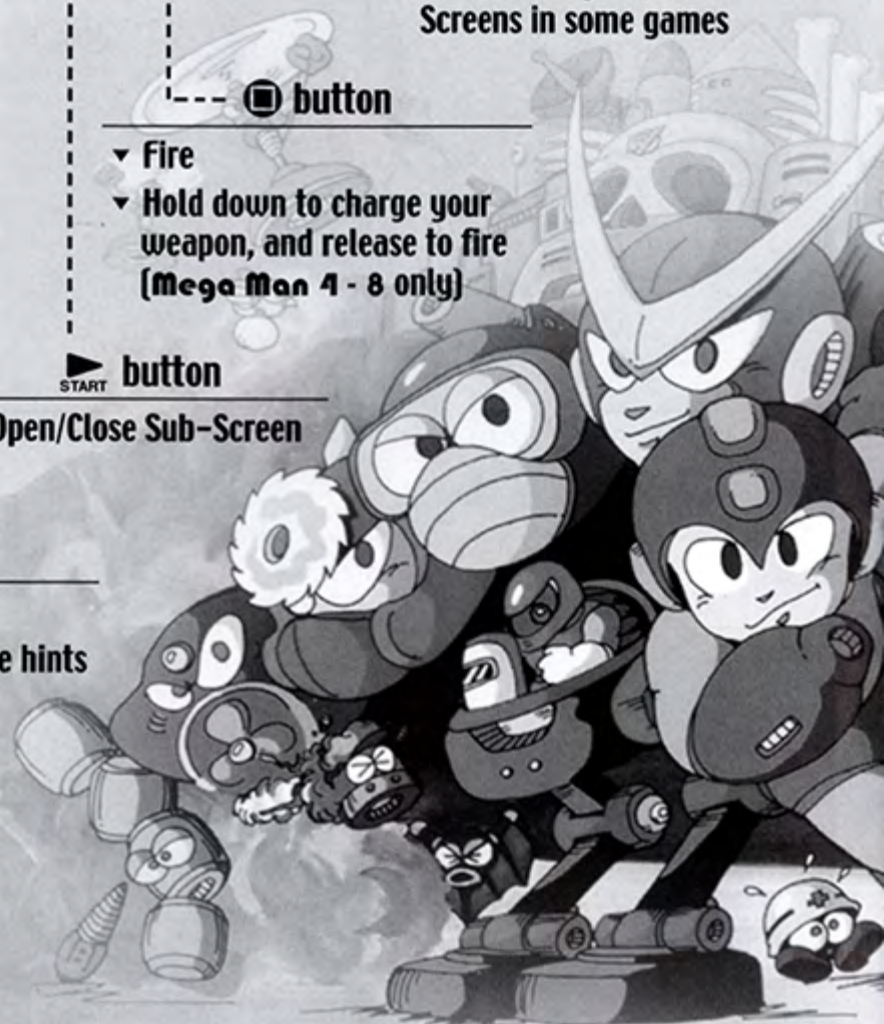
- ▼ Fire
- ▼ Hold down to charge your weapon, and release to fire (Mega Man 4 - 8 only)

START button

- ▼ Open/Close Sub-Screen

■ button

- ▼ Display Exit Game menu
- ▼ In Navi Mode, view game hints



ACTION!

Move Mega Man

- Press the **directional buttons** or **left analog stick** ↑ / ↓ / ← / →.

Slide

- Press the **○ button** or **↓ + ⊗ button** to slide (Mega Man 3 - 6 only).
- Press **↓ + ⊗ button** to slide (Mega Man 3 - 8 only).

Jump

- Press the **⊗ button** to jump up. Jump while moving the **directional buttons** or **left analog stick** to reach ledges to the left and right.

Fire

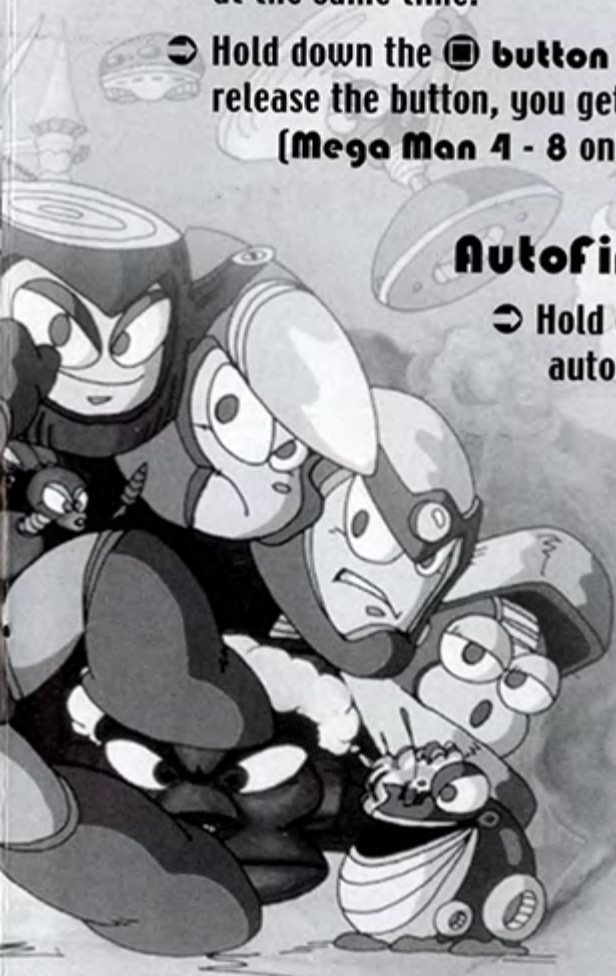
- Press the **■ button** to fire your weapon. You can fire and jump at the same time.
- Hold down the **■ button** to charge up your weapon. When you release the button, you get a bigger blast that does more damage (Mega Man 4 - 8 only).

Autofire

- Hold down the **△ button** for rapid autofire (Mega Man 1 - 6 only).

Ladder Climb

- Jump to grab onto a high ladder. Press **↑** or **↓** to climb up and down. Jump to dismount before reaching the bottom of the ladder.



GAME SCREENS

GAMEPLAY SCREEN

Current Weapon & Energy Level

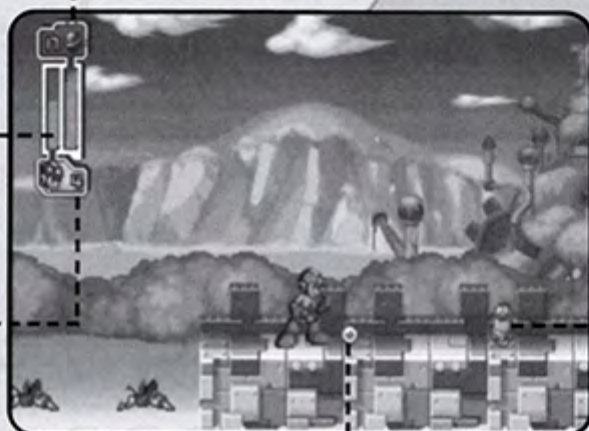
Obtain another weapon to switch

Energy Level

Decreases as Mega Man takes hits

Remaining Lives

When they're used up, the game ends



Weapon Capsule

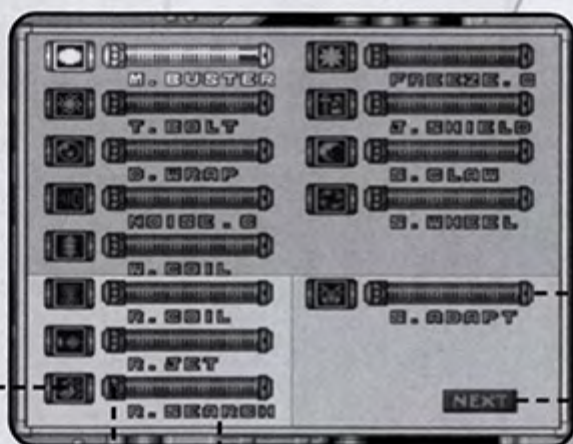
Restores energy to your current weapon

Energy Pellet

Restores Mega Man's energy

SUB-SCREEN

Press the **START** button to open the **Sub-Screen** where you can check your game status. In-game hints (see page 9) also appear on this screen. Select **Next** to cycle through the pages. The game pauses as long as the Sub-Screen is open.



Weapon Icon

Weapon Name

Remaining Weapon Energy

Stored Energy Tanks

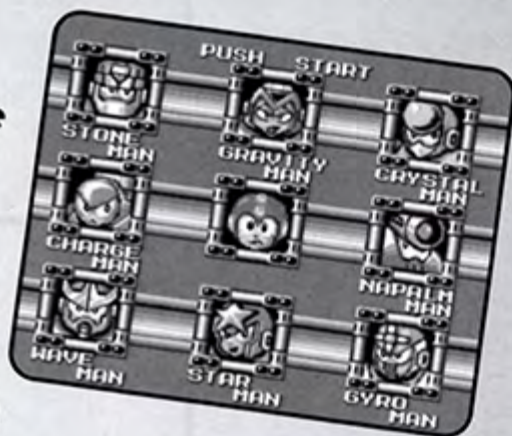
NEXT Button

Tip: Press the **START** button again to close the Sub-Screen.

MORE GAME INFO

STAGE SELECT

The Stage Select Screen appears when you select either **New Game** or **Load Game**. To get the game rolling, choose the stage you'll play by selecting the Stage Boss. You can select any Stage Boss you haven't defeated.




- In **Mega Man 1 - 6**, you see all the Stage Bosses.
- In **Mega Man 7 - 8**, you see the first four Stage Bosses. Beat those Bosses to see the next four Bosses.
- As you clear stages, more stages become available.



IN-GAME HINTS

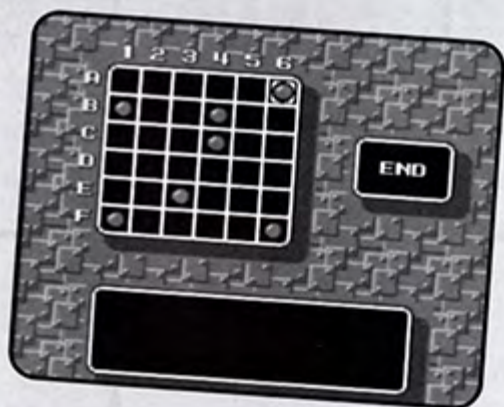
Help yourself out! You can get game hints during play by turning **Navi Mode ON** in the Options Screen (see page 5).

- **Beat the Bird** or other friends will show up when the going gets tough to lead you toward the right path.
- Other characters will give you hints. While in Navi Mode, press the  button when you see "!" on screen to display the hints.

PASSWORDS

Your game is saved automatically when you clear a stage or lose all your lives. You also get a password every time you clear a stage. The password gets you back into the game at that spot. (So write it down.)

To use a password, select a game, and then select **Password** from the game's Title Screen.



- Use the **directional buttons** or **left analog stick** to move the cursor.
- Press the **X button** to enter a character.
- Press the **START button** to submit the password.

If you got it right, you'll resume the game, but you'll lose temporary items such as extra lives, energy and weapon subtanks.

Tip: **Mega Man 8** doesn't have passwords.

WEAPONS

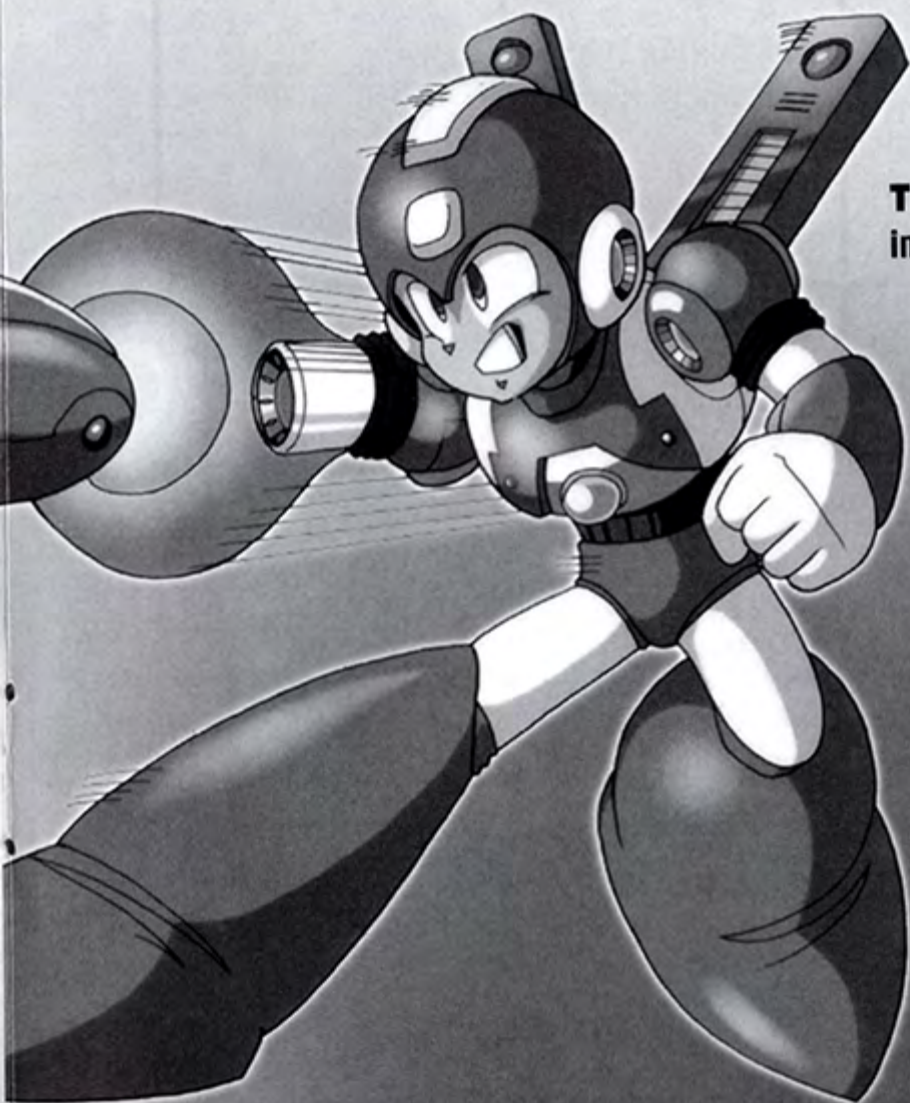
- The **□ button** is the Fire and Charge button. Tap it to fire. In **Mega Man 4 - 8**, hold it down to charge up your weapon, and then release it to fire.
- You can obtain new weapons either by defeating Bosses and collecting their weapons or by collecting enough parts to make something new. When Mega Man changes weapons, he also changes color.
- When your weapon is charged up, it fires with a bigger blast and does more damage. Mega Man sparkles when he's using a charged-up weapon.



COLLECTIBLES

Run over collectibles to pick them up. Besides the items on this page, see what else you can find!

- **ENERGY PELLETS** – Increase Mega Man's energy level.
- **WEAPON CAPSULES** – Increase the energy level of Mega Man's current special weapon.
- **ENERGY TANKS** – Fully restore Mega Man's energy supply. Mega Man can store Energy Tanks until they're needed.
- **I-UP** – Gives Mega Man one more life.
- **RUSH COIL** – Rush turns into a springboard and catapults Mega Man over obstacles.
- **RUSH MARINE** – Rush turns into a submarine for undersea hunts.
- **RUSH JET** – Rush becomes a jet sled for sky-high travel.



Tip: Not all items appear in every game.

MEGA MAN GAMES

MEGA MAN I: The Mega Man Story

It's MEGA MAN versus the powerful leaders and fighting forces of Monsteropolis – that strange multi-faceted land of robot-like Humanoids.

Brilliant scientist Dr. Light conceived the construction of fully-operational human-like experimental robots to perform specific everyday duties.

Dr. Light, and his assistant Dr. Wily, encouraged by their very first near-human robot – MEGA MAN – proceeded to develop six additional Humanoids, all programmed to perform prescribed rituals:

- **Cutman** – Designed to function as a lumberjack. Powerful saw-toothed scissors-like instrument protrudes from head, capable of gnawing through giant forest lumber.
- **Gutsman** – A bulldozing character capable of lifting and transporting huge boulders.
- **Iceman** – Impervious to chilling sub-zero temperatures, capable of human-like performances under extreme climatic conditions.
- **Bombman** – A real “blaster” as a heavy-duty laborer who uses intensely powerful explosives to clear land for Dr. Light's construction projects.
- **Fireman** – Melts and molds metals with flame-throwing torch flaring from atop his head.
- **Elecman** – Dr. Light's electrifying creation, planned for conducting electrical operations – even supervising nuclear power plants.



But, with the exception of MEGA MAN, all of Dr. Light's near-human robot experimentation went awry. Assistant Dr. Wily turned disloyal, re-programming Dr. Light's Humanoids, now bent on destroying opposition so Dr. Wily can control the world and its resources.

Resisting re-programming, MEGA MAN is chosen as the defender of the universe and its inhabitants. MEGA MAN dares to single-handedly penetrate seven separate empires of Monsteropolis, eliminating the leaders and followers of these sovereignties.

Get ready for some very exciting challenges!

MEGA MAN 2: The Return of Wily

In the year 200x, a super-robot named Mega Man was created by Dr. Light to stop the evil desires of Dr. Wily. However, after his defeat, Dr. Wily created eight of his own robots to counter Mega Man....

MEGA MAN 3: Metal Attack

"Calling Mega Man! Calling Mega Man! Come in please!

"Mega Man, we need you! We're down to the wire on our peace-keeping project. We've got to get those last energy crystals or we can't finish it. Dr. Wily is here now, too...yes...he's finally found his sanity. He knows where the crystals are! They're in the mining worlds, but we can't get to 'em. The robots are running amok and they're destroying everything!

"You've got to get there, Mega Man, and get those crystals! You'll have to face some pretty mean metal. Expect the worst! Is Rush there with you? Give him a bolt to chew on and tell him it's from us. What's that...we must be getting static...sounds like you said 'Woof!'

"Mega Man, get to those mining worlds pronto! Grab the crystals and stop whoever's in charge! He's one lunatic guy!

"This is Dr. Light. Over and out!"

MEGA MAN 4: Invitation to Doom!

A year after the destruction of Gamma, a mysterious message arrives at Dr. Light's lab....

Good evening, Dr. Light:

Allow me to introduce myself — I am Dr. Cossack. You may not have heard of me, but soon the world will know my name.

Over the years, you have been hailed as the greatest robot designer in the world, while my robotic creations have been totally ignored. I cannot allow this to continue. The world must be made aware of my genius!

From my Siberian citadel, I've sent eight of my most powerful robots to destroy the titanium troublemaker, Mega Man. Once they have obliterated him, I will place his broken body on display for the entire world to see. Only then will I be allowed to take my place as the greatest robot designer of all time!

(signed) Dr. Cossack



MEGA MAN 5: Brother Against Brother!

"Cossack to Mega Man! Cossack to Mega Man! Come in, Mega Man!

"Protoman has gone wild! City Hall and the spaceport have been totally destroyed and the city's power grid is in shambles. I've never seen destruction on this scale before!

"I know you're worried about Dr. Light, but your first duty is to free the city from the grip of Protoman's robots. I can modify your reactor to give the Mega Buster a little more power, but the rest is up to you. Dr. Light and I have been working on a special project, but it's not finished yet. Maybe if I can get it working, it might give you an edge.

"Remember to watch your back, Mega Man. Protoman seems to have become more ruthless than we thought possible. Good luck!

Cossack out!"

MEGA MAN 6: The Mysterious Mr. X!

The most talented robot designers from across the globe have come to the First Annual Robot Tournament sponsored by the billionaire, Mr. X. Traveling from Japan, Canada and the United States, the designers have brought their finest cybernetic creations to do battle in a series of tests to see which robot can claim the title of "The Most Powerful Robot in the World."

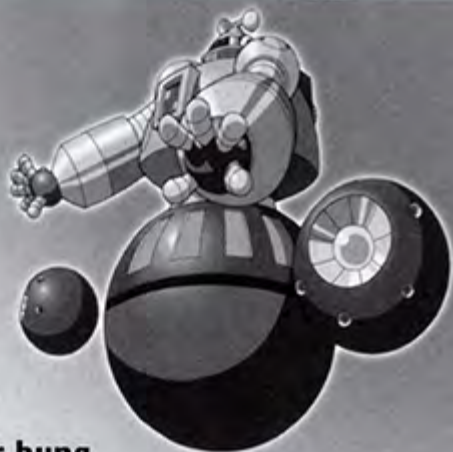
Nothing seems strange as the contest begins, but when the top eight robots enter the arena for the final event, the lights dim and the mysterious Mr. X appears....

"Ladies and Gentlemen...I wish to thank you all for coming to see the final event of my First Annual Robot Tournament. As you know, I have kept the final event of the tournament a secret. This event will test the strength, skill and intelligence of each of these fine robots. In fact, it will also test the strength and skill of each one of you. That may seem strange, but I'm sure you will understand when I explain that the final test for these robots is to help me conquer the world!

"Please excuse me and my robots as we teleport out of here, but we have a lot of work to do. But don't worry, you'll see me again soon....

Real soon!"

MEGA MAN 7: Dr. Wily Behind Bars!



The world's pulse raced with excitement! Everyone truly believed the conniving Dr. Wily had been stopped for good and imprisoned by the valiant Mega Man. Reporters jockeyed with cameramen for snapshots as the infamous Doctor hung his head while being dragged away in handcuffs. Dr. Wily would soon be behind bars. Or would he?

Dr. Wily was ready for anything. He had known his dastardly plans would end in failure some day, so after six months without contact his laboratory sprung to life. Monitors whirred into action, lights flashed and the lab control panel booted up. In no time four hidden robots emerged. The robots then began a rampage in search of their master. Wily had done it again. Nothing would get in their way!

The world's racing pulse turned to nervous fear as a city was pummeled. Wasn't Dr. Wily in jail? Why was this still happening? The four robots took no heed of the great robot creator Dr. Light. Mega Man found Dr. Light and the canine cyborg Rush fallen in the streets.

"Dr. Light? Are you O.K.?" Mega Man shouted.

"Mega Man! We have no time," replied Dr. Light. "Dr. Wily is using his robots to cover up his escape. You must go! Follow his spaceship!"

Mega Man, Dr. Light and Rush looked on in horror as Dr. Wily's spaceship shot out of the prison. Dr. Wily was on the loose!

MEGA MAN 8: Mega Man

Mega Man, the second robot created by Dr. Thomas Light, was originally intended only to perform functions in the laboratory that Dr. Light could not perform himself. Slowly, Dr. Light began using Mega Man for more and more advanced robotics experiments.

One day, Mega Man walked in on Dr. Light listening to an intercepted transmission from the evil Dr. Wily. The transmission exposed Dr. Wily's plans for world domination. Mega Man convinced the good Dr. Light to let him chase down and eliminate the threat of his nemesis.

Mega Man's days as a "gofer" in the lab were over!

POWER BATTLES

Join up with a friend in power battles, where you both take on Dr. Wily's robots. Or take your chances alone. In these games you can control Mega Man, Bass or Protoman. Go for it!

SAVING

To save your game, insert a memory card into MEMORY CARD slot 1 before starting play.

With a memory card in use:

- When you defeat any Boss in **Mega Man 1 - 7**, your game is saved automatically, preserving all your progress in all the **Mega Man** games on the game DVD.
- In **Mega Man 8** you will be prompted to save at certain points in the game.

To resume your saved game, make sure your memory card (or any memory card containing a **Mega Man Anniversary Collection** save), is inserted into MEMORY CARD slot 1. Then select **Load Game** from the Main Menu.

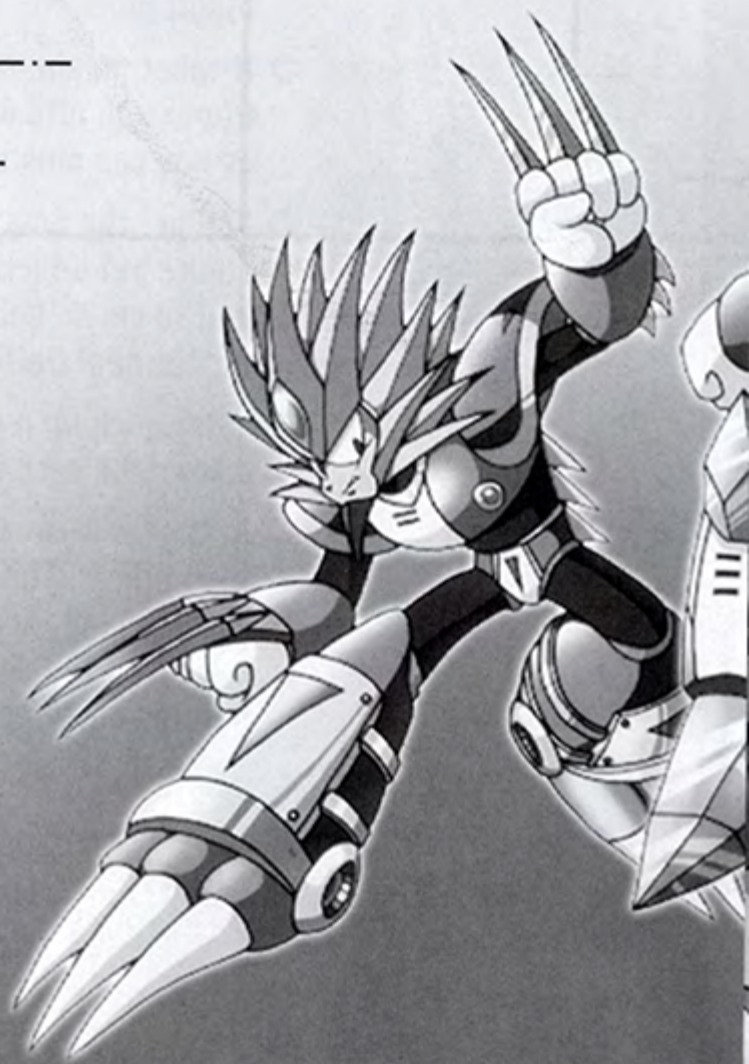
- If you turn on the power to the console with the memory card already inserted, your save game will load automatically.
- There is only one **Mega Man Anniversary Collection** save on the memory card. Whenever the game saves, the new save overwrites the previous save.

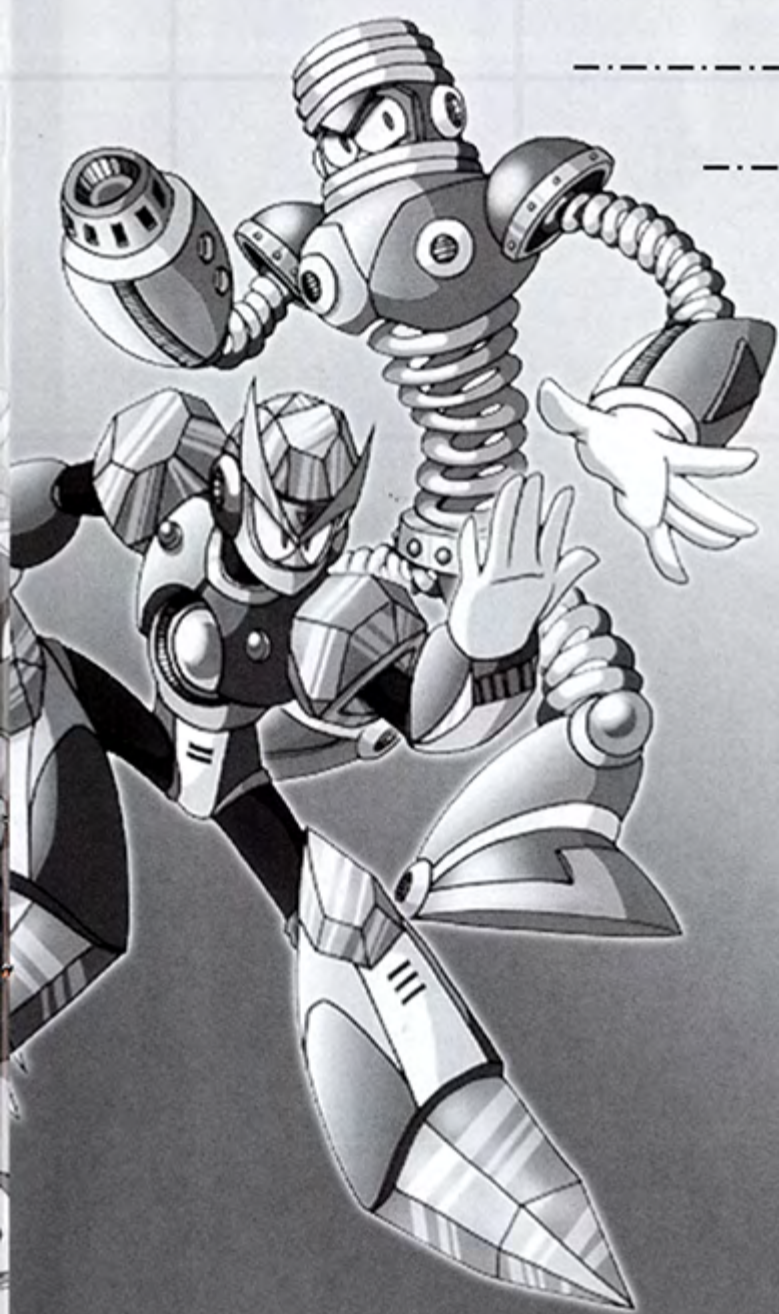
MEGA HINTS



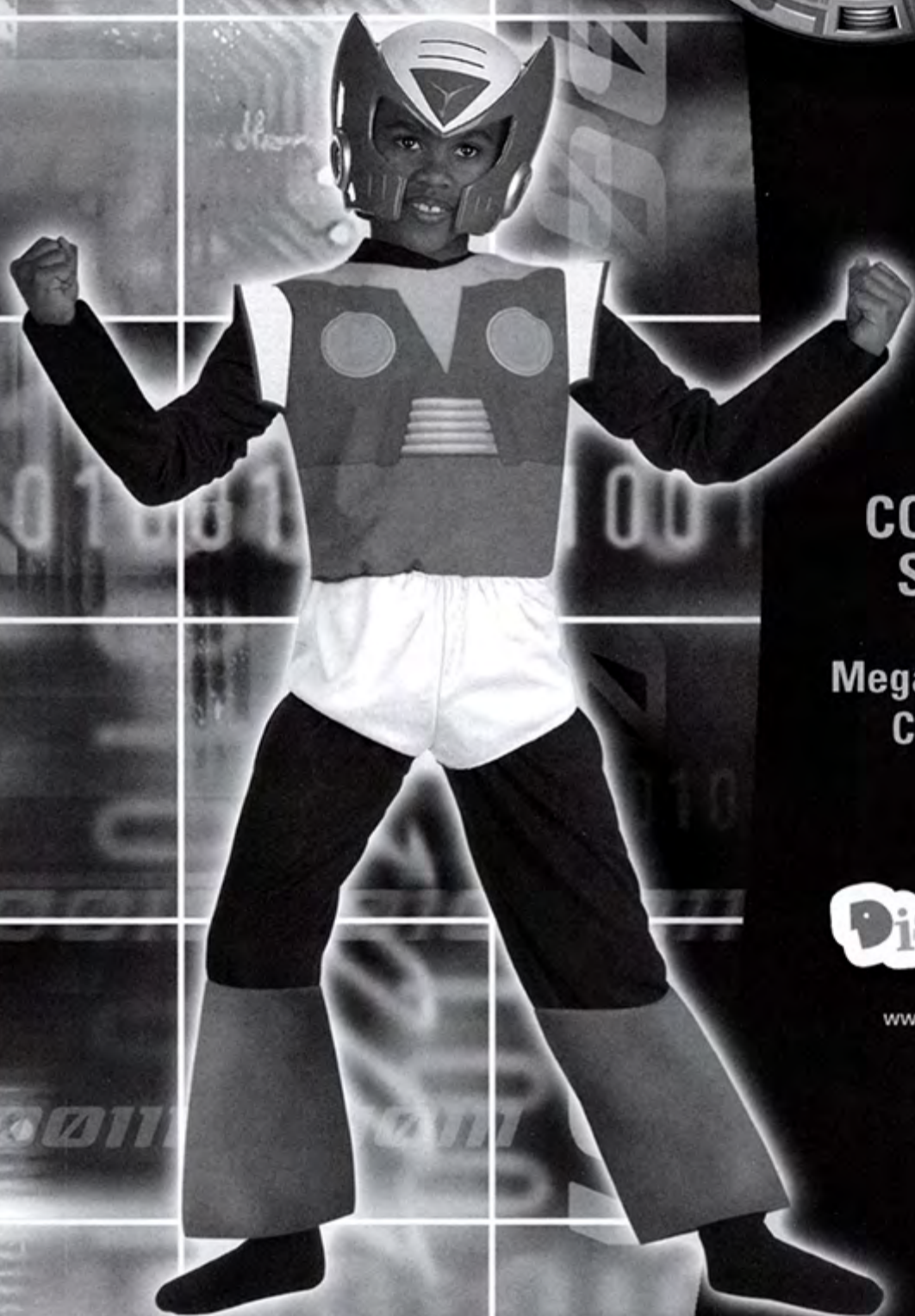
- If Mega Man starts falling, press **↶** or **↷**. You might be able to save his life.
- When Mega Man is damaged, he can't be hurt for a second or two. Use this time to get past tough spots.
- It takes maximum strength to beat any Boss. Always go into battle with as much power as you can muster.
- You get the Boss's weapon when you defeat him. Figure out which Boss to take on first, second, and so on, so you'll have the right weapon for the next battle.
- You'll pick up a password whenever you clear a level. Be sure to note it down somewhere.
- In **Mega Man 8**, some stages are longer than others. The longer ones allow you to save in mid-level. Be sure to do so, so it's not a tragedy if Mega Man loses all his lives before you defeat the Boss!

NOTES





MEGAMAN



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SOON...**

**MegaMan Zero
Costume**

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**FROM THE GAME SCREEN
TO YOUR HANDS!**



**CAPCOM
COMICS!**

MEGAMAN

RIVAL SCHOOLS
UNITED BY FIRE

MAXIMO

DEVIL MAY CRY

DARK STALKERS
THE BEST OF BOTH WORLDS

AT A COMIC SHOP NEAR YOU



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MEGAMAN 15th



ACTION FIGURES · PLAY SETS · VEHICLES

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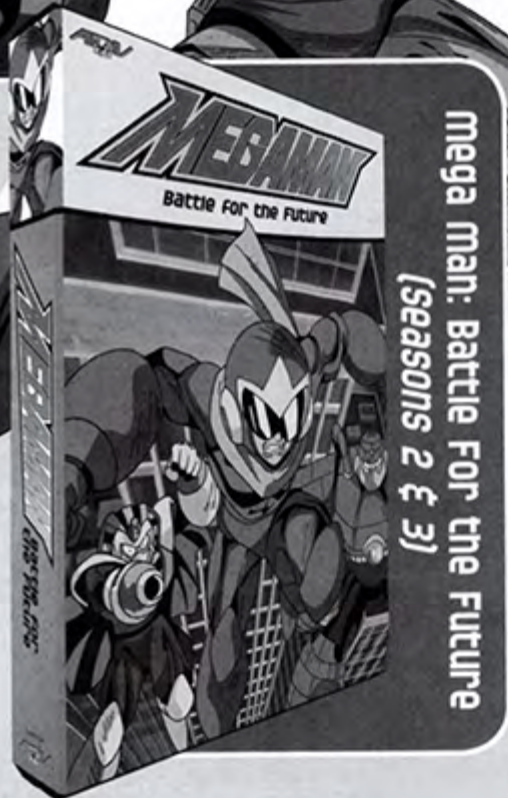
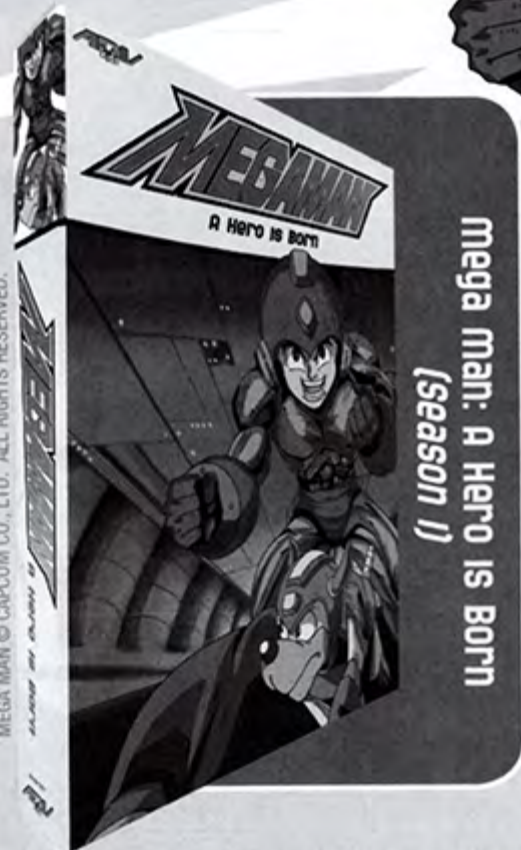
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CAPCOM

more than just a super-fighting robot! He's

MEGAMAN

Dr. Willy and his gang of robots are trying to take over the world! Only Mega Man and his faithful allies Dr. Light, Rush, Roll and the rest can stop them!



The entire classic *Mega Man* cartoon series is now available in two exciting DVDs! Each three-disc volume contains over five hours of Mega-action!

Find these and other ADU Films DVDs wherever DVDs are sold or at www.adufilms.com.

ADU
kids

MEGAMAN™

Trading Cards



Artbox Entertainment is very proud to be a part of the 15th Anniversary celebration of Mega Man with our American launch of Mega Man™ Trading Cards. This set follows the adventures of Mega Man, the boy robot, and his creator, Dr. Light as they battle the evil Dr. Wily in his attempts to conquer the world, plus more.

What to collect:

54 Total Cards

45 Standard Cards

9 Special Foil Chase Cards with all-new original art by renowned Mega Man artist, Patrick Spaziante!*

* Chase Cards randomly inserted.

6 Cards per pack/24 Packs per box

Available Spring, 2004!

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artbox
by artbox entertainment

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2. If the CAPCOM service technician is unable to solve the problem by phone, he/she will instruct you to return the entire DVD-ROM to CAPCOM freight prepaid at your own risk of damage or delivery. We recommend sending your DVD-ROM certified mail. Please include your sales slip or similar proof of purchase within the 90-day warranty period to:

CAPCOM
Consumer Service Department
475 Oakmead Parkway
Sunnyvale, CA 94085

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ESRB RATING

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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