



MEGA MAN 4®

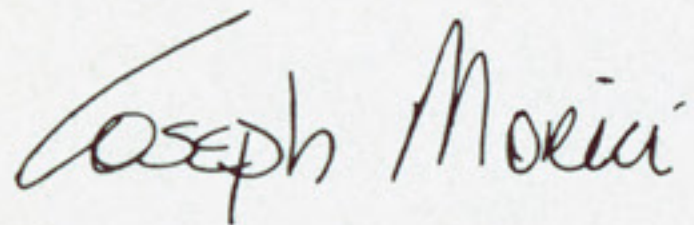
INSTRUCTION MANUAL

A special message from CAPCOM

Thank you for selecting **Mega Man 4** the latest addition to Capcom's library of titles. Following such hits as **Mega Man 3** and **Mega Man 2**.

Mega Man 4 continues the tradition of action-packed family oriented games for the Home Console.

Mega Man 4 features colorful state-of-the-art high resolution graphics. We at Capcom are proud to bring you this thrilling new addition to your video game library.



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

SAFETY PRECAUTIONS

Follow these suggestions to keep your Mega Man 4 cartridge in perfect operating condition.

1. DO NOT subject your Game Pak to extreme temperatures, either hot or cold. Always store it at room temperature.
2. DO NOT touch the terminal connectors on your Game Pak. Keep it clean and dust-free by always storing it in its protective plastic sleeve.
3. DO NOT try to disassemble your Game Pak.
4. DO NOT 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.

A D V I S O R Y

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and convulsions.

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GETTING STARTED

1. Insert your Mega Man 4 Game Pak into your Home Console and turn it on. Watch the story screens to learn the secret origin of Mega Man. If you wish to skip these screens, press the **START** button.
2. On the title screen, you can choose to begin a new game or use a password to continue a previous game.

To begin a new game, move the arrow next to **PRESS START**, then press **START** on your control pad.

To continue a previous game, see the *Using your Password* section later in this manual.

3. When the next screen appears, you will see various mug shots of Dr. Cossack's robot masters. Use the control pad to highlight the robot master you wish to battle, press the **A** button and get ready for action!
4. To end the game at any time, simply turn your Home Console off and remove your Game Pak.

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 that 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!

Dr. Cossack

CONTROLLING MEGA MAN

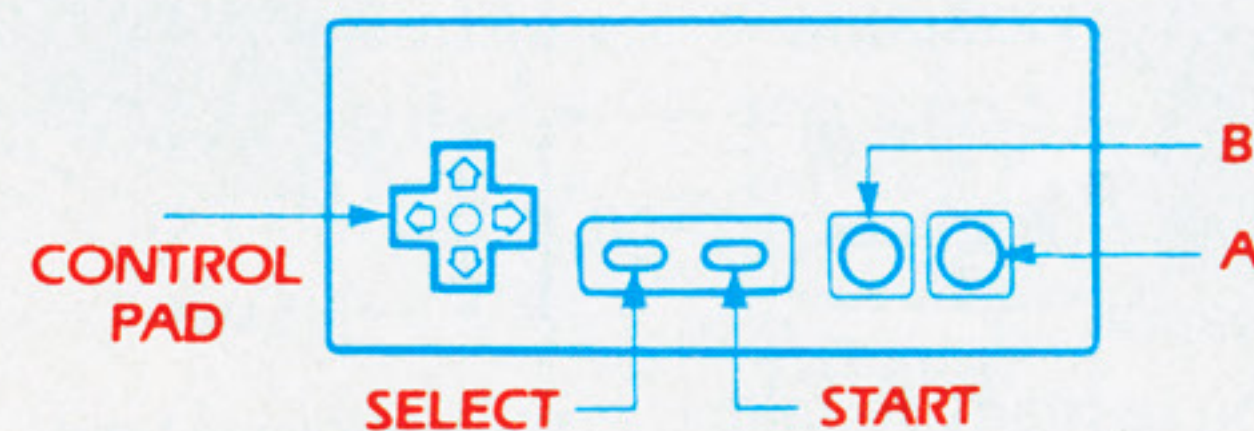
To move left or right Press the control pad left or right.

To climb up or down Press the control pad up or down.

Jump Press the **A** button

Slide Press the control pad down and hit the **A** button. Mega Man will slide in the direction he is facing.

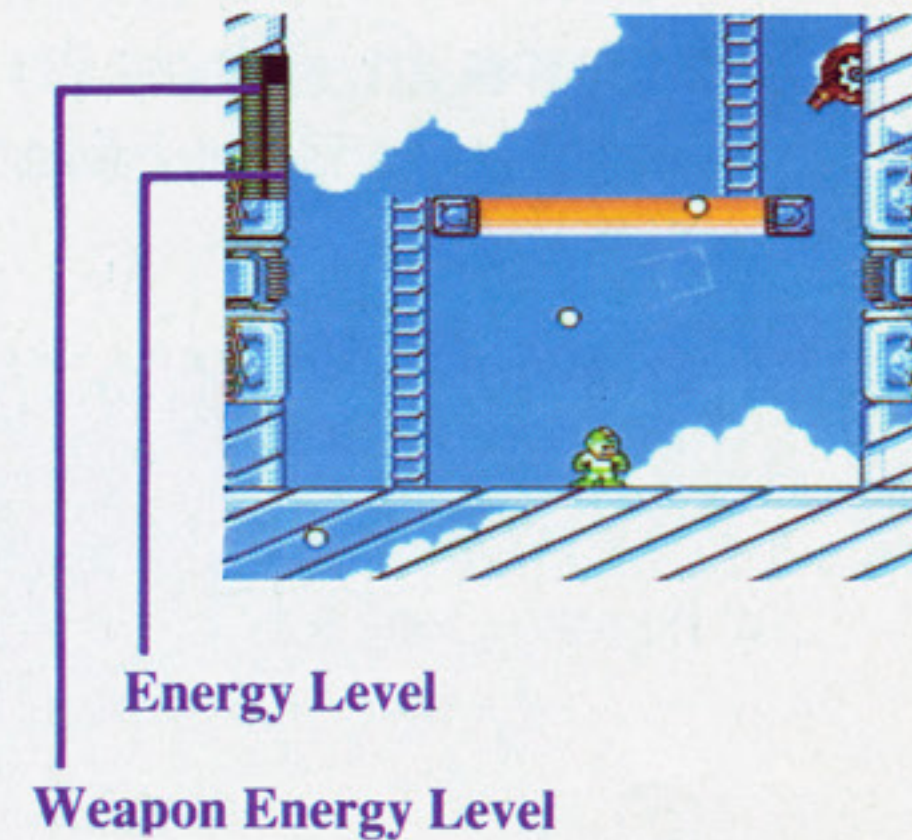
Fire your weapon Press the **B** button. Hold down the **B** button to energize the Mega Buster.



THE BATTLE BEGINS!

Wave after wave of mindless metal machines march toward you. Summon the full power of the Mega Buster and melt them down to size. Pick up energy pellets and weapon capsules to keep up your strength. Keep an eye on your energy meter in the top left corner of the screen. Because once your energy is gone, so is your life!

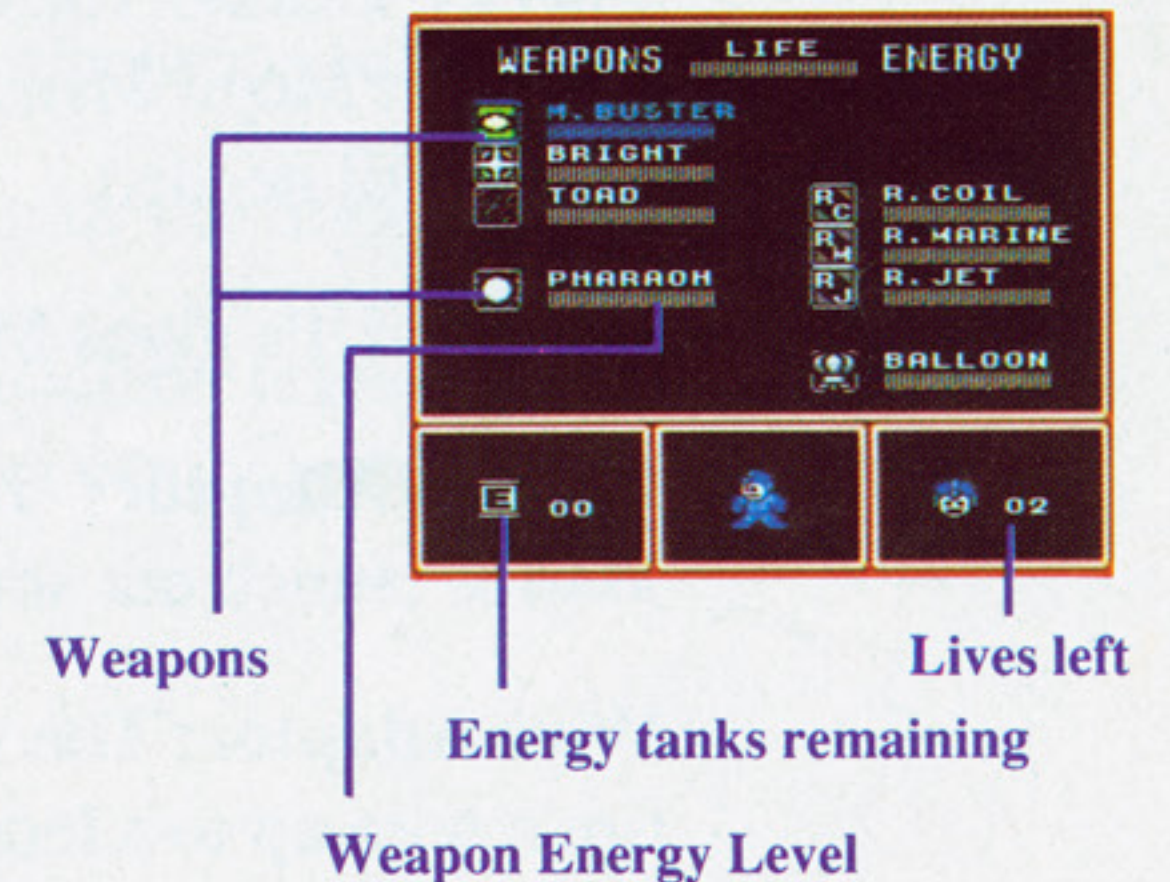
Run, jump and climb through the mazes of twisted corridors to the lair of the robot master. Once you arrive, it's going to be a cybernetic slugfest and only one of you will survive. Keep on pounding the robot master with your weapons until his energy is depleted. Once he's been deactivated, grab his weapon and add it to your arsenal. Now you're ready to take on another of Dr. Cossack's crazy creations.



MEGA POWER!

At Mega Man's command is a host of high-tech weapons including the miraculous Mega Buster! You can view your weapons box at any time by pressing the **START** button. Inside the weapons box you will see all the weapons, energy tanks and extra lives you have collected so far. Press the control pad in any direction to select the weapon you wish to activate and then press the **A** button. when you return to the action, Mega Man will be armed with that weapon.

In every area, Mega Man must battle his way through an endless array of anarchistic androids. As he blasts these robotic rebels into oblivion, Mega Man may find a variety of special items to aid him in his journey.



MEGA POWER! cont.



Energy Pellets: These pellets increase Mega Man's energy level.



Weapon Capsules: These capsules increase the energy level of Mega Man's current special weapon. They have no effect on the Mega Buster.



Energy Tanks: These handy tanks of liquid energy replenish Mega Man supply. Mega Man can store these tanks until needed.



1-UP: 1-UPs gives Mega Man one more life.



Balloon Adaptor: The balloon adaptor allows Mega Man to launch out small floating platforms.



Wire Adaptor: The wire adaptor allows Mega Man to fire a wire up to a ledge or ceiling. Once attached, the wire will pull Mega Man straight-up.

A LITTLE HELP FROM YOUR FRIENDS

Mega Man is more than a match for Dr. Cossack's metal munching maniacs. But even a cybernetic super-hero needs a little help now and then. So, Dr. Light has sent Mega Man a couple of robotic reinforcements -- just in case. Rush, Mega Man's canine companion, can be summoned using the weapons box and transformed into a variety of mighty machines.

Rush Coil Rush turns into a springboard to catapult you over obstacles.

Rush Marine Rush transforms into a submarine for undersea travel.

Rush Jet Rush becomes a jet sled for sky high travel.

NOTE: The Rush Coil is the only option available at the beginning of the game. The Rush Marine and Rush Jet Adaptors can only be found by destroying certain robot masters.

A LITTLE HELP FROM YOUR FRIENDS cont.

To activate one of Rush's machines, press **START** to bring up the weapons box. Press the control pad in any direction to select the machine you wish to use. Then press the **A** button to activate the machine.

When you return to the battle, press the **B** button to call Rush and he will transport down next to you. Just jump on him and away you go!

Waiting for you in certain stages is Flip-Top, Dr. Light's cybernetic suitcase. When you see him, just walk right up and Flip-Top will toss you a power-up item. Once his compartment is empty, Flip-Top will automatically transport back to Dr. Light's lab for a refill.



USING YOUR PASSWORD

Each time you obliterate one of Dr. Cossack's robot masters you will be rewarded with a secret password. Using a piece of paper and a pencil, copy the location of the dots in the password grid. When you have finished, place your password in a safe place.

The next time you play Mega Man 4 you can continue from where you received your password. Here's how:

1. On the title screen, move the arrow next to **PASSWORD** and press the **A** button.
2. When the empty password grid appears, use the control pad to move the brackets to the location on your first dot. Press the **A** button to place the dot. To erase the dot, press the **A** button again.
3. Once you have finished placing each of the six dots in your password, move the brackets to **END** and press the **A** button. If the password is correct, the game will return you to where you received the password.

ROBOT MASTERS



PHARAOH MAN



TOAD MAN



BRIGHT MAN



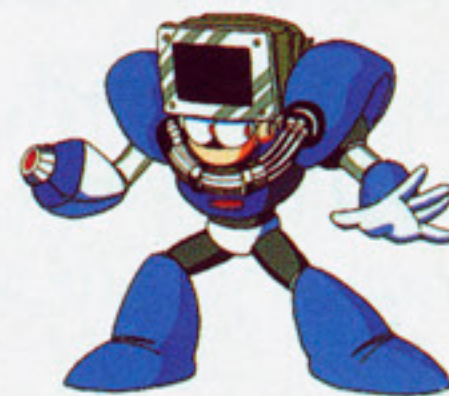
DIVE MAN



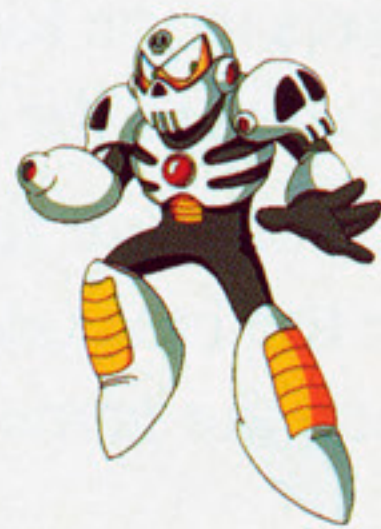
RING MAN



DRILL MAN



DUST MAN



SKULL MAN

THE WINNER'S EDGE

1. To summon the full power of the Pharaoh Shot, hold down the **B** button until a giant fireball appears over Mega Man's head. Once it does, release the button to send the fireball speeding toward your enemy.
2. After you complete a level, you are allowed to play that level again in case you missed something the first time. However, the robot master will **NOT** be waiting for you the second time though.
3. Charge up the Mega Buster while running. If you do, you'll have Mega power when you need it.
4. If you get hit by an enemy, you will be invincible for a moment. Use this time to get by any tough obstacles.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacture's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the Home Console with respect to the receiver
- Move the Home Console away from the receiver
- Plug the Home Console into a different outlet so that Home Console and receiver are on different circuits.

If necessary, the user should consult the dealer or any experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to identify and Resolve Radio-TV Interference Problems.
This booklet is available from the U.S. Government Printing Office,
Washington, D.C.

NOTES

This image shows a single sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There is no handwriting or other markings on the paper.