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## Mega man 8 boss weaknesses

Robot MastersWeapon: Flash bombPrimary Weakness: Thunder weakness: Mega BusterWeapon: Ice WavePrimary Weakness: Flash bombs Other weakness: NeonWeapon: Tornado HoldPrimary Weakness: Ice WavePrimary Weakness: No one. Clown Man Weapon: Thunder ClawPrimary Weakness: Tornado HoldOther weakness: No one. Astro man weapon: Astro beloved Primary Weakness: Flash bombs Other weakness: Homing Sniper6. Aqua man weapon: Water balloon Primary Weakness: Astro crush other weakness: No7. Sword man weapon: Flame swordPrimary Weakness: Water balloon other weakness: No ones. Search Man Weapon: Homing SniperPrimary Weakness: Flame Sword Other Weakness: Non-sut man weapon: Rolling CuttersPrimary Weakness: Thunder ClawOther Weakness: Flame ClawDuo Weapon: ??? Primary Weakness: Mega BusterOther Weakness: Niewood Man Weapon: Leaf Shield Primary Weakness: Flame heavier weakness: NoDr. Wily's Castle1. Atetemino Weapon: ??? Primary weakness: Mega Ballother weakness: No one2. Canning Weapon: Plasma CannonPrimary Weakness: Mega BusterAnder Weakness: Ring Boomerang3. Bass Weapon: Poor CannonPrimary Weakness: Mega BusterOther Weakness: Nie3a. Green devil weapon: ??? Primary Weakness: Flash bombs Other Weakness: Thunder Claw4. Wily Machine No. 8 Weapon: ??? Primary weakness: Flash bombs Other Weakness: No one. Wily Capsule Weapon: Ultra CannonPrimary Weakness: Flame Sword Other Weakness: Mega Buster listed below is all the bosses (Robot Masters) that you will encounter in the game. Most bosses (including the first eight) you will face at the end of each stage, try to save as much life/weapon energy as possible before they even face them to the odds. Each entry has a detailed description and guide on how to defeat each boss, including which to use special weapons. The eight Robot Masters of the game are displayed in order of weapon weaknesses. Click on a boss to the Claw Crab Dr. Wily #: ?? Weakness: Mega Ball Special Weapon: N/A You will encounter the Paw Crab at the end of the first phase just before the crash site. Once it opens and reads it claws, it will attack. Be careful as the scratch will jump to each side of the screen often, make sure you slide below when it jumps to avoid being smashed. Try to stay far back from the scratch because it will try to grab you with its claws. It can also fuel out some smaller purple shells from the top of its shell, trying to avoid being hit by any of them when they land. Be careful if it runs forward because it will try to corner you with its claws. To defeat it, use loaded shots of the Mega Buster on his face to temporarily stun it. It's shell will wash back and expose the crab's weak point, blow away at the bubble above it's eyes to damage the scratch. You can also kick the Mega Ball in his face to stun it, then fire away at the bubble. Once it blows, you'll confront Wily as he did with the meteor Clown Man Dr. Wily #: 60 Weakness: Tornado Keep Special Weapon: Thunder Claw Clown Man Will Swing to the Hook at the top of the room his long arms before the battle began. He will move around very quickly so you have to be quick to avoid harming. If he jumps up or charges, he'll grab on the hook and start swinging right around the screen, staying in the middle and jumping over him when he goes down, trying to avoid being hit, as it will cause heavy damage. Once he lands, he will carry out one of two attacks. If he shouts Thunder Claw! he will plow his hands into the ground, and they will come up under Mega Man quickly to prevent him from being caught. As he shouts Thunder Powerball! he will have a large red energy ball that will refuse to screen, time it right so you can slide under the ball before it lands. Clown Man's weakness is the Tornado Hold, when he swings around the hook fire so he is caught in the wind forward. He will fly out of the screen and land on the ground with his arms entangled, exploding away with the Mega Buster before he rises up. If you don't have the Tornado Hold yet, use loaded shots of the Mega Buster when he's open to the attack. Once you defeat Clown Man you will receive the Thunder claw weapon. Grenade Man Dr. Wily #: 63 Weakness: Thunder Claw Special Weapon: Flash Bomb Grenade Man will enter the background wall, he will blow his way into the room for a flashing entrance before the attack. He will fire bomb-type projectiles often, as he jumps over to the opposite corner of the room he will fire from three small grenades under neighborhoods, trying to stay under him as he jumps and moves to the wall to avoid them. If he shouts Flash Bomb! he will fire out a large bomb that will explode when it hits something, make sure it doesn't hit you. He can also charge you, jump over him as he goes. If the screen starts shaking, metal objects will fall from the top, try your best to avoid being hit by them. To defeat Grenade Man, use the Thunder Claw. Come close when he lands and fires the weapon, you will hit him and cause heavy damage. Try to avoid his attacks as the best you can, then once his health falls below half, he will plant four bombs over the room and blow open the floor. You'll fall to an lower room, shut him down there. Once you defeat Grenade Man, you will receive the Flash Bomb weapon. Frost Man Dr. Wily #: 62 Weakness: Flash bomb Special Weapon: Ice wave Once you enter ripe man's room, you will enter some ice blocks before the shaped like Mega Man. Frost Man and bash to piece the ice blocks as his abusive move begins before the battle begins. He will use some difficult attacks so you have to be extra fast to avoid them. If he strikes the ground with his fists, he will fire ice nails across the ground, quickly jumping above them, otherwise he will strike you against the wall if the ice mega Man hits. He will often jump around, trying to slide under him while flying overhead. He can also often call one of the moving ice blocks from above and punch them at the wall, move quickly to dodge them. dodge. He pounds the ground repeatedly all the ice blocks above will fall straight, keep moving to dodge them. To defeat Frost Man, use the Flash bomb. Keep firing him when he lands on the ground, just wait for every explosion to stop before firing again. Use the Mega Buster's loaded shots to disply more damage, and continue to avoid its attacks. Once Frost Man's defeat you will receive the Ice Wave weapon. Tengu Man Dr. Wily #: 57 Weakness: Ice Wave Special Weapon: Tornado Hold Tengu Man will be difficult to beat, as he will be used using some powerful moves. He will fall from the sky and taunt you before he attacks. He will fly for most of the battle to the top of the screen, so you'll have to wait for him to lower before you fire. After flying around the screen for a few seconds, as he cried out Tornado Hold! he will fire out a large air disc that will fly to you. Once it hits the ground, it will ignite a huge wind forward straight, make sure you're not caught up in it as Tengu Man will fly in and cause more damage if Mega Man is caught in the vortex. Be very careful of the two holes in the ground on the left and right, make sure you stay well away from them. If Tengu Man fires out a big windball, jump over it as it passes below, as if you're caught the ball, try to drop Mega Man into a hole. If Tengu Man shouts here we go! he will drop off and try to hit you, quickly jump over him, once he flies out of the screen moving to the left or right as Tengu Man will fall straight from the top of the screen. You should be able to hit him with charged shots of the Mega Buster when he fly low, but wait until he carries out his dive attack before using a special weapon. When he falls out of the air and lands, hits him with the Ice Wave and he will be stuck in the ice. Blast away with the Mega Buster to cause more damage before breaking free. Wait until he performs the diving attack before firing again with the Ice Wave. Keep dodging his quick attacks and you have to finish him pretty quickly. Once you defeat Tengu Man you will receive the Tornado Keep weapon. Duo Dr. Wily #: N/A Weakness: Mega Buster Special Weapon: N/A You will confront Duo in the rocky stage after defeating the first four bosses. He will first argue with Mega Man that he doesn't interfere with his mission before he attacks. You will have to be very quick to avoid Duo as his attacks are fast and deadly. If he hangs above the ground while a huge energy appears forward to him, he'll become a flaming blue ball that will jump around the room, try your best to slide under him as he jumps around. Try to stay away from him, as if Duo ask energy in his arm, he will attack forward with a punch and hit the ground with his fist. He can also charge forward and punch the ground without warning, try to jump over him as he passes. Use loaded shots The Mega Buster to damage him also uses the Mega Ball for extra help. Duo will not have a visible visible bar, so you just have to keep out while constantly damaging him. Eventually, Duo will land and the battle will end while the next cutting snow begins. Search Man Dr. Wily #: 61 Weakness: Flame Sword Special Weapon: Homing Sniper Search Man will be using a lot of firepower during this battle so you will have to move quickly to dodge his attacks. Once he gets out of his hiding place behind the bush, he will attack. If he jumps out of the screen, three big bushes will appear on the screen and Search Man will hide behind one. Two large red cross hairs will appear on the corners of the screen and move downwards to try and target Mega Man. Try to slide away from them when the move downwards as if they were hitting you, Search Man will appear and fire out several missiles that will be home on you. If you weapon the Flame sword, you can destroy the bushes to reveal Search Man while hiding. Once he appears again, he can jump up and fire out four blue missilies. Everyone will fall around the screen, try to stay between them to avoid being hit. Search Man can also jump and set a small razor blade that will bounce around the room in a downward fashion, blow it before it hits Mega Man. Searchman's weakness is the Flame Sword, but if you don't have it, use loaded shots of the Mega Buster instead. Avoid his attacks as well as you can and attack him when he is visible. Once you defeat Search Man, you will receive the Homing Sniper weapon. Astro Man Dr. Wily #: 58 Weakness: Homing Sniper Special Weapon: Astro Crush Astro Man will often teleport around during this battle, so you find it difficult to hit him successfully. Once the backdrop of the room changes, he will make his entrance before he attacks. He will start by sending out his two smaller floating balls flying around in the room while keeping small energy balls on your fire, staying in the corner to avoid the balls and jumping up or sliding around when the energy balls appear. Try to stay on the sides of the screen as Astro Man will often fly around in an attempt to smash Mega Man Very Carefully as Astro Man begins to teleport around the room, as he will shout Astro Crush! followed by a large barrage of meteors from above, try to stay in the corners of the screen Using the Homing Sniper to defeat Astro Man. When not teleporting, try to stay close as when you can target the weapon the missile can target one of the floating balls instead of Astro Man. Once you manage to hit him, jump just as he recovers and fires again, if you keep this pattern you will be able to defeat him very easily without worrying about taking damage. Once you defeat Astro Man, you'll get the Astro beloved weapon. Aqua Man Dr. Wily #: 64 Weakness: Astro beloved special weapon: Water Balloon Man will make his great entrance into the room before He will use a load of water attacks that involve using the water under the platform you stand on, so you should be quick to prevent you from harming. He'll start by jumping around the room, trying to avoid being crushed by him. If he goes up water from the bottom and Water Cannon! crying out, he will break the water straight to your fire, but the beam will break and leave a gap when it comes to you, try to stay within the gap to avoid being hit. If part of the water below begins to churn, stay away from it as a large water pillar will shoot up before blowing into smaller water bubbles. As Aqua Man Shouts Water Balloon! he will fire a multitude of water bubbles out of his arm cannon, they will float and fall off so try to slide among them to avoid taking damage. To defeat Aqua Man, use the Astro loved ones. Every time you call the great meteors, Aqua Man will take heavy damage and fall over to the corner of the room. Quickly explosion away with him with the Mega Buster before he recovered. If you run out of energy for the Astro Crush, just finish him off with loaded shots. Once you defeat Aqua Man (or attractive man if he prefers), you will receive the Water Balloon weapon. Sword man Dr. Wily #: 59 Weakness: Water Balloon Special Weapon: Flame Sword Man will be using some difficult attack patterns during this battle, you will have to be quick to avoid his sword attacks. Sword Man will fall into the room surrounded by a large statue before breaking out to attack. As Sword Man jumps over to a corner of the screen, quickly sliding at him as a large statue will fall from above. If he reads himself, he will accuse forward as he loosens his torso. He'll fly out of the screen as his legs charge forward, jumping over them as they succeed. Just after his torso returns, stands back as he will broadcast a huge streak of attack with his sword. If he shouts Fire Slash! his torso will begin to turn around while sending fire around himself, when the torso fly towards you slide underneath it, the body will then stick to the opposite wall before returning to the legs, sliding beneath him again when he moves back. If Sword Man crosses his sword in the ground, he'll create a massive shield around himself that you can't pierce, stands well back until it disappears. Use the Water Balloon to defeat Sword Man. You'll have to hit his torso, so jump up as you fire so that the bubble can hit him successfully. Don't bother attacking his legs if they're invincible. You should be able to break through his fire barrier with the Water Balloon, just trying to avoid his other attacks as the best you can and fire on him when he is open to the attack. Once you defeat Sword man, you will receive the Flame Sword weapon. The following bosses will be encountered in Dr. Wily's castle. Penguin Bell Dr. Wily #: ?? Weakness: Mega Ball Special Weapon: N/A You will take this at the end of the first Dr. Wily stage. This boss consists of four separate parts, parts, clock-shaped objects hanging from the ceiling. The big clock with the penguin sitting on top is the main part and the weak point for the whole machine. As the four bells come down, the penguin clock will drop out a smaller version of himself that will crawl along the ground before it hits Mega Man. After the penguin clock goes back the other three bells will lower and fire out either round bombs or missiles, quickly blowing away at them to destroy them and their projectiles. To defeat this boss, use the Mega Ball. You will need to hit the penguin clock with the Mega Ball, so when all four bells come off, if the penguin clock is against a wall, stand against the opposite wall and move to the penguin clock until you stand under the first wall pylon separation of the bells. Kick the Mega Ball over at the penguin and if you aimed it correctly, it will bounce into the penguin's room and hit its bottom, causing damage. As soon as the penguin falls back, blow the other bells that fall with the Mega Buster. If the penguin appears in one of the secret closet, stand directly beneath it and kicks the Mega Ball to the nearest wall, it will jump off and travel the room to hit the penguin. Keeping this attack pattern up, but once half of its health is gone, a new clock will appear, one similar to the penguin, but it will have a slip on the front, make sure you don't hit this one if it will fall a large energy wave that is almost impossible to avoid. Once you manage to destroy it, you will move on to the second Dr. Wily stage. Fighter Airship Dr. Wily #: ?? Weakness: Astro loved ones special

weapon: N/A You will struggle this boss while on top of the Rush Jet, so it will be very useful to have Auto, Beat of Eddie to help you out here. Once the ship appears from the bottom, it will attack. If the wings spin to it will open part of the wing section, as the vertical wings open and charge small energy balls within the wings, they will fire energy beams straight across the screen, try to stay between them to avoid taking damage. If flashing panels appear on the wings, missiles will come flying out on you, try to dodge them as the best you can. If the ship flying over the head can fire a barrage of pink floating mines, the mines will disappear from the screen and then drift back to you, quickly blow them all before any come in touch. If the rear horizontal wings open, stay back from them as six missiles will burn out on and off the screen. If all four wings open the ship will fly back to you, stay low on screen to avoid being hit. To defeat this boss, use the Astro Loved ones. This will help here if you have the Energy Saving item if you will have two extra shots as before, and remember that you can only attack the ship when the wings open. When the wings open, fire the weapon and you must cause heavy damage to the ship Use the Mega Buster to burn at the wings to cause more damage. Once the running out of energy all four wings will blow off and the ship will explode, allowing you to access the third Dr. Wily stage. Bass and Treble Dr. Wily #: ?? Weakness: Mega Buster Special Weapon: N/A You will confront bass and Treble halfway through the third Dr. Wily Stage. After mocking Mega Man, he will summon an Evil Energy capsule before using it to merge with Treble. He will then re-appear as a new form, with a large jetpack on. Bark will fly around for most of the battle, so you'll have to wait for him to lower before you can hit him. He will use some strong attacks so you have to be quick to dodge it. If Bass charges a load of energy and fires two massive energy balls in the air, two large rounds of energy bolts will come flying off the top of the screen. Stand close to a wall, then once the first round comes sliding into the wall, then the second round will miss you as soon as it comes down. If he uploads energy and countries, he'll fire two energy balls at Mega Man, jumping over both of them to dodge them easily. If Bass moves up a little and uploads huge energy again, he'll fly out of the screen and dive into one of the corners, he'll then expand an energy bar to the ground and zoom over the screen, quickly dive to the opposite wall to dodge the bar. Use loaded shots to damage Bass, but you can also use weapons like the Flash Bomb and Astro Crush To Cause Various Damage. Keep doing his attacks and don't stop attacking when he's open. Once you defeat Bass, he will withdraw and you can continue with the final boss of this stage, Green Slime Dr. Wily #: ?? Weakness: Flash Bomb / Thunder cling Special Weapon: N/A You will encounter the Green Slim boss (aka Shadow Devil, Cyclops) at the end of the third Dr. Wily stage. As with the previous Mega Man games that contain this boss, you will have to wait for the eye to be exposed before you can damage the main body. Once you enter the room the mucus will come from the floor and the eye will descend to form the main body. Once the main body forms together, it will remain frozen for a few seconds, then once the eye shines, it will break apart. The eye will leave while the mucus falls on the floor. It will now have different types of attacks, one where the sludate balls will stack on top of each other and start sliding across the room. You will have to jump over and slide under the blobs as they move, but you shouldn't have too many problems to avoid them. The sludg can also sink in the floor, the sludg will then either come back to form the main body somewhere else, or it can carry out one of two attacks. If the sludge spreads out to fill the whole floor, the eye will return and follow Mega Man. The eye will call green nails from the mucus so you will have to keep slipping to dodge them. If the slide starts on one side of the room instead, the eye will cause the slide to fly over the room with creating a large tunnel, tunnel, over and stay out from within it to avoid taking damage. You will only be able to attack this boss when the eye is open while the main body is active. Once the eye comes down and goes the body, use the Mega Buster to break open a hole in the side of the body to have a clear shot at the eye, but you can also use the Flash Bomb to break the slide open easily. Once the hole opens completely, press Start quickly and switch to the Thunder Claw (or press R1 to switch to it). Fire caused heavy damage in the eye. After a few seconds the snake will close and leave the eye. The body will break up and the mucus will once again perform one of the most important attacks. Keep each time the mucus attacks you, and remember to use the Flash bomb and Thunder claw to greatly damage the eye. Once the eye explodes, the slide will break apart and you will move on to the final Dr. Wily stage. Before you get dr. Wily is struggling, you'll have to fight the first eight bosses in any order again. Refer to the guides above to defeat them again, keep in mind that you will probably find defeat them much easier the second time around. Dr. Wily Part 1 Dr. Wily #: ?? Weakness: Flame Swords Special Weapon: N/A After Duo and Protoman save Mega Man from Wily's Evil Energy barrier, you will start the final fight against Wily's new stalk ships. He will be hard to beat, you'll have to be quick to avoid his multitude of weapons. Its first form will be used to use two main shapes to attack you with, the large buzz-sawing weapon on the side of the ship and the large cannon mounted in the mouth of the front sauce. Wily won't move around much so you don't struggle to hit him. If the buzz saw starts to spin, it will loosen itself and move to you, jumping over the room or just flying over the floor. If it bounces under it as it goes, otherwise just jump over it as slide over the floor, but be careful as it will return after a few seconds. The buzz saw can also be a laser cannon that will fire from some small energy balls straight in advance, try your best to dodge them as well as go straight ahead. The cannon can also fire from a large purple energy ball straight, as it moves quickly to the side as the ball will jump straight down on top of Mega Man, once it jumps fast as two smaller energy balls will shoot along the floor. If the skewed mouth opens and begins to lift energy, it will fuel a large energy hall straight that is near impossible to avoid, fuelling at the mouth so quickly so that it closes and not fire. You can use the Mega Buster to hit the upper part of the head to damage the ship, but the Flame sword will help to cause further damage, you can also use it to close the slip's mouth when it opens. Dr. Wily's first form will be pretty difficult to beat, but once you get the hang of his you have to be able to beat him. Try not to take too much damage This part of battle, then once you destroy the ship Destroy Wily will attack in its smaller pod. Dr. Wily Part 2 Dr. Wily #: ?? Weakness: Flash Bomb Special Weapon: N/A Dr. Wily's final pod-ship form will be much harder to beat than its previous form. He will swing around the screen in his pod and often teleport around the room. If you have taken a lot of damage from its previous form, use the Rush Health ability to take some life and weapon energy capsules that Rush will decline. When he re-appears, he will fire different kinds of attacks in the form of purple energy balls. If the energy balls appear around him, they will fly out in a circular pattern to the sides of the screen, stay on the edge of the screen and jump as the balls fly out to their dodge. If the four balls appear above and below Wily, they will move to Mega Man three times. Every time they move they will break, stay under Wily, when they first move slide to the left or right, then jump when they move again so they fly under Mega Man to avoid the damage. If Wily fires two large purple balls straight out of the screen, quickly move to the left or right as they will come straight down on top of Mega Man, then jump on to avoid the energy balls they send along the ground when they land. He can also send out four energy balls that will move into a circular road, stay close to the corners of the screen to avoid being hit. You will have to practice a lot to dodge his attacks successfully, and remember to use loaded shots on the pod when flying low enough. You can also use the Flash Bomb to share more damage, just keep firing him when he appears. Dr. Wily will be very hard to beat, but once you manage to pick him up, sit back and enjoy the entertaining final. Page 2 Brings the original series on the Playstation, Mega Man 8 sets a beautiful new graphics, sound and game. Along with the ride, all mega Man's pals are, as he has a new quest for Dr. Wily's world-overfund plans. Keeping all the fun and enjoyment of previous games, this game is an immediate classic! Story After Mega Man's previous quest, the launch of Bass and Treble, Dr. Wily's new robot opponents of Mega Man, strengthened the threat of Wily's world dominance plans. Dr. Wily escaped during his previous battle against Mega Man and began to build up his army again. Designing and building a new secret castle hidden under the depths of a volcano, Wily began to formulate new plans for the destruction of Mega Man. While on patrol for Mega Man, Bass found him and a battle following. As always, Bass's belief allows Mega Man to overcome him, but few have one of them knowing that an event took place in outer space that would prove to be very dangerous to both of them. Far into space away from earth, two mysterious robots are also at war with one of the fighters who lost quickly. The failed robot, robot, one bent on destruction and hatred begins a descent into the earth's atmosphere. The other robot racing to it, but is too late to stop the evil robot from breaking up and sending it down to the surface. The resulting accident alerts both Dr. Light and Dr. Wily, but Wily managed to find the crash site before Mega Man can. Racing to the scene, Mega Man finds Dr. Wily fleeing with a piece of crash site, a small meteor he claims could give him the power to take over the world. Escape in a small capsule, Wily leaves Mega Man alone at the crash site, but Mega Man discovers the damaged body of the other robot in the remains, and quickly takes it back to Dr. Light for repairs. The alien robot intrigues Dr. Light, and while doing repairs on his damaged body, Mega Man heads out to stop Wily and his eight new Robot Masters. Game specifications You will take control of Mega Man in his quest to discover the secret of the meteor's power and stop Wily's evil plans. With seamless graphics and flawless gameplay, you will help from Mega Man's friends along the way, including Rush, Roll, Dr. Light and the rest of the gang. The mysterious robot Duo, the alien robot Mega Man discovered in the crash site, will help along the way, but it will be up to you to defeat the eight new Robot Masters and stop the Evil Energy pouring from the meteor's power. Mega Man's rival Bass will wait for a final showdown, so you need all the skill and strategy to make it through this tough game and want to stop once and for all. Release dates: Japan: Dec 17, 1996 USA: Jan 1997 Europe: Oct 1997 Developer: CD media: Original platform: platform: platform: platform: platform:

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