

INSTRUCTION BOOKLET



MEGA MAN 64™

CAPCOM

NINTENDO 64



MAN 64 MEG

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MEGA MAN 64

CAPCOM®

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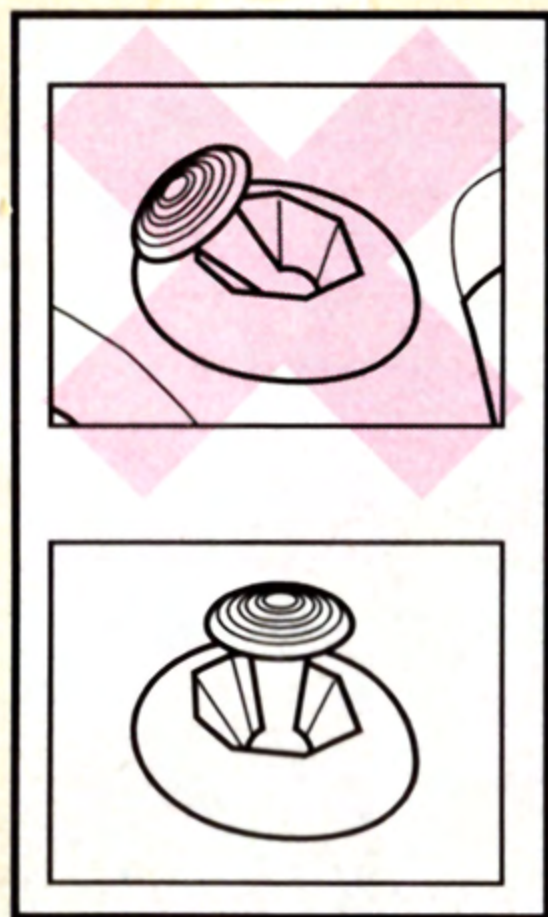
CONTENTS

The Nintendo® 64 Controller	2
Starting the Game	3
Hunt for the Mother Lode	4
Controls	6
Basic Actions	8
Special Techniques	9
Game Start	10
Options	11
How to Play	12
Game Screens	14
Game Stages	17
Beginner's Guide	18
Items	19
Special Weapons	20
Saving & Loading Games	20
Mega Man & Friends	21
The Bonne Family	22
Capcom Edge	24

THE NINTENDO® 64 CONTROLLER

CONTROL STICK FUNCTION

The Nintendo 64 Controller contains a Control Stick which uses an analog system to read the angles and directions of its movement. This allows precision control that is not possible using the conventional +Control Pad.



When turning the Control Deck Power ON, do not move the Control Stick from its neutral position on the controller.

If the Control Stick is held at an angled position (as shown in the top picture, left) when the power is turned on, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.

To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the bottom picture, left), then press START while holding down the L and R Buttons.

The Control Stick is a precision instrument; make sure not to spill liquids or place any foreign objects into it. If you need assistance, contact Nintendo consumer Assistance at 1-800-255-3700 or your nearest Nintendo Authorized Repair CenterSM.

HOLDING THE NINTENDO 64 CONTROLLER

We recommend that you use the hand positions shown at right. By holding the controller like this, you can operate the Control Stick freely with your left thumb. Using your right thumb, you can easily access the A, B and C Buttons. Place your left index finger where it feels comfortable, but not in a position where you might accidentally press the Z Button on the back of your controller.



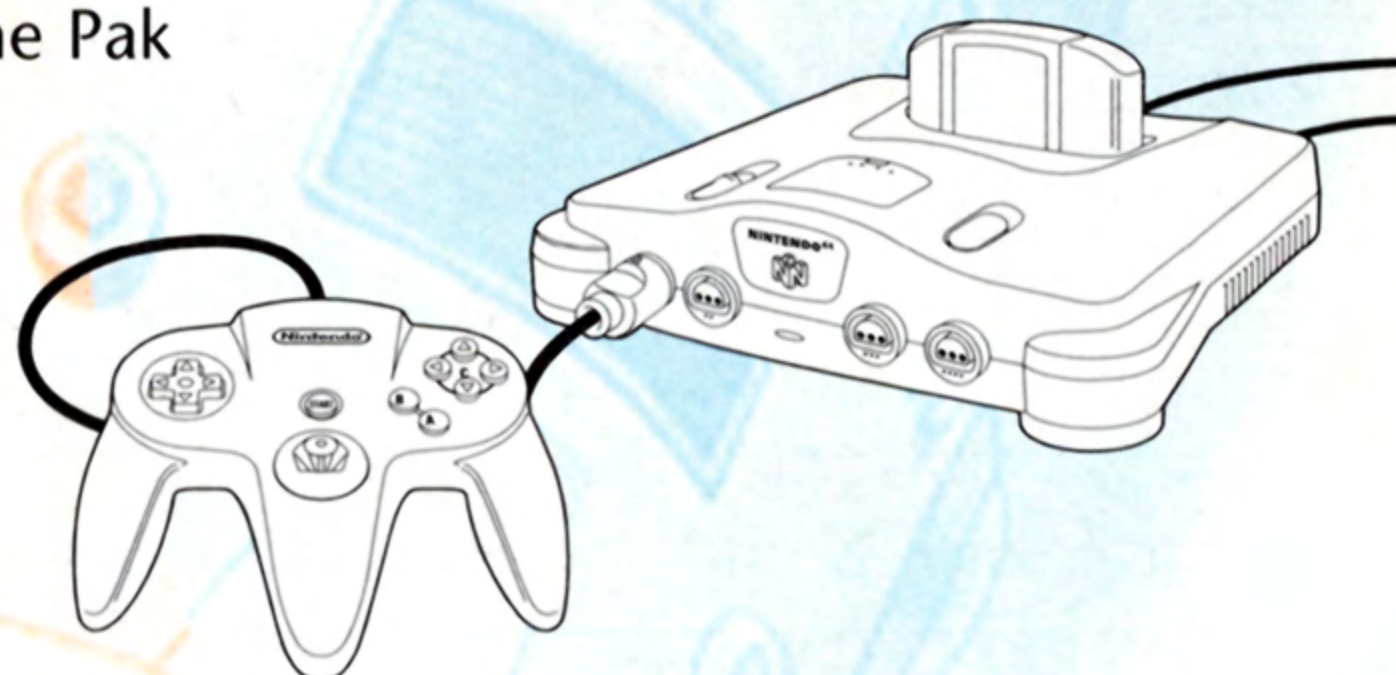
MEGA MAN 64

STARTING THE GAME

Warning: Never insert or remove a Game Pak when the power is on!

1. Make sure the power is OFF on your N64®.
2. Insert the Game Pak into the slot on your N64. Press firmly to lock the Game Pak into place.
3. Confirm that a controller is connected.
MEGA MAN 64 is a one player game. Please connect the controller to Controller Socket 1.
4. Turn the POWER switch ON. (Do not touch the Control Stick while powering-on.) Game data is loaded automatically when a Controller Pak is connected to the 1P Controller.
5. At the Title Screen, press START when prompted to begin the game.

Note: To save games, insert the N64® Controller Pak into the controller before starting play.



SAVING AND LOADING

While saving onto your Game Pak, do not turn off your Nintendo 64, remove the Game Pak or disconnect the controller. To play a previously saved game, insert the **MEGA MAN 64** Game Pak into your Nintendo 64 and choose "Load."

PERIPHERAL SUPPORT

MEGA MAN 64 on Nintendo 64 supports the Controller Pak™, the Rumble Pak™, the Expansion Pak™ and standard controllers.

Before using the Controller Pak or Rumble Pak, read its instruction booklet carefully. **MEGA MAN 64** supports "hot" insertion of the Controller Pak and Rumble Pak; the game will search for empty controller accessory slots and will prompt you if it finds any. If you wish to insert the Controller Pak or Rumble Pak at any other time, please turn the Control Deck OFF before doing so.



HUNT FOR THE MOTHER LODGE

In a world covered by endless water ...

People are forced to eke out a living on the small patches of land that remain above the sea. The people of this world rely on ancient technology driven by quantum refractors, a powerful energy source. These refractors lie in ancient ruins underground and in the sea and are sought out by explorers called "Diggers." These brave searchers are the sole source of refractor energy, which has become a cornerstone of the emerging civilizations.

Originally, this was the Diggers' only purpose: to find refractors so that civilization would endure.

However over the years, the story of an incredible treasure, the legendary Mother Lode, began to circulate among the Diggers.

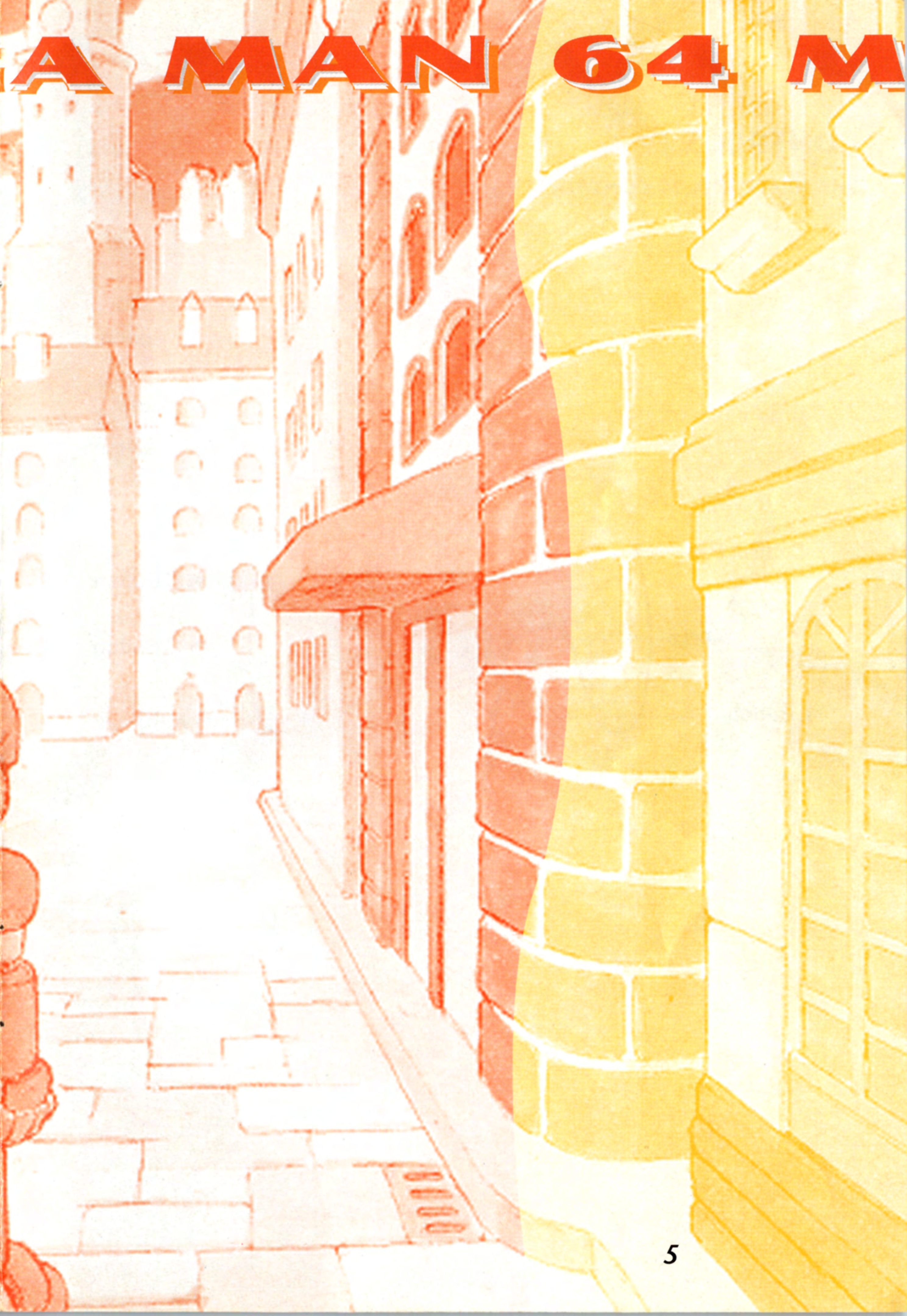
The Mother Lode ... a treasure so great that if it were discovered, it would provide enough energy to run the world forever.

In search of this Mother Lode, Diggers travel from one island to another in their flying machines, ever hoping to find what they seek just over the horizon.

One day a well-known Digger, Barrell Casket, found a baby in an archeological site. He named the baby Mega Man Voulnut, and raised him with his granddaughter, Roll.

Fourteen years have passed since the disappearance of Roll's parents while excavating a site. Mega Man and Roll have followed in the footsteps of Roll's parents in an effort to discover the truth of their mysterious disappearance ... and to find the long lost family treasure – the Mother Lode!

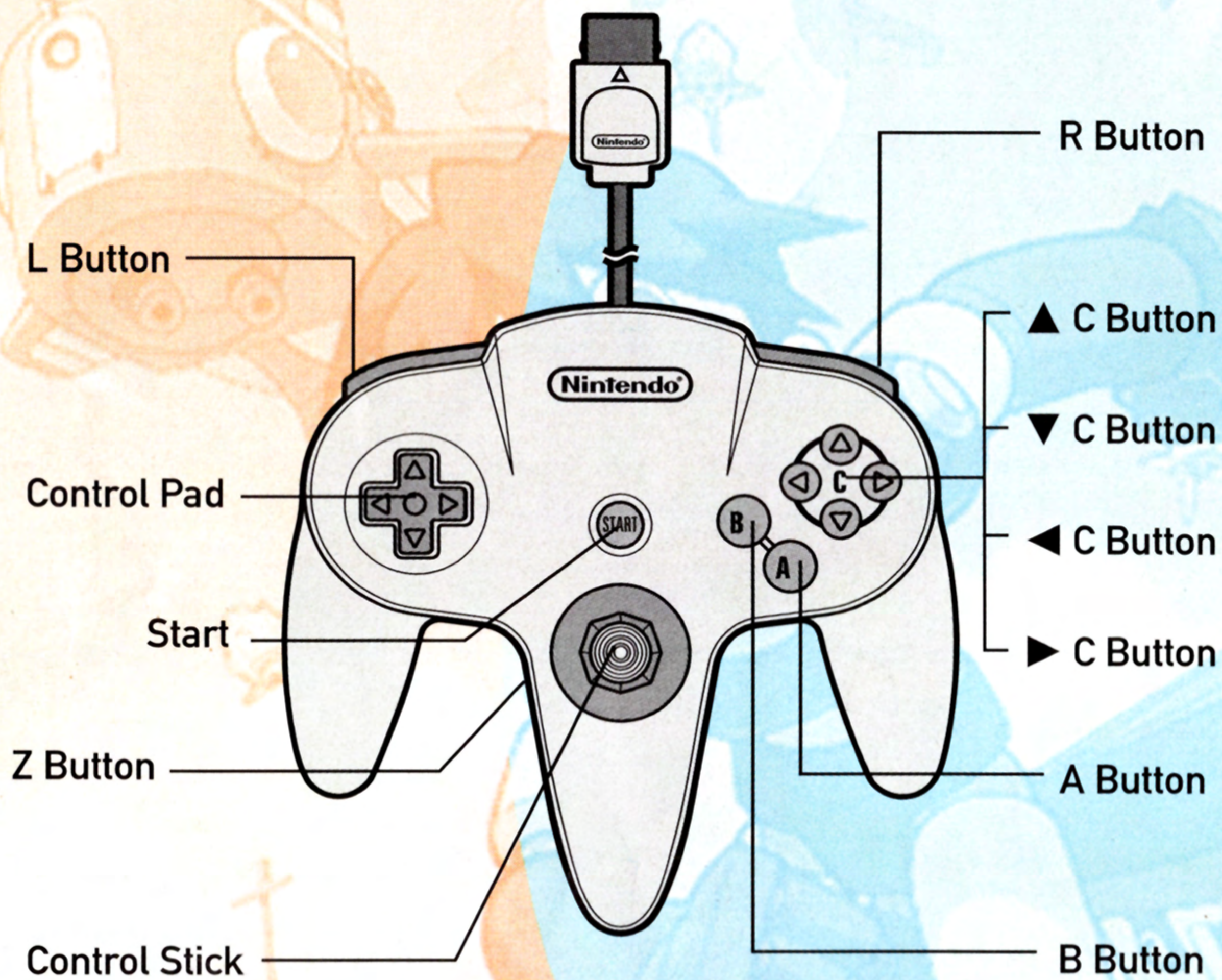




A MAN 64 M

CONTROLS

THE NINTENDO 64 CONTROLLER



MEGA MAN 64

MENU CONTROLS

Start Button	Open Inventory screen during play
A Button	Cancel menu selections
B Button (or ▼C Button)	Accept menu selections
▲C Button	Display the Reset screen (from Inventory)

GAMEPLAY CONTROLS

Start Button	Start game
Control Stick/Control Pad	Move Mega Man
A Button	Jump
B Button	Fire Left Arm Weapon (Mega Buster) Kick (without Mega Buster)
◀C Button	Fire Right Arm Weapon Kick (when no weapon is equipped)
▶C Button	Look around (with Control Stick/Control Pad)
▲C Button	Display Cavern Map
▼C Button	Search items Open doors and boxes Talk to townspeople
L Button	Rotate Mega Man to the left
R (or Z) Button	Rotate Mega Man to the right
L + R (or Z) Buttons	Engage Weapon Lock-On

MAN 64 MEG

BASIC ACTIONS

STARTING PLAY

Press **Start** at the Title screen. Highlight **NEW GAME**, and press **Start** again to begin play. During play, press **Start** to open the Status screens, where you can select weapons, accessories and other items. Press the **B Button** to accept highlighted options while viewing menus. Press the **B Button** to cancel menus.

MOVING MEGA MAN

Use the **Control Stick** or **Control Pad** to move Mega Man forward, backward, left and right, to slide, and to choose menu commands. Press the **L** or **R Button** to turn Mega Man left or right while he is either standing or walking. Press the **A Button** to make Mega Man jump.

DISPLAYING THE CAVERN MAP

During missions, press the **▲C Button** to display the Cavern Map.

USING WEAPONS

Press the **B Button** to fire the Left Arm Weapon (the Mega Buster). If you have a Special Weapon, press the **◀C Button** to fire the Right Arm Weapon. Press the **B Button** or **◀C Button** to kick when no weapon is available.

ACTIVATING LOCK-ON

Press the **L + R (or Z) Buttons** to activate Weapon Lock-On for any currently selected and armed Special Weapon. Lock-On mode is available while firing a weapon (see page 11).

When you're not firing, press the **►C Button** along with the **Control Stick** or **Control Pad** to look up, down and all around to view your surroundings. (You never know what might be crawling around on the ceiling!)

SEARCHING/TALKING/OPENING DOORS & BOXES

Press the **▼C Button** to search items or talk to townspeople. Use the same key to open doors and boxes.

SPECIAL TECHNIQUES

STEALTH

Hold down the **▼C Button**, then press the **Control Stick/Control Pad** (any direction) to make Mega Man walk or sidestep slowly. This is excellent for sneaking up on people.

HANGING

When Mega Man jumps (**A Button**) onto certain places, he may hang or dangle from the edge, holding on with his hands. To pull him up, press the **▲C Button** repeatedly.

QUICK TURN

To quickly turn Mega Man around while he's walking, quickly press the **Control Stick/Control Pad** opposite the direction Mega Man is facing. This is good to use when Mega Man is running away from enemies. By pressing the **▼C Button** + the **Control Stick/Control Pad** **↓**, you can turn the camera view along with Mega Man 180 degrees.

TARGET LOCK

When Lock-On is on (see page 11), you can press the **L + R (or Z) Buttons** to lock onto enemies. As long as the enemy is in view, Lock-On will automatically target the nearest enemy. This is especially useful for targeting fast-moving enemies or enemies above the ground.

CARTWHEEL

Press the **A Button** to quickly roll to the side to avoid attack. When siderolling, Mega Man is invulnerable to attack, but only until he is done rolling. So be careful!

ROLLER DASH

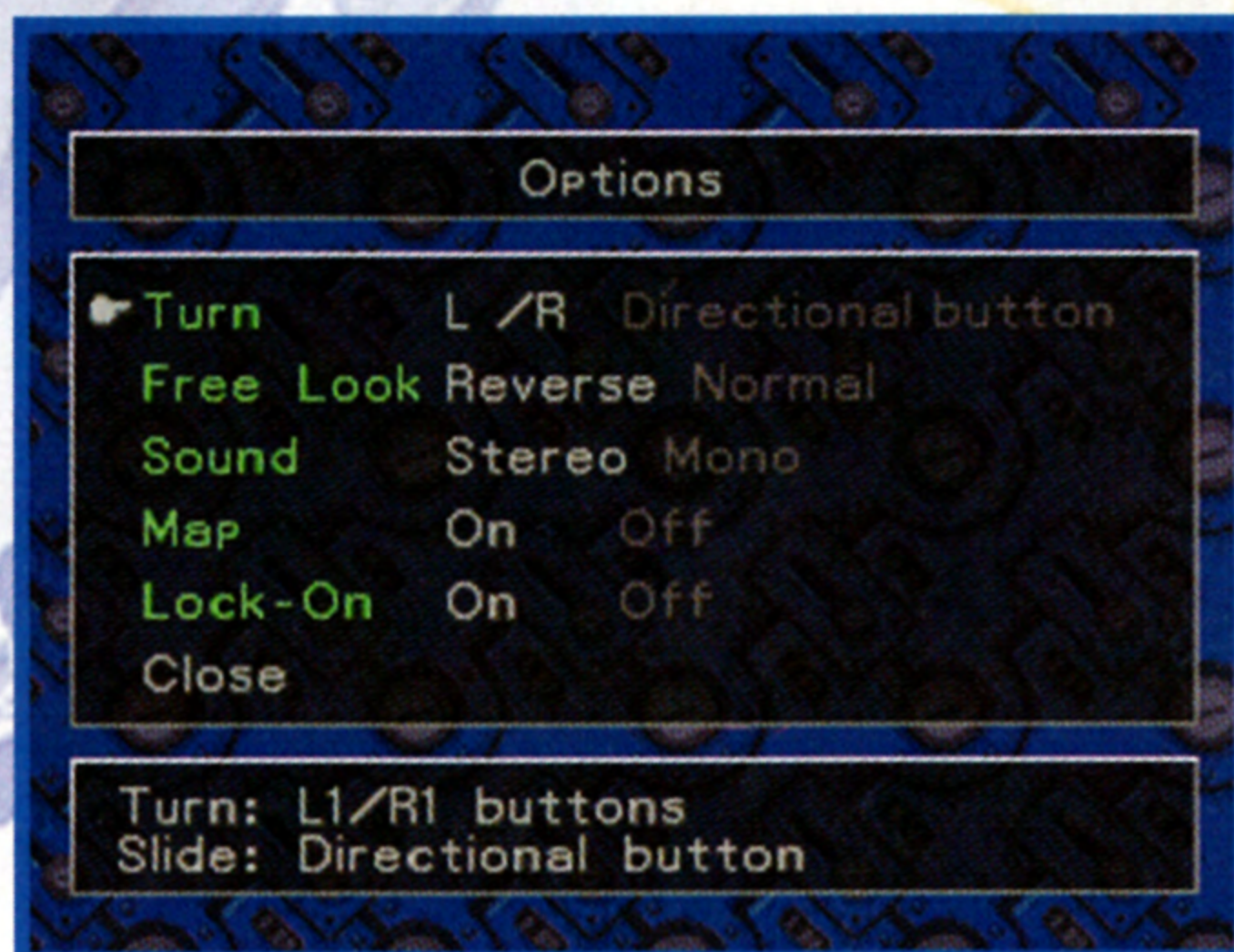
Once you acquire the Dash parts, Mega Man will be able to perform the Roller Dash. Press the **▼C Button** to begin charging up Roller Dash. Once you have charged up enough power, Mega Man will begin to move. Use the **Control Stick/Control Pad** to control Mega Man. To stop, release the **▼C Button**. This is useful for moving quickly between areas.



GAME START

Once the demo begins, press **Start** to reach the Title screen. From here you can start a new game, load a saved game or configure game options. Use the **Control Stick/Control Pad** to highlight one of the choices:

- With **NEW GAME** highlighted, press the **B Button** or **▼C Button** to begin a new game.
- To load a saved game, use the **Control Stick/Control Pad** to highlight **CONTINUE** and press the **B Button** or **▼C Button**. Assuming you want to continue that game, select **Yes** to continue and access any previously saved games (for more information see page 20).
- To adjust game options, use the **Arrow keys** to highlight **OPTION**, then press **Enter** to view the Option menu. From this menu you can set Operation settings, sound options, Lock On/Off, and Map On/Off (see page 11).



OPTIONS

OPTION – Access the Option menu from the Title screen or by pressing **Start** during play to display the Inventory screen. Use the **Control Stick/Control Pad** to highlight and change the options:

Turn – Set motion operation for changing direction.

- **L (or Z) Button/R Button** – Change Mega Man's direction with the **L (or Z)/R Buttons**, and strafe with the **Control Stick/Control Pad**.
- **Control Stick/Control Pad** – Change Mega Man's direction with the **Control Stick/Control Pad**, and strafe with the **L (or Z)/R Buttons**.

Free Look – Choose REVERSE to switch the orientation of "looking" with the **Control Stick/Control Pad**, so that you press **↑** to look down, and **↓** to look up. NORMAL mode is the opposite of REVERSE.

Sound – Select STEREO or MONO to work with the speaker setup on your TV or monitor.

Map – Turn the Cavern Map ON or OFF.

Lock-On – Turn Weapon Lock-On auto-targeting ON or OFF.

When you are done setting options, press the **B Button** or **▼C Button** to return to game.

HOW TO PLAY

PRACTICE MAKES PERFECT

After the game's opening demo, a brief tutorial automatically appears for the first few areas you encounter. Follow the on-screen instructions to learn how to perform general actions and moves.

LIFE SHIELD

Mega Man is protected by a Life Shield. The shield limits the amount of damage he receives from enemies. Damage temporarily slows Mega Man down, but after a short time he will be back on his feet. If you find yourself defeated and don't have any tokens, call for Data to come and fix you up.

MEGA BUSTER

Press the **B Button** to fire your regular weapon. By upgrading your firing power, you will become stronger.

SPECIAL WEAPONS

The weapons you can arm are strong, but are limited in the amount of ammo available.

The available weapons power is shown in the Special Weapons Gauge (see page 14).

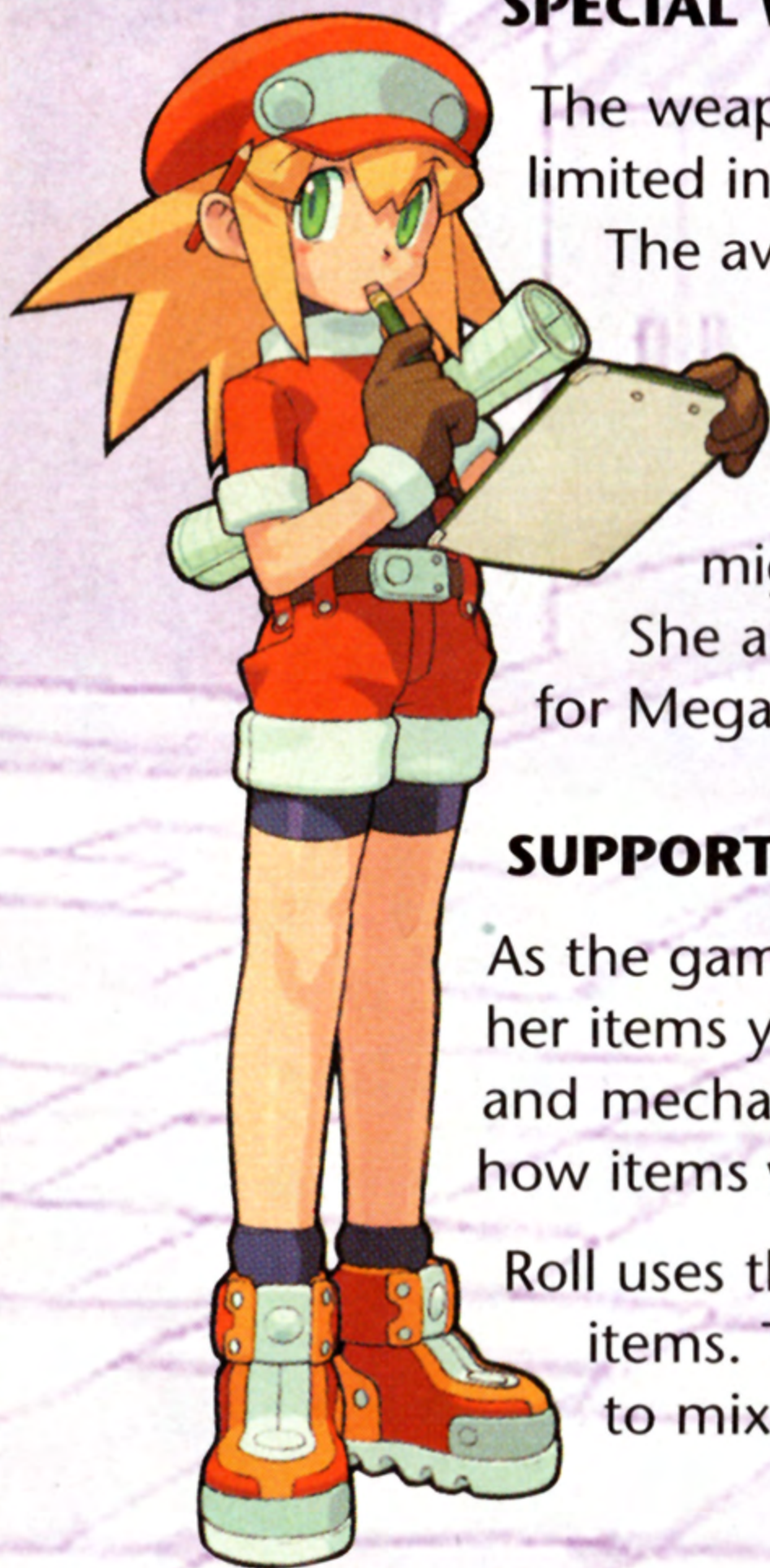
If you get something that looks like it might be a weapon, show it to Roll.

She arms the weapons and modifies them for Mega Man to use.

SUPPORT & ITEM DEVELOPMENT

As the game progresses, talk to Roll and bring her items you find and/or buy. Her expertise and mechanical genius may help you discover how items work and develop special weapons.

Roll uses the items you collect to make new items. Talk to Roll to hear her ideas on ways to mix or use items.

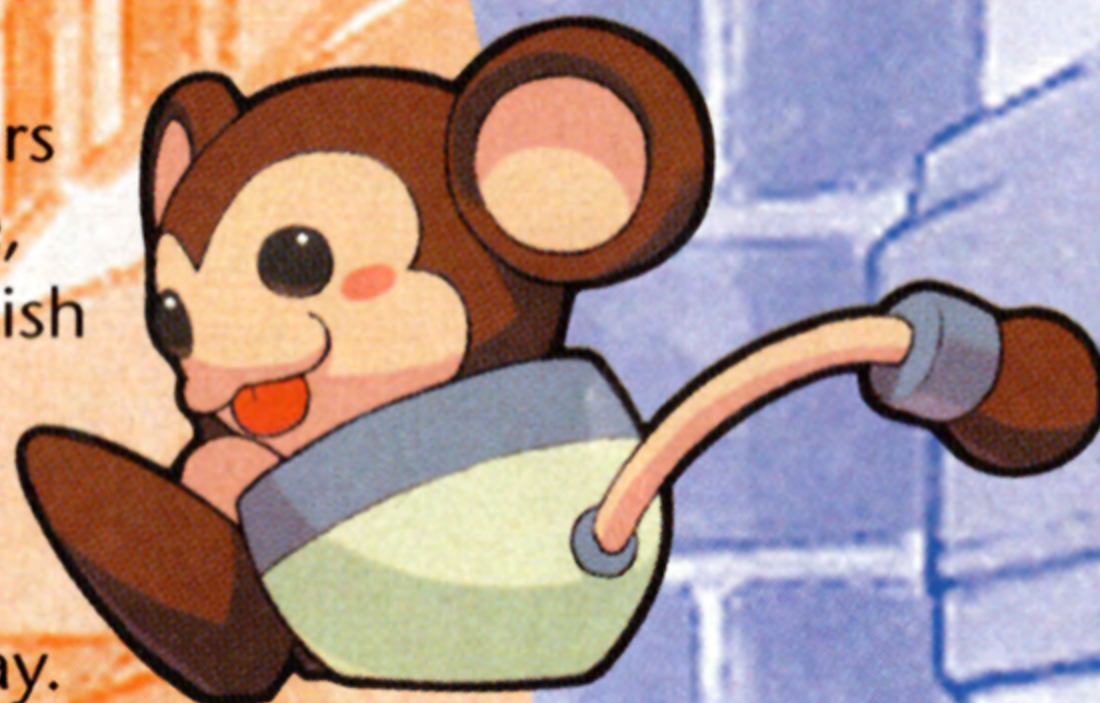


SPECIAL WEAPONS CHANGE

You can get Special Weapons for Mega Man's Right Arm and charge them up. If you give Roll money (Zenny) for parts, she will strengthen your Special Weapons. You can customize a weapon by refitting it, by raising the attack power, or by increasing a weapon's range.

DATA

Mega Man's mysterious partner appears in several places throughout the game, usually with Roll. Talk to him to replenish your Life Shield and to save your progress. It's a good idea to speak to Data whenever you see him. He usually has something interesting to say.



GAME OVER

When Mega Man's Life Shield is reduced to zero, the game is over. You can restart from the point you last saved.

GAME SCREENS

PLAY SCREEN



Cavern Map – Automaps the surrounding area (in underground caverns only). You can turn the Cavern Map display ON or OFF from the Option menu (see page 11).

Life Gauge – Indicates the remaining level of Mega Man's Life Shield.

Alarm Lamp – Lights up when an enemy is on screen to attack.

Special Weapon Gauge – Shows how much energy is remaining in Mega Man's Right Arm (only in Battle areas).

Boss Life Gauge – (Not pictured) In battle, as the energy of your opponent decreases, his energy bar will slowly disappear. When it's completely gone, he's defeated.

AUTOMAPPING FUNCTION

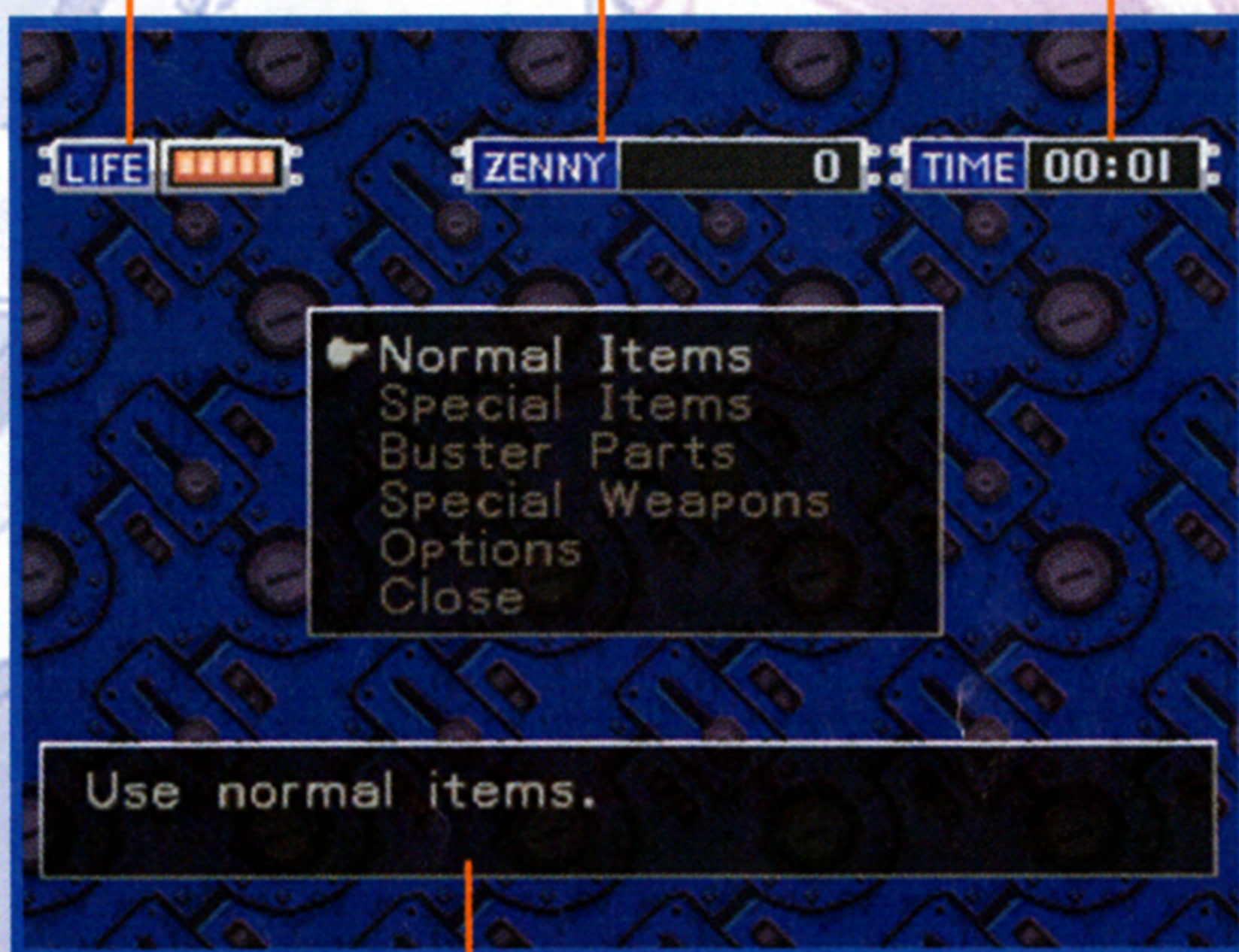
In underground caverns, a map appears automatically. Press the **▲C Button** to view a complete map of the entire area. Press the **▲C Button** again to hide the map and return to the game.

INVENTORY SCREEN

*Life Shields
Remaining*

*Money (Zenny)
Remaining*

*Elapsed Game
Time*



Explanation Box

Press **Start** to open the Inventory screen during play. Use the **Control Stick/Control Pad** to select commands, and press the **B Button** or **▼C Button** to accept. Press **Start** to exit back to the Play screen. (While in this screen, press the **▲C Button** to display the Reset option.)

NORMAL ITEMS

Select different items to get a brief description. To use a selected item, press the **B Button** or **▼C Button**. To close the screen, press **Start** or the **A Button**.

SPECIAL ITEMS

View a list of Special Items you can collect.

BUSTER PARTS

EQUIP – When you want to equip or un-equip a Buster Part, choose this item, then choose the part. Press the **B Button** or **▼C Button** after each selection.

SORT – Use this to line up Buster Parts in any order you like.

SPECIAL WEAPONS

View the status of weapons equipped on Mega Man's Right Arm. Use the **Control Stick/Control Pad** to select various weapons and check their status.

ATTACK – Weapon's attack power.

ENERGY – Power energy. (For Mega Buster, the charge lasts for one hit only, so aim carefully.)

RANGE – Firing distance.

RAPID – Speed.

SPECIAL – Available only when you have a Special Weapon, given to you by Roll.

REMOVE/EQUIP SPECIAL WEAPONS – Remove or equip a Special Weapon. Choose different weapons to equip by talking to Roll.

MEGA MAN 64

GAME STAGES

The world that Mega Man, Roll and Barrell will explore is divided into Normal areas and Battle areas. You progress through the game by using both areas to their fullest.

NORMAL AREAS

In Normal areas, you collect information by talking and listening to people you meet (press the **▼C Button**).

In these areas the storyline unfolds.

You cannot use weapons in these areas – only kicks (press the **B Button** or **◀C Button**).



BATTLE AREAS

In these dangerous Battle areas, such as the underground caverns, you will meet and fight your enemies. Use your weapons or items freely to overcome these enemies and advance through the game.



BEGINNER'S GUIDE

JUNK SHOPS

You'll find various strengthening items in Junk Shops and shopping areas. Look for Mega Buster power ups, support, and body armor. If you turn in your weapons at a shop, you may have advantages later in battle.

INVESTIGATING AREAS

Press the **▼C Button** to investigate things you see. Try investigating many different areas and objects.

UNKNOWN ITEMS

You may discover some items that you won't understand how to use. Try giving them to Roll for item development and something totally unexpected may develop!

BASIC STRATEGY

Because Mega Man is protected by the Life Shield, if he is hit once he will receive little or no damage. When shot repeatedly, however, he may be in trouble. If he is attacked before his Life Shield recovers, he will receive damage. Sometimes it's a good idea to retreat.

WEAPONS STRATEGY

Each weapon has unique advantages and disadvantages in various Battle areas. What works well in one area might not be much use in another. If you've chosen the wrong weapon, don't keep attacking if it looks like you're out-gunned. Go back to visit Roll and try equipping new weapons.

ITEMS

DEFLECTOR – An important energy resource. Small ones can be used for money (Zenny). You never know where you might find one.

ENERGY CUBES – The origin of all power, these can replenish Mega Man's energy.

ENERGY BOTTLE – The Energy Bottle has the same energy-supplying capability as the Energy Cube, and you can drink it. The bottle itself does not disappear, so you can refill it many times at a Junk Shop.

BODY PARTS

HELMET PARTS – If you put this Helmet on Mega Man when he is attacked, it is more difficult for an enemy to damage him. Once you acquire the Helmet, you can access it via the Inventory screen.

ARMORED BODY – If Mega Man locates Body Armor and equips it, the damage an enemy causes him with an attack is reduced by half.

JUMP PARTS – Equip these and Mega Man will jump higher.

DASH PARTS – These Skate parts allow Mega Man to Roller Dash. You can equip/unequip Roller Dash from the Inventory screen (see page 15.)

SPECIAL WEAPONS

POWER BUSTER

This is a Special Weapon with more power and greater range than your normal Mega Buster. It is single-shot only (no rapid fire) and is useful in long-range battles.

MACHINE BUSTER

The Machine Buster is a rapid-fire weapon ideal for close range battles with multiple enemies.

SPREAD BUSTER

This is one of the most powerful weapons available, capable of firing multiple shots in several directions simultaneously.

SAVING & LOADING GAMES

SAVE

Throughout the game you can ask Data to call up the Save Game menu. While speaking with Data, select **SAVE GAME** and press the **B Button** or **▼C Button**. You can save as many games as you want, or you can overwrite a previously saved game by saving a new game to its menu location.

LOAD

You can continue play on a previously saved game. From the Title screen, select **CONTINUE** and press the **B Button** or **▼C Button**. Select the saved game you want to load and press the **B Button** or **▼C Button** to select it and begin loading.

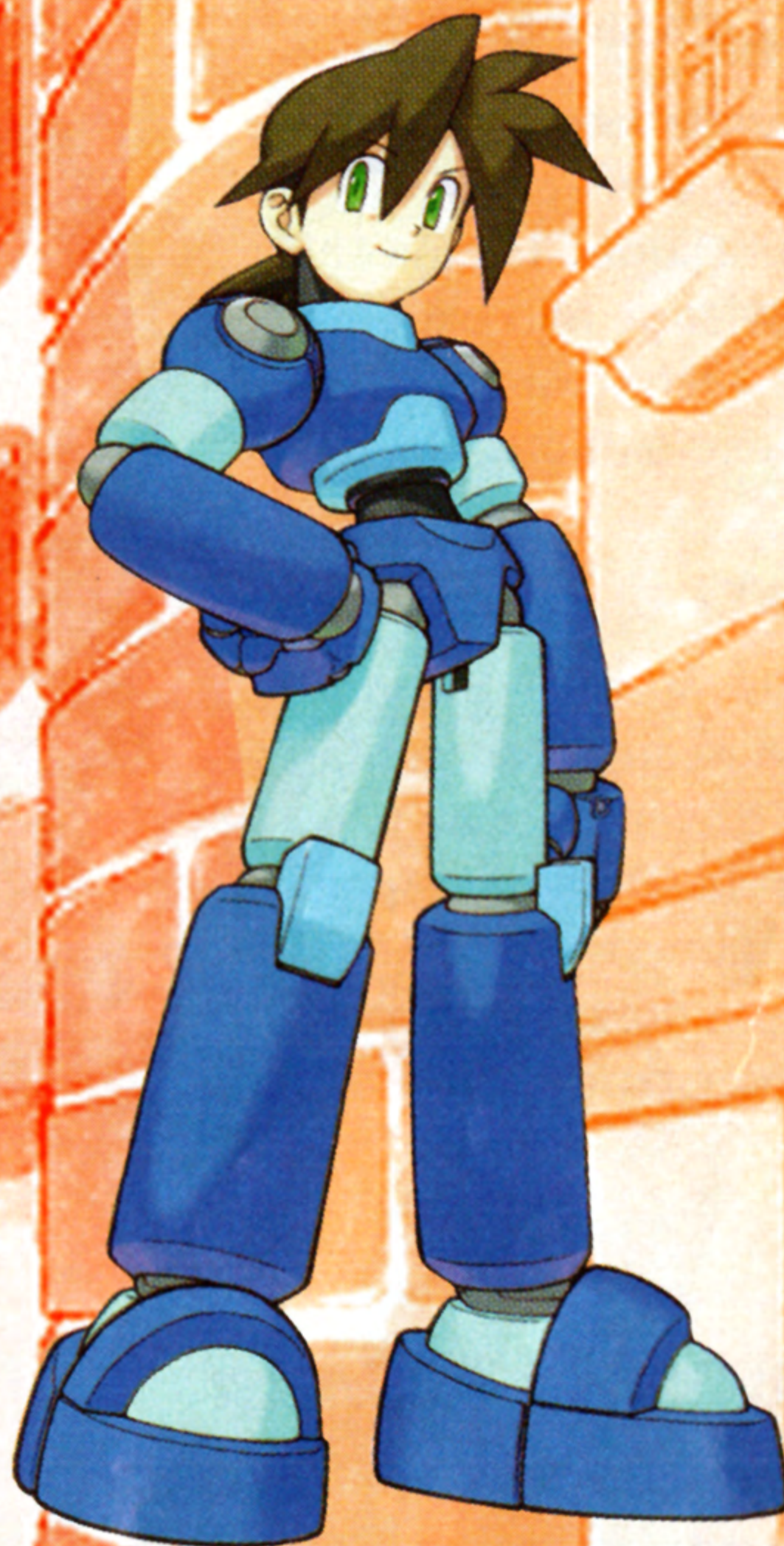
Note: Be careful not to turn off your Nintendo 64 or press Reset while saving a game as doing so may erase other saved games.

MEGA MAN & FRIENDS

MEGA MAN

He was discovered 14 years ago by Barrell Casket and raised as his son. Now he is a Digger with the Casket family.

As the leading Digger exploring a dig site, Mega Man has many special skills and abilities. Yet no one has ever discovered why he was abandoned as a child.



ROLL CASKET

She is Mega Man's 14-year-old best friend. When Roll was a baby, her parents disappeared while exploring a dig site. She grew up in their footsteps, excavating dig sites with the hope of someday discovering what happened to them.

Roll is a mechanical genius who loves to repair broken machinery. On missions, she assists Mega Man above ground as the equipment operator.

BARRELL CASKET

Roll's grandfather, now retired, was once a well-known, very successful Digger. He uses his vast knowledge and experience to advise Mega Man and Roll on their explorations.

DATA

This mechanical monkey has been at Mega Man's side ever since he was found. Data only speaks in gibberish, and Mega Man is the only one who can understand him.



THE BONNE FAMILY

The Bonne Family are air pirates who plunder treasures from successful Diggers and passing air ships.

TEASEL BONNE

The notorious leader of the Bonne Family, Teasel likes to acquire treasure in a flamboyant way. His brilliant mind allows him to develop and implement successful battle strategy. He is a smooth talker who has never lost an argument. He has a special passion for animals, toys and model planes.





TRON BONNE

The 14-year-old sister of Teasel Bonne, Tron is a mechanical wiz. She takes care of setting up and repairing the Bonne's fighting machines and maintaining the Bonne Family's flying ship.

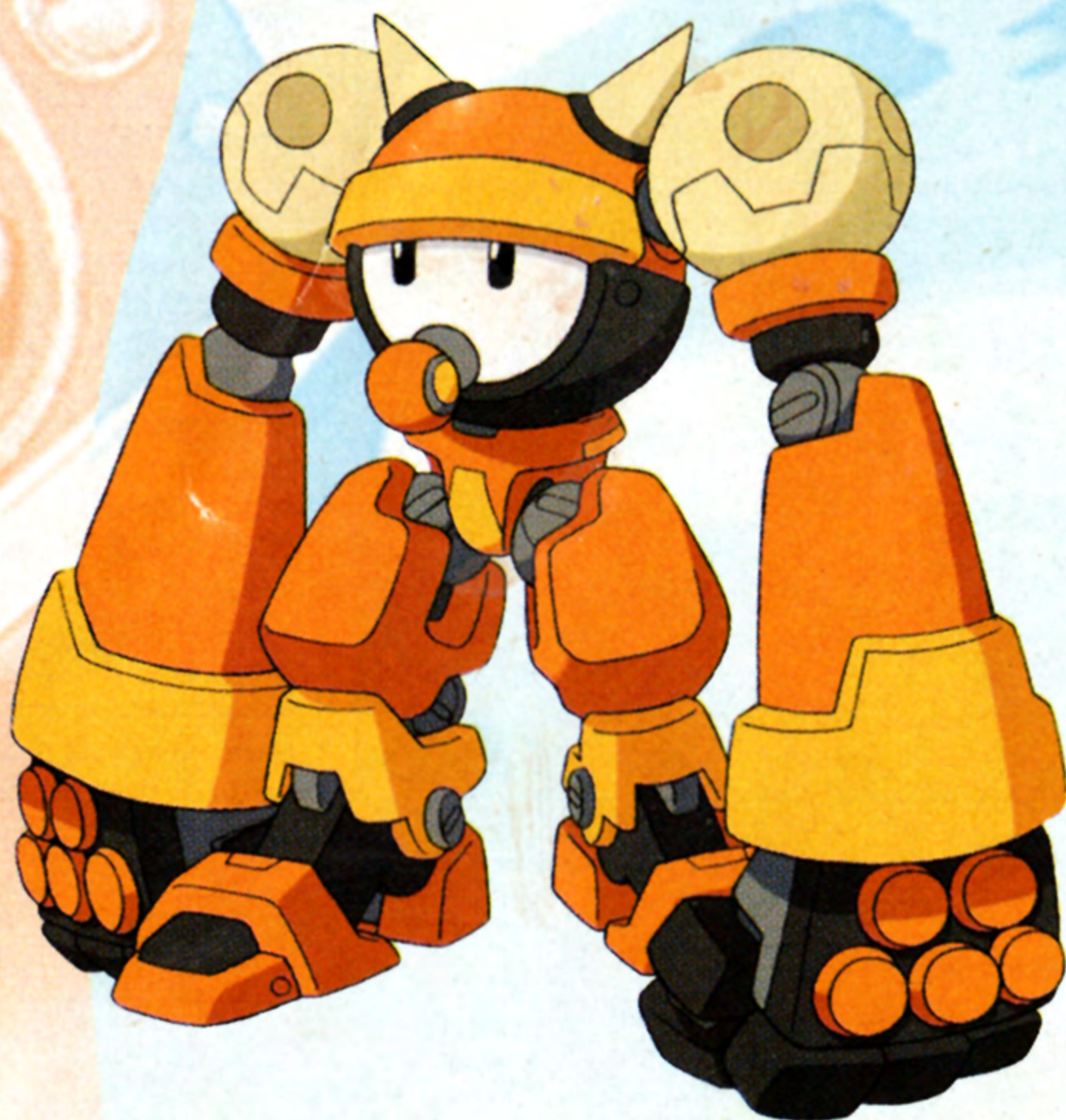


SERVBOTS

These little robots are controlled and mechanically operated by Tron to fight. There are 40 of them, each with numerous and unique characteristics.

BOMB BONNE

Bomb is the youngest member of the Bonne Family. His huge size hides that fact that he is really just a big baby.





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To receive this warranty service:

1. Notify the CAPCOM Consumer Service Department of the problem requiring warranty service by calling (408) 774-0400. Our Consumer Service Department is in operation from 8:30 a.m. to 5:00 p.m. Pacific Time, Monday through Friday.
2. If the CAPCOM service technician is unable to solve the problem by phone, he/she will instruct you to return the entire Game Pak to CAPCOM freight prepaid at your own risk of damage or delivery. We recommend sending your Game Pak 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 94086

This warranty shall not apply if the Game 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 Game 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/she may instruct you to return the defective Game Pak to CAPCOM freight prepaid at your own risk of damage or delivery, enclosing a check or money for \$20.00 (U.S. funds only) payable to CAPCOM. We recommend sending your Game Pak certified mail. CAPCOM will replace the Game Pak, subject to the conditions above. If replacement Game Paks are not available, the defective product will be returned to you and the \$20.00 payment refunded.

WARRANTY LIMITATIONS

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY (90) DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL CAPCOM BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States and Canada only. Some states and provinces do not allow limitations on how long an implied warranty lasts or exclusions of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may have other rights, which vary, from state to state or province to province.

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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MEGA MAN 64



CAPCOM®

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