

MEGA MAN

The background of the cover is a space scene with a view of Earth's horizon on the left and a bright sun or star on the right. Mega Man, in his blue armor, is in the upper right, holding his Mega Buster. Zero, in his green armor with a yellow 'V' on his chest, is in the lower left, reaching out with his right hand. Both characters are in dynamic, action-oriented poses.

ROBOT MASTER MAYHEM

Instruction Manual



The background of the entire page is a light blue gradient. Overlaid on this is a large, stylized, semi-transparent image of the Mega Man robot's head. The head is white with a blue visor and a blue arc on the left side. The text is centered over the head.

Mega Man

Robot Master Mayhem

Version 3.0

Brought to you
by
Infinity Mugen Team
2007 - 2020

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I. Robot Master Mayhem

Robot Master Mayhem is a game developed by a collaboration of fighting game enthusiasts gathered in together for their love of the blue bomber. The developers of this game are not affiliated with Marvel or Capcom in any way.

The objective in creating this game was to take the unexplained and unexplored lore crafting a story and create an enjoyable fighting game experience. Although many features found in a professional game such as those developed by Capcom are missing from this project, through the use of the Mugen game engine, a new gaming experience was developed. Much of the content in the game was originally created by Capcom, including various points of style, Power Sets, FX, and sprites. When you read the name of a Mugen Creator within this manual it is simply referencing the people who programmed the content or, in some cases, created original sprites.

Originally released December of 2016, the game has been made available as a free download. This game is considered a compilation of fan art and is not to be sold in any form. Additional information and support for *Mega Man: Robot Master Mayhem* can be found at the following link:

<http://www.infinitymugenteam.com>

II. The Story of Robot Master Mayhem

While working on his newest creation Dr. Wily couldn't shake his frustrations with his most recent defeat. He poured many hours into "Project Z", his Ultimate creation and as a result, a byproduct was created. "Power sets", the ability to enhance any robot master power 6 fold and in some case overdrive other devices and weaponry.

The "Power sets" would assure Wily's victory but defeating Mega Man isn't simply enough, obliterating him is the goal. "What irony would it be to have Dr. Light's heart be his undoing", thought Wily. With this notion, only one robot would be suited for the task.

SWN-000 now infused with a new Time Skimmer had most of his original abilities restored. He was to time travel and amass Wily's army of Robot Masters. SWN-000 code-named Quint was the key. Not only would Wily have an army of Robot Masters enhanced with, "Power Sets" But he had Quint who could use all the enhanced, "Power Sets".

Unbeknownst to Wily however Quint had become self-aware. No longer under Wily's control, Quint decides to pretend to follow his orders while carrying out his own agenda. Quint would not only traverse the past but the future as well, searching for technology to upgrade himself. Unfortunately the "Time Skimmer" still had flaws and it left distortions in time.

What could all this mean? Could Dr. Wily finally defeat Dr. Light and Mega Man, What is Quint planning, and what could the distortion in the timeline mean for everyone. The Mayhem ensues!

Welcome to Mega Man Robot Master Mayhem.



III. Mugen Info

M. U. G. E. N – 1.0 release version 2011.01.18 - 2011 Elecbyte

System requirements

Minimum: Pentium 90

Recommended: Pentium 200

It is hard to state exact memory requirements, as it varies according to character and stage complexities. 32 MB should suffice, although 64 MB is probably much safer. Simultaneous team battle modes will require more memory, as it needs to load up more than two characters. For larger characters, more memory will be required.

What is Mugen?

Mugen is a 2D, 16 bit customizable fighting game engine that began development in 1999 by a team called Elecbyte. The primary goal of Mugen was to give the user the ability to control almost every aspect of the engine to suit each individual taste. Mugen went through multiple revisions until the beta release in 2002 where Elecbyte all but disappeared off the face of the earth. Elecbyte later resurfaced in 2009 and has been actively updating the Mugen Game engine, most recently with the first release of Mugen 1.0. Today, Mugen is used as the premier customizable fighting game engine for amateur game developers.

IV. Set Up

Plug-ins

Sound related plug-ins are located in the \plugins\ folder. Each winamp-compatible DLL file controls the sound properties for the game and each plug-in reacts different for different configurations and soundcards. Although the most popular plug-ins are included with this game, it may be necessary to find other plug-ins to work with less common set ups. You can switch which plug-in the game runs by doing the following:

- Open the file *Mugen.cfg* located in the \data\ folder.
- Scroll until you find the section titled [Sound Win]
- Near the bottom of this section you will see *plugin =*
- Rename the plug-in to match which ever DLL file you wish to use.
- Save the file and exit.

Key Configuration

This is the default key configuration. You can change it from the options menu when you run the game.

| <u>Button</u> | <u>Player 1</u> | <u>Player 2</u> |
|---------------|-----------------|-----------------|
| Up | Up Arrow | Numpad Up |
| Down | Down Arrow | Numpad Down |
| Left | Left Arrow | Numpad Left |
| Right | Right Arrow | Numpad Right |
| X | L | Numlock |
| Y | Semicolon | Numpad Slash |
| Z | Double-quote | Numpad Asterisk |
| A | Comma | Numpad – |
| B | Period | Numpad + |
| C | Slash | Numpad Enter |
| Start | Enter | Numpad PgDn |

A wireless keyboard should not be used with this game as the delay may hinder the Power Sets. If you have a joystick, you can enable it through the options screen. Press F1 to access Input Config and set up your joystick from there. Scroll left/right on the joystick type option to pick your joystick type. If Mugen is unable to detect your joystick, its name will be shown in grey.

V. Running the Game

To run the game, Select the file titled *RMM.exe* in the root folder.



| | |
|--------------|---|
| Game Start | Go 1 on 1 against the computer (Story Mode) |
| Versus | Play various modes against your friend |
| Co-op Mode | Gang up against the computer with your friend |
| Endless Mode | See how long you can last in an endless battle! |
| Practice | Try out moves and combos |
| Watch Mode | Watch AI-controlled characters fight |
| Config | Set up basic game options |
| Exit | Closes the Game |

Modes Menu

Each of the Team options allows the following types of Game Play:

| | |
|---------------|---|
| Single | Just you alone |
| Simul | You and a partner at the same time |
| Turns | You and up to 3 partners. When one character is KOed, the next will join in |

Switching Order in Turns Mode

When you are playing Turns team mode, you can change your team order during one of these situations:

1. Right before the match start loading
2. After you lose a round, and right before the next round is loaded

The order switching is achieved by holding a directional button down. Hold forward to rotate your team order by one member forwards. Hold back to rotate your team order by one member backwards. If you have 4 available members, you can rotate it by 2 members by holding up.

Training Menu

When you pause the game in Training mode the following options become available:

Dummy control: Cooperative, AI, or Manual

When in cooperative mode, the dummy will perform the actions you specify elsewhere in the training menu. When in AI mode, the dummy will act like a normal computer opponent. When in manual mode, the dummy can be controlled with the opponent's keys.

Guard mode: None, Auto

If guard mode is set to Auto, the dummy will attempt to block most attacks. If guard mode is set to None, the dummy will not block any attacks.

Dummy mode: Stand, Crouch, Jump, W Jump

Depending on your selection, the dummy will stand, crouch, or repeatedly jump. If you choose W Jump, the dummy will keep air jumping as long as it can.

Distance: Any, Close, Medium, Far

If you choose Close, Medium, or Far, the dummy will try to keep the appropriate distance from you by walking forward/backward as necessary. If you choose Any, the dummy will not move forward or backward.

Button jam: None, A, B, C, X, Y, Z, Start

The dummy will repeatedly mash the selected button. Good for testing a character's blocking.

You can minimize/maximize the training menu by pressing M while the menu is active.

VI. Game Hot Keys

These are the hot keys recognized during game play:

| <u>Key</u> | <u>Function</u> |
|------------|-------------------------|
| Pause | Toggle pause |
| ScrollLck | Frame-step within pause |
| Esc | Quit |
| Alt+Enter | Toggle Full Screen Mode |

VII. Speed Issues

If you find the game runs slowly on your machine, there are several things you can do to improve the performance. The following options can be changed in the data/mugen.cfg file.

- i. Use the most efficient video mode - Running in a window can be slow. Try running in fullscreen. Look under [Vide] in data/mugen.cfg. Also, running MUGEN as root may improve video performance.
- ii. Select the correct resolution - M.U.G.E.N is meant to run under 320x240 in 16-bit colour. Anything larger or in a different bit depth may decrease the speed.
- iii. Turn off stretching - If you find you cannot run in 320x240, you can choose 640x480 and keep the "stretch" option off.
- iv. Turn off shadows - You can turn shadows off to speed up drawing. Look in data/mugen.cfg and set the "DrawShadows" option under [Config] to 0.
- v. Turn off sound or music - Playing music during the game takes up CPU power. This is true especially for MP3s. To turn off the background music, open data/mugen.cfg and set "PlayMIDI" and "PlayMP3" to 0. To turn off all sounds and music, set "Sound" to 0. You can also use the -nosound command line option to disable sounds, or the -nomusic option to disable music only.
- vi. Disable your joystick - Some joysticks may cause slowdown in M.U.G.E.N. You can disable your joystick in the Options menu from within the game, or run with the -nojoy option.
- vii. Use frameskip - Auto-frameskip is enabled by default. The game will not draw some frames in case the computer is not fast enough, and this helps maintain a constant game speed. If you'd like to run at a constant framerate, you can hit Ctrl-F repeatedly to adjust the

frameskip. It will switch from "auto" to "skip none" to "skip 1" to "skip 2" and then back to "auto". This works only when you are in the fight screen.

viii. Free up memory - Memory may be swapped to the hard disk when you run low, and this will severely impact performance. See the next section on how to reduce memory usage.

ix. Disable precaching - If you find the game slows down too much when loading in the background, you can disable precaching. This will increase load times, however. Under [Misc], set precache to 0.

VIII. Memory Issues

If you find the program exiting or running slowly because you don't have enough memory, here are some solutions:

i. Reduce the player cache - M.U.G.E.N will try to keep players in memory in order to reduce loading times. You might want to reduce the number of players that are kept in memory at any one time. Open up data/mugen.cfg and look under the [Misc] section. Change PlayerCache to a smaller number. 0 will save you the most memory.

ii. Turn off sound or music - You can save some memory by disabling sound and music. See part v. under "Speed Issues".

iii. Disable buffered read - You can save memory while loading characters by turning this option off. It is found under the [Misc] section, and called "BufferedRead". Loading times will increase as a result.

iv. Reduce effects and limits - Set the options under [Config] to a smaller numbers (see mugen.cfg for descriptions). Reducing HelperMax gives the most savings.

v. Enable system file unload - Set UnloadSystem under [Misc] to 1.

IX. Buttons

The following notation is used throughout the Character Guide:

| | |
|--------------------|--------|
| Down | = ↓ |
| Forward | = → |
| Up | = ↑ |
| Back | = ← |
| Down-Forward | = ↘ |
| Down-Back | = ↙ |
| Up-Forward | = ↗ |
| Up-Back | = ↖ |
| Hold for 2 seconds | = Hold |
| Start | = S |



| | |
|-----------|-----|
| Any Punch | = P |
| Any Kick | = K |

| | |
|------------------|------|
| Light Punch (x) | = LP |
| Medium Punch (y) | = MP |
| Heavy Punch (z) | = HP |
| Light Kick (a) | = LK |
| Medium Kick (b) | = MK |
| Heavy Kick (c) | = HK |



| | |
|-------------|------|
| Two Punches | = PP |
| Two Kicks | = KK |

Special Attack = Requires a specific controller motion

Hyper Attack = Requires a specific controller motion and one level filled in the super bar

X. Basic System

The following Game Play system is standard for all of the characters in Super Marvel vs. Capcom:

| | |
|---------------------------------------|---|
| Jump Up | = ↑ |
| Jump Forward | = ↗ |
| Jump Backwards | = ↖ |
| Walk Forward | = Hold → |
| Walk backward | = Hold ← |
| Crouch | = Hold ↓ |
| High Guard | = Hold ← as opponent attacks |
| Low Guard | = Hold ↙ as opponent attacks |
| Forwards Dash/Run | = →, → |
| Back Dash | = ←, ← |
| Taunt | = S |
| Guard Push | = PP while guarding on the ground (Not during hyper attacks) |
| Throw | = Character Specific (e.g. → + HP) |
| Launcher | = Character-specific (e.g. ↓ + HP) |
| Super Jump connects | = ↓, ↑ or ↑ after a Launcher |
| Aerial Rave | = Combo during a Super Jumper |
| Recovery Roll (Certain Characters) | = Hold → or ← while recovering Characters) |

XI. Game Play

Combos – The combo style within the game fall into three categories, called MH, Magic Series and Aerial Rave.

LMH: Characters with these properties can perform combos such as the following while standing or crouching:

- LP, MP, HP
- LK, MK, HK

Magic Series: Characters with these properties can perform all of the LMH combos as well as the following:

- LP, LK, MP, MK, HP

Aerial Rave: All characters can perform an aerial rave using the following buttons:

- LP, LK, MP, MK, HP

Canceling – Canceling is the ability to stop one attack by performing the commands to start a second attack. There are three levels of move canceling:

- **Level 0:** no move canceling properties
- **Level 1:** can cancel normal attacks into special attacks or hyper attacks
- **Level 2:** can perform the canceling above, as well as cancel special attacks into hyper attacks

Power Sets – Power Sets are the varied move set system used in RMM. Each fighter has the ability to change one of their attacks to one of 6 different abilities. To perform the change press, “**↓,↓ + any attack button**”. This change can only be done on the ground. To use the weapon press, “**↓,↘→+K (any kick button)**”

*Some fighters may lack the use of, “Power Sets”

XI. Game Play Continued



- Life Bars** – The players Health. Player 1 on the left side and player 2 on the right side screen.
- Portrait** - Photo next to the life bar of the corresponding character
- Hyper Meter** – As the player attack the opponent energy is stored up in this meter and can be used to to unleash powerful attacks. Teams share the same meter so teamwork is crucial.
- Hyper Attack** – The energy stored by the **Hyper Meter** is read in numbers ranging from 1 to 3. The number 3 is the highest amount of energy that can be stored. After use, they can be refilled.
- Victory Icon** – These icons below represent how the victory was obtained by the player.



- V = Basic hit Victory
- T = Victory by time over
- G = Victory by grabbing/ throwing opponent
- S= Special Move victory
- Bolt = Hyper move victory

The last two are Cheap/Chip Special Move, cheap/chip Hyper Move Victory respectively

- Timer** – This is the length of time for the match to take place. If the timer counts down to 000 the player with the most health remaining is the winner.

7/8. Life Bars – Player 3 & 4 health if they are present. In the example gameplay above player 4 is not present.

XI. Game Play Continued

Skills – Extra movement abilities processed by some Robot Masters. These are innate abilities and only require to impute from d-pad or keyboard keys to perform the action(s). They are listed below.

Air Back Dash – The ability dash away from the opponent while jumping.

Air Dash – The ability to use dash command while jumping

Double Jump – The Ability to jump two times in the air.

Run – The ability run in place of the standard dash mechanic.

Super Dash – The ability to cancel the dash in jump with loss of momentum resulting in user be propelled across the screen at high velocity.

Triple Jump – The ability to jump 3 times in the air.

Wall Cling - The ability to grab and hold on to the wall while jumping.

Wall Jump – The ability to jump off the wall.



XII. Characters



Air Man

Power Sets: ↓, ↓, + any attack button

LP: Tornado Man

MP: Dust Vacuum

HP: Wind Kick

LK: Wind Storm

MK: Storm Tornado

HK: Whirlwind

Skills

Air Dash

Specials

| | |
|---------|----------------------------------|
| ↓↘→+ K: | Use Power Set |
| ↓↘→+ P: | Air Shooter (can be done in air) |
| ↓↙←+ P: | Tornado (can be done in air) |
| ↓↙←+ K: | Slide Kick |
| ↓↙←+ K: | Down Kick (air only) |

Hyper Attacks

| | |
|------------|-------------------------|
| ↓↘→+ PP: | Hyper Wind |
| ↓↙←+ PP: | Hyper Tornado |
| ↓↘→+ KK: | Upper Wind |
| ↓↙←+ KK: T | typhoon Shot |
| ↓↙←+ PP: | Hyper Wind (air only) |



Axl

Power Sets: ↓, ↓ + any attack button

LP: Black Arrow (can be done in air)

MP: Blast Launcher

HP: Ray Gun

LK: Bound Blaster (can be done in air)

MK: Flame Burner (can be done in air)

HK: Spiral Magnum (can be done in air)

Skills

Air Dash

Wall Cringe

Wall Jump

Specials

↓↘→+ K: Use Power Set

↓↘→+ P: Plasma Gun

↓↙←+ P: Axl Bullet

↓↙←+ K: Ice Gatling

→↓↘+ K: Invisibility

Hyper Attacks

↓↘→+ PP: Bullet Storm

↓↙←+ PP: Lost Love

↓↙←+ KK: Axl Rush



Bass

Power Sets: ↓, ↓ + any attack button

LP: Bass Barrier

MP: Bass Press

HP: Static Mine

LK: Teleport

MK: Bass Slasher

HK: Bass Comet

Skills

None

Specials

| | |
|---------------|------------------------------------|
| ↓↘→+ K: | Use Power Set |
| ↓↘→+ K | Dive (air only) |
| ↓↙←+ K: | Crescent Kick (can be done in air) |
| ↓↘→+ P: | Rapid Buster (can be done in air) |
| ↓↙←+ P: | Charge Shot |
| Press any | Rapid Kick |
| Kick rapidly: | |

Hyper Attacks

| | |
|----------|---|
| ↓↙←+ KK: | Crescent Slaughter |
| ↓↙←+ KK | Dynamo Strike (air only) |
| ↓↘→+ KK: | Gospel Boost |
| ↓↘→+ PP: | Messatsu Burst (can be done in air too) |
| ↓↙←+ PP: | Rapid Burst (air only) (Can be aimed up or down) |
| ↓↙←+ PP: | Bassium Vortex |
| ↓↘→+ PK: | Bass Rush (lvl3) |



Burst Man

Power Sets: ↓, ↓ + any attack button

LP: Salt Water
MP: Napalm Bomb
HP: Water Shield
LK: Water wave
MK: Step Mine
HK: Flash Bomb

Skills

Double Jump

Specials

| | |
|------------------|---|
| ↓↘→+ K: | Use Power Set |
| ← (charge), →+P: | Burst Tackle (can be done in air) |
| ↓↘→+ P: | Bubble Dive (air only) |
| →↓↘+ P: | Upper Tackle |
| ↓↙←+ P: | Danger Wrap (can be done in air) (Repeat impute to denote) |
| ↓↘→+ P: | Bubble Trap |

Hyper Attacks

| | |
|----------|--|
| ↓↙←+ PP: | Burst Typhoon |
| ↓↘→+ PP: | Bubble Machinegun (can be done in air too) |
| ↓↘→+ KK: | Hyper Burst Dash (can be done in air too) |
| ↓↙←+ KK: | Hyper Water Tornado (can be done in air too) |



Crash Man

Power Sets: ↓, ↓ + any attack button

LP: Homing Sniper

MP: Commando Bomb

HP: Spread Drill

LK: Crash Bomber (can be done in air)

MK: Power Stone

HK: Junk Shield

Skills

None

Specials

| | |
|---------|------------------------------------|
| ↓↘→+ K: | Use Power Set |
| ↓↘→+ P: | Crash Missile (can be done in air) |
| ↓ + HK: | Crash Dive (air only) |
| →↓↘+ P: | Drill Upper |

Hyper Attacks

| | |
|----------|---------------------------------|
| ↓↙←+ KK: | Crash Barrage |
| ↓↘→+ PP: | Crash Dash |
| ↓↘→+ KK: | Aerial Crash Barrage (air only) |
| →↓↘+ KK: | Ground Upper |
| ↓↙←+ PP: | Hyper Drill (lvl 3) |



Cut Man

Power Sets: ↓, ↓ + any attack button

LP: Dash Cutter
MP: Jump Cutter
HP: Wall Cutter
LK: Wheel Cutter
MK: Spike Drop
HK: Gyro Attack

Skills

None

Specials

| | |
|---------|-----------------------------------|
| ↓↘→+ K: | Use Power Set |
| ↓↘→+ P: | Boomerang Cutter |
| ↓↙←+ P: | Upper Cutter (can be done in air) |
| ↓↙←+ K: | Drill Cutter |

Hyper Attacks

| | |
|----------|------------------|
| ↓↙←+ KK: | Snap Cutter |
| ↓↘→+ PP: | Hurricane Cutter |
| ↓↘→+ KK: | Chomp Cutter |



Elec Man

Power Sets: ↓, ↓ + any attack button

LP: Electric Torpedo

MP: Enlightening Therapy

HP: Electrified

LK: Strikers

WK – Dynamo Man!

MK – Cloud Man

HK – Fuse Man

MK: Static Trap

HK: Spark Rain

Skills

Triple Jump

Specials

| | |
|---------|-------------------------------------|
| ↓↘→+ K: | Use Power Set |
| ↓↘→+ P: | Thunder Beam |
| ↓↘→+ P: | Thunder spark _(air only) |
| ↓↙←+ P: | Spark Tower |
| ↓↘→+ K: | Zap! _(air only) |
| →↓↘+ K: | Iron Knee |

Hyper Attacks

| | |
|----------|---|
| ↓↙←+ PP: | Spark Arrow _(can be done in air) |
| ↓↘→+ PP: | ENERGIZED! |
| ↓↘→+ PP: | Spark Rain _(air only) |
| ↓↙←+ KK: | Living Lighting |
| ↓↘→+ KK: | Charged Iron Knee _(can be done in air) |
| ↓ ↓+ KK: | Electrified |



Enker

Power Sets: None

Skills

Double Jump
Air Back Dash

Specials

| | |
|----------------|-----------------------------------|
| ↓↘→+ K: | Wall leap (can be used in air) |
| →↓↘+ P: | Rising Spike (can be used on air) |
| ↓↙←+ P: | Mirror Buster |
| ↓↙←+ K: | Drop Spike (can be used in air) |
| ← (hold), →+P: | Lunge Attack |
| ←+HK: | Back Swing |

Hyper Attacks

| | |
|----------|--|
| ↓↙←+ KK: | Crescent Slasher (can be used on air) |
| ↓↘→+ PP: | Fatal Blast (can be used in air) |
| ↓↘→+ KK: | Hyper Spear Drill (can be used on air) |
| ↓↙←+ PP: | Electric Geyser |



Fire Man

Power Sets: ↓, ↓ + any attack button

LP: Flame Wisp
MP: Fire Trap
HP: Flame Dive
LK: Fire Ball
MK: Plasma Ball
HK: Flamethrower

Skills

None

Specials

| | |
|---------|----------------------------------|
| ↓↘→+ K: | Use Power Set |
| ↓↘→+ P: | Heat Cannon (can be used in air) |
| ↓↙←+ K: | Fire Dash (can be used in air) |
| ↓↙←+ P: | Fire Storm |

Hyper Attacks

| | |
|----------|-------------------------------------|
| ↓↙←+ PP: | Fire Hurricane (can be used in air) |
| ↓↘→+ KK: | Inferno Blast |
| ↓↙←+ KK: | Fire Crusher (can be used in air) |
| ↓↓↓+ PP: | Raging Fire (lvl 3) |



Guts Man

Power Sets: ↓, ↓ + any attack button

LP: Stone Slam

MP: Counter Megaton Punch

HP: Train Wreck

LK: Charge

MK: Short Blaster (can be done in air)

HK: Bring Down

Skills

None

Specials

| | |
|---------|---------------------------------|
| ↓↘→+ K: | Use Power Set |
| ↓↘→+ P: | Rock Throw (can be done in air) |
| ↓↙←+ K: | Ground Stomp |
| ↓↙←+ P: | Rock Punch |

Hyper Attacks

| | |
|----------|------------------|
| ↓↘→+ PP: | Hammer Mountain |
| ↓↙←+ KK: | Death from above |
| ↓↘→+ KK: | Charge Hyper |
| ↓↙←+ PP: | Gutsbot (lvl3) |



Heat Man

Power Sets: ↓, ↓ + any attack button

LP: Teleport

MP: Fire Wave

HP: Fire Explosion

LK: Spit fire on ground

MK: Rising Heat

HK: Flaming Dive

Skills

Wall Jump

Specials

| | |
|---------|---------------------------------------|
| ↓↘→+ K: | Use Power Set |
| ↓↘→+ P: | Spit Fireball |
| ↓↙←+ K: | Flaming Headbutt (can be done in air) |
| ↓↙←+ P: | Flame on |

Hyper Attacks

| | |
|----------|--------------------------|
| ↓↙←+ PP: | Flaming Headbutt Hyper |
| ↓↘→+ KK: | Fire |
| ↓↙←+ KK: | Four Way Fire (air only) |



Ice Man

Power Sets: ↓, ↓ + any attack button

LP: Slippery Floor

MP: Icicle Drop

HP: Cold Hands (Enhances normal attacks)

LK: Artic Wind (can be done in air)

MK: Ice Wall

HK: Ice Sled

Skills

None

Specials

| | |
|---------|--------------------------------|
| ↓↘→+ K: | Use Power Set |
| ↓↙←+ P: | Ice Clone (can be done in air) |
| ↓↘→+ P: | Ice Spit |
| ↓↙←+ K: | Snow bomb |

Hyper Attacks

| | |
|----------|--|
| ↓↘→+ PP: | Ice Beam (can be done in air) |
| ↓↘→+ PP: | Ice Spitter (NOTE: This can ONLY be used if P2 is frozen, if he is NOT frozen he will use ice beam.) |
| ↓↙←+ PP: | North Pole |
| ↓↙←+ KK: | Snowman Bomb |
| ↓↘→+ KK: | Freezing Wind |



Mega Man

Power Sets: ↓, ↓ + any attack button

LP: Hornet Chaser

MP: Crystal Eye

HP: Quick Boomerang

LK: Ice Slasher

MK: Leaf Shield

HK: Wheel Cutter

Start: Rush

Skills

None

Specials

| | |
|---------|----------------------------------|
| ↓↘→+ K: | Use Power Set |
| ↓↘→+ P: | Mega Buster (can be done in air) |
| ↓↙←+ P: | Top Spin (can be done in air) |
| ↓↙←+ K: | Mega Slide |
| ↓↙←+ K: | Flying Kick (air only) |

Hyper Attacks

| | |
|----------|---|
| ↓↘→+ KK: | Magnetic Shockwave (can be done in air) |
| ↓↘→+ PP: | Hyper Mega Man (can be done in air) |
| ↓↙←+ PP: | Power Adaptor |
| ↓↙←+ KK: | Jet Adaptor |



Metal Man

Power Sets: ↓, ↓ + any attack button

LP: Buzzsaw

MP: Mini Dragon attack

HP: Quickman

LK: Big Saw

MK: Dust Explosion

HK: Blade Dive (can be done in air)

Skills

Wall Jump

Specials

| | |
|---------|--|
| ↓↘→+ K: | Use Power Set |
| ↓↘→+ P: | Throw Metal Blade (can be done in air) |
| ↓↙←+ P: | Spike Ball (can be done in air) |
| →↓↘+ P: | Blade Uppercut (can be done in air) |

Hyper Attacks

| | |
|----------|--|
| ↓↘→+ KK: | Big Dragon |
| ↓↘→+ PP: | Metal Blade Barrage (can be done in air) |
| ↓↙←+ PP: | Bladed Armed Fury (can be done in air) |
| ↓↙←+ PP: | Hyper Spiked Ball (air only) |



Needle Man

Power Sets: ↓, ↓ + any attack button

LP: Needle Mine

MP: Spike Bubble

HP: Spike Ball (can be done in air)

LK: Needle Cannon (can be done in air)

MK: Needle Blast

HK: Needle Swing (can be done in air)

Skills

None

Specials

| | |
|---------|----------------|
| ↓↘→+ K: | Use Power Set |
| ↓↘→+ P: | Needle Hook |
| ↓↙←+ P: | Needle Counter |
| ↓↙←+ K: | Drill Bomb |

Hyper Attacks

| | |
|----------|---|
| ↓↘→+ KK: | Needle Whirlwind (can be done in air) |
| ↓↘→+ PP: | Needle Barrage (lvl 3) (can be done in air) |
| ↓↙←+ PP: | Needle Shower |



Pharaoh Man

Power Sets: ↓, ↓ + any attack button

LP: Pharaoh Blast
MP: Pharaoh Curse
HP: Pharaoh Trap
LK: Egyptian Rush
MK: Sand Coffin
HK: Ring Man

Skills

Wall Jump
Air Dash

Specials

| | |
|---------|-----------------------------------|
| ↓↘→+ K: | Use Power Set |
| ↓↙←+ K: | Spiral Kick (can be done in air) |
| ↓↘→+ P: | Pharaoh Shot (can be done in air) |
| ↓↙←+ P: | Scissor Kick (can be done in air) |
| →↓↘+ P: | Mummy Upper |

Hyper Attacks

| | |
|----------|---|
| ↓↙←+ KK | Ankh of Power |
| ↓↙←+ PP | Seth is Calling (can be done on air too) |
| ↓↘→+ PP: | Anubis Judgment (can be done in air) |
| ↓↘→+ KK: | True Power of Egyptian Gods . (can be done in air) |

LK: Straight Punch
MK: Shoot
HK: Hand Stomp



Proto Man

Power Sets: N/A

Skills

None

Specials

| | |
|---------|------------------------------------|
| ↓↙←+ P: | Buster Shot (can be done in air) |
| ↓↙←+ K: | Rolling Lunge (can be done in air) |
| ↓↘→+ P: | Shield Charge (can be done in air) |
| →↓↘+ P: | Proto Strike |

Hyper Attacks

| | |
|----------|--------------------------------------|
| ↓↙←+ PP: | Big Bang Buster (can be done in air) |
| ↓↘→+ PP: | Shield Barrage (can be done in air) |
| ↓↘→+ KK: | Breakman Sonata (lvl3) |
| ↓↙←+ PP: | Proto Mega Upper |



Quint

Power Sets: ↓, ↓ + any attack button

LP: Photon Missile

MP: Dive Missile

HP: Copy Vision

LK: Buster Shot

MK: Junk Buster (can be done in air) (Use ↓+HK to kick the LK cube. Use HK while jumping to knock cube out of air.)

HK: Jewel Satellite

Skills

None

Specials

↓↘→+ K: Use Power Set

↓↘→+ P: Sakugarne Call

↓↙←+ P: Servbot Command

Lite trip the opponent
Medium Grab the opponent
Heavy Anti-Air swoop

↓↙←+ K: Teleport (can be done in air)

Hyper Attacks

↓↘→+ PP: Stay True (You can move by jumping)

↓↙←+ PP: Force Breaker (while guarding only)
(can be use in air)

↓↘→+ KK: Quint Adaptor (can be used in air)
P during Quint Adaptor - Laser
K during Quint Adaptor - Drill Rush

↓↘→+ KK: Giga Drill Breaker (only during Quint Adaptor) (lvl 3)



Roll

Power Sets: ↓, ↓ + any attack button

LP: Water Hose

MP: Eddie

HP: Sweets Shield

LK: Cute Spike

MK: Vacuum Dash

HK: Friendly Help

Skills

Super Dash

Specials

| | |
|---------|----------------------------------|
| ↓↘→+ K: | Use Power Set |
| ↓↘→+P: | Mega Buster (can be done in air) |
| ↓↙←+P: | Flower Pot (can be done in air) |
| ↓↙←+K: | Roll Charge (can be done in air) |

Hyper Attacks

| | |
|----------|------------------------------------|
| ↓↘→+ PP: | Hyper Roll (can be done in air) |
| ↓↙←+ PP: | Lovely Attack (can be done in air) |
| ↓↘→+ KK: | Rush Drill |
| ↓↙←+ KK: | Beat Plane (can be done in air) |
| ↓↘→+P+K: | Love-Fury-Passion-Energy (lvl.3) |



Shadow Man

Power Sets: ↓, ↓ + any attack button

LP: Attack Boost

MP: Defense Boost

HP: Speed Boost

LK: Skill Boost

LK: Invisible

MK: Smoke Bomb Attack

HK: Yamato's Spear

MK: Projectile Immunity

HK: Throw Immunity

Skills

Triple Jump

Air Dash

Super Dash

Run

Specials

↓↘→+ K:

Use Power Set

↓↘→+P:

Shadow Blade / Hikage

Shuriken (can be done in air)

↓↙←+P:

Hikage Kasumi / Shadow Mist

↓↙←+P:

Ninja Weapons (air only)

LP: JiTekKyu (Spike Ball)

MP: BakuEn-Sho (Smoke Bomb)

HP: Makibishi (Spikes)

↓↙←+K:

Gyouja Damashiuchi - Hajime

/ Ascetic Sneak Attack

LK: Stop running

MK: Sliding sweep kick

HK: Flying attack kick/ DAI ICHI KYO

Gyouja Damashiuchi can be followed up if DAI ICHI KYO hits the opponent. Follow up attacks are below

↓↙←+K: DAI NI KYO - second attack (when DAI ICHI KYO hits)

↓↙←+K: DAI SAN KYO - third attack (when DAI NI KYO hits)

Hyper Attacks

↓↘→+ PP:

Nisen Hikage Shuriken (can be done in air)

↓↙←+ PP:

Shin Izuna Otoshi

↓↘→+ KK:

Shadow Replica

↓↘→+ KK:

Soul Slash (air only)

↓↙←+ KK:

Jiraya

↓↙←+P+K:

Oriental Express



Skull Man

Power Sets: ↓, ↓ + any attack button

LP: Homing Missile

MP: Bone Joe

HP: Skeleton Slash

LK: Lost Soul (can be done in air)

MK: Bone Spike (can be done in air)

HK: Skull Missile (can be done in air)

Skills

None

Specials

| | |
|-------------|--|
| ↓↘→+ K: | Use Power Set |
| ↓↘→+ P: | Blaster Shot (can be done in air) |
| ↓↙←+ P: | Teleport |
| →, ←, → + K | Invisibility (While Invisible is active Skull barrier and Teleport will not be active.) |
| ↓↙←+ K: | Skull Barrier |

Hyper Attacks

| | |
|----------|------------------|
| ↓↘→+ PP: | Machine Gunner |
| ↓↙←+ PP: | Skull Bot (lvl3) |
| ↓↘→+ KK: | Skull Barrage |



Snake man

Power Sets: ↓, ↓ + any attack button

LP: Hammer Joe

MP: Acid Drop

HP: Acid Pool

LK: Acid Burst

MK: Acid Flush

HK: Snake Summon

Skills

Wall Jump

Specials

| | |
|---------|--------------------------------|
| ↓↘→+ K: | Use Power Set |
| ↓↘→+ P: | Acid Spit (can be done in air) |
| ↓↙←+ P: | Search Snake |
| →↓↘+ P: | Snake Upper |

Hyper Attacks

| | |
|----------|-------------------|
| ↓↘→+ PP: | Snake Hunter |
| ↓↙←+ PP: | Searching Prey |
| ↓↘→+ KK: | Snake Legion |
| ↓↙←+ KK: | Dead Pool (lvl.3) |



Tengu Man

Power Sets: ↓, ↓ + any attack button

LP: Blade Kick
MP: Tornado Hold
HP: Tencrow
LK: Katana Blade
MK: Tengu Spike
HK: Kamaitachi

Skills

None

Specials

| | |
|---------|----------------------------------|
| ↓↘→+ K: | Use Power Set |
| ↓↘→+ P: | Tengu Blade (can be done in air) |
| ↓↙←+ P: | Crow Bite |
| ↓↙←+ K: | Slice Kick (can be done in air) |

Hyper Attacks

| | |
|----------|-----------------------------------|
| ↓↘→+ PP: | Nose Dive (can be done in air) |
| ↓↙←+ PP: | Spike Array |
| ↓↘→+ KK: | Tornado Prison |
| ↓↙←+ KK: | Tengu Bomber (can be done in air) |



Toad Man

Power Sets: ↓, ↓ + any attack button

LP: Toad Ball

MP: Leaf Shield

HP: Quick Boomerang

LK: Lillypad

MK: Thunder Beam

HK: Bubble Lead

Skills

Double Jump

Wall Jump

Specials

| | |
|---------|-------------------------------------|
| ↓↘→+ K: | Use Power Set |
| ↓↘→+ P: | Missile Attack (can be done in air) |
| ↓↙←+ P: | Aerial Mine (can be done in air) |
| ↓↙←+ K: | Ground Stomp (can be done in air) |

Hyper Attacks

| | |
|----------|--------------------------------------|
| ↓↘→+ PP: | Missile Barrage (can be done in air) |
| ↓↙←+ PP: | Rain Flush |
| ↓↘→+ KK: | Thunder Strike |



Top man

Power Sets: ↓, ↓ + any attack button

LP: Magic Hat
MP: Spring Coil
HP: Tornado Spin
LK: Top Attack
MK: Buzzsaw
HK: Top Spin

Skills

None

Specials

| | |
|---------|-------------------------------------|
| ↓↘→+ K: | Use Power Set |
| ↓↘→+P: | Top Throw (air only) |
| ↓↙←+P: | Trap Top |
| ↓↙←+K: | Hurricane Kick (can be done on air) |

Hyper Attacks

| | |
|---------|---------------------------------|
| ↓↘→+PP: | Here comes the Big Top |
| ↓↘→+PP: | Mega Top Spin (Air only) |
| ↓↘→+KK: | Mega Top Barrage |
| ↓↙←+KK: | Ultra Spin (can be done in air) |



Dr. Wily

Power Sets: None

Assists System

Dr. Wily has a special icon that represents the amount of times he can call for assistance.

He can call for a Robot Master individually, that has his own set of moves, or call a team of Robots for a Level 3 Hyper move. The default number for the assists stock is 5, and only resets upon a new match. You can, however, fill the assists stock by performing the Alternate Taunt, at the cost of 1 power bar.

| | |
|--------|------------------------------------|
| ↓↘→+S: | World Call (+2 stocks, uses 1 bar) |
| LK+LP: | Dust Man |
| MK+MP: | Star Man |
| HK+HP: | Crystal Man |

Specials

| | |
|----------|---|
| ↓↘→+LP: | Blaster Shot |
| ↓↘→+MP: | Skull Drop |
| ↓↘→+HP: | Skull Blast (hold HP to determine the blast distance. Pressing U or D makes the blast move vertically.) |
| ↓↙←+P: | Teleport |
| ↓↘→+K: | Thunder Shot |
| ↓, ↓ +K: | Mine Drop (Fire, Wind, or Ice) |
| ↓↙←+K: | Mine Activate |

Hyper Attacks

| | |
|-----------|---|
| ↓↘→+PP: | Skull Cannon |
| ↓↙←+PP: | Wily War |
| ↓↘→+KK: | Laughing Skulls |
| ↓↙←+KK: | Master of Robots (-2 stocks) (uses 3 power bar) |
| →↘↓↙←+KK: | Nemesisphere |



Woodman

Power Sets: ↓, ↓ + any attack button

LP: Wood Trunk

MP: Wood Tackle

HP: Leaf Barrier

LK: Ground Pound

MK: Bear Trap

HK: Down Dive (air only)

Skills

None

Specials

| | |
|----------|---------------|
| ↓↘→+ K: | Use Power Set |
| ↓↘→+P: | Leaf Shield |
| ↓↙←+P: | Log Trap |
| ↓↙←+K: | Wood Dash |
| ←↙↓↘→+P: | Giant Swing |

Hyper Attacks

| | |
|---------|----------------|
| ↓↘→+PP: | Hyper Wood |
| ↓↙←+PP: | Hyper Tackle |
| ↓↘→+KK: | Autumn Season |
| ↓↙←+KK: | Rise of Nature |

XIII. Credits

Mega Man: Robot Master Mayhem (RMM) was made through the collaboration of individuals from all over the globe. Literally thousands of man-hours went into the development of this project.

RMM Project Leader
Lead Game Designers

- Laspacho
- Laspacho, Acey, & O Ilusionista

Lead Programmers
Lead Concept Designers
Lead Graphic Designers
Hit sparks

- O Ilusionista
- Laspacho, Rage, & Acey
- Laspacho, Rage & Acey
- Acey

System Graphics & HUD
Game Intro

- Acey
- Acey

AI Programming
Character Balance
Storyboards

- O Ilusionista
- O Ilusionista
- Laspacho, Acey, HyperVoiceacting

RMM Team

Laspacho
O Ilusionista
Rage
UltraRoboninja
Magma MKII
Nestor
Whiplash
Manic
ExeLord
HyperVoiceActing
Mistah Jorge
LynxDarkwood
JFA
M. Satoshy X
Riot

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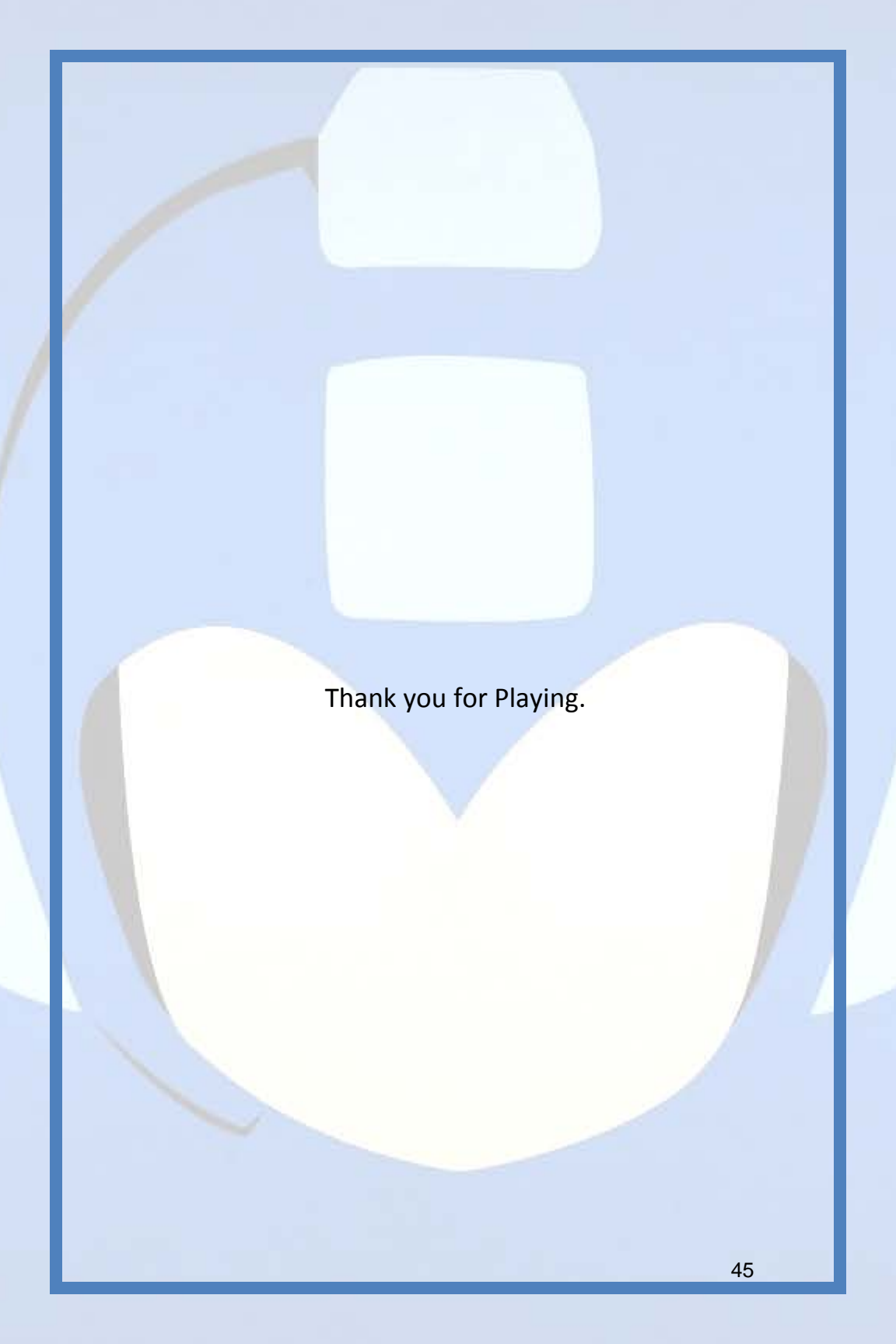


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