



I'm not robot



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## Mega man 3 boss order reddit

TL;DR in bold, I have played Mega Man 3 (the first playthrough ever) on my 3DS and experimented with save countries. I've just finished defeating the first 8 robot masters, 4 stages of the retro robot master, and I'm just starting dr. Wily's level. I've really enjoyed most of the stage and master robots so far. To be clear, I have tried to defeat all master robots with the default gun, because I think that trying to defeat them with the weapons they weaken is a little too easy and does not give you a reason to study the boss pattern. However, the first problem I ran was the difficulty difference between the robot masters and the level leading up to them. After dying a few times I usually mastered the level and it became relatively easy. Then, I'll get to the robot master (or disappear the platform over the bottomless hole), get hit, lose all my life and have to start over. It's good that there's a checkpoint right before you face the boss but after the game over you lose that checkpoint. My problem is that having to repeat the easy part of the level over and over before you can have a rematch with the robot master becomes boring and it prolongs the learning experience. By the time I beat the easy levels again, I felt out of the groove with the robot master. It feels like most of the difficulties come from the long pause between robot master battles, rather than the robot master's own battles. I try to compensate by creating a rescue state, just before the hard part if and only if I can consistently make it to that point without losing my life or too much health. I feel like this cuts a lot of unnecessary feather playing time out of the game and I feel a lot more involved. A robot master was much more fun when I would immediately restart the match after death. They are still challenging, and trying to understand their patterns and weaknesses is much easier when I don't have to wait so long in between rematches. If I redesign this game, I will keep the death in the game, have an infinite life, and have a system that will make the checkpoint permanent (unless you decide to play a different level) if you can arrive at that checkpoint without dying. This way you'll still have fun playing through the levels without having to boil down to the easy, boring part just to get to the hard part. My second idea, I don't feel as strong about, but I still find it interesting. After using the backlog countries for the same boss rematch many times in a row beating him up, I wonder what a boss fight would be like if Mega Man couldn't die and the boss had a regenerating health. To me, the fun part of the boss battle is trying to adapt to each boss's pattern, but dying and restarting the boss fight seems like unnecessary free time. If Mega Man is invincible and the boss has slowly slowly health, you can continue to study the pattern without pause (unless you decide to quit the level) until you can inflict damage quickly enough to cope with the regeneration of the boss's health and kill him. Instead of Mega Man taking the damage, they only save the stun mechanic that happens to Mega Man every time he is hit. In this way, if Mega Man is hit, he is temporarily handicapped (like he already is in the game) and the boss has a chance to regain his health. Another possible way to achieve the same goal is to make Mega Man invincible but every time he gets shot, the robot master regains some health. What do you think of my ideas? Is there a game out there that applies mechanics like the three I recommend? What do you think about Mega Man 3 checkpoints and difficulties? Are they outdated or just a different approach to adversity? How bad is Mega Man 9? (I think very, although I still haven't beaten the Wily stage or the end) Page 2Posted byu/[deleted]6 years ago 49 comments I grew up with megaman. I started with the second one and played the rest since then. the first time I saw a giant dog in megman 2. I couldn't believe I could really beat them given the size of my character. My mom and I would keep playing that game for hours trying to see who could get to it and how to beat them... he knows how to get through the heat mans stage without a rocket, something I couldn't even do until today,but then there's megaman 3. I love megaman one, I love megaman 2 and 4, but 3 changes everything while staying pretty much the same thing, the music looks a little more jazzy, sound effects when you shoot different enemies, distractions that will instantly kill you (snake man stage). Gemini human level is just boring because it can shoot all those bubbles, protoman is a penis for no real reason (I didn't know there was a story back then)and I hate a lot of bosses. Hard men, spark men, top men, needle men. The top guy is the only one that makes me feel badass.i've beaten megaman 3 many times since i was a kid, but it will always be banged up with megaman 5 and 6 instead of 1 2 and 4Page 2Posted byu/[deleted]6 years ago 21 comments I played Megaman 3 for the first time and i was wondering which was the best option for my first stage. Page 2 21 comments Ahhh, 3 games in. Did they change something to create a new game? Yes! Did they change something to make it feel real? Yes! Did they decide to you up with Doc Robot Stages? Yes, yes! Yes!! They're not that hard, but I've got eight lives saved, and Playing Shadow Man's Doc Robot, I got 0. Going there with 2 lives makes it very difficult to beat them, and I have to remind you that I played on the PS2 version, so I can't restart my console and enter my last password like the NES version. Nes. Wily Fortress is relatively easier than 2 and bosses are weak for literally every thing, so go to Walk Through! What an awesome game, 8 Bosses, 4 Doc Robot Bosses, and 1 Wily... I'll cut it some slack, maybe if I don't like doofus I can beat doc robot clones more easily but they're hard enough, not so hard I have to give up, just... Long. With that said let's start the boss's orders... For the third time. Boss OrderSo this game is different from the original series in terms of boss ordering, most people say, 2 orders, 3 then 5, no ... You can do it easily in a great pattern, let's get there. Top -> Shadow Shadow -> Spark Shadow -> Magnet Magnet -> Hard Shadow -> Snake -> Gemini Gemini -> NeedleNotice something? Yes, you did, Shadow Blade killed almost every boss in the game. I don't know why, but it's not. At least it happened in the Birthday Collection... But it has to work together, it's very easy and actually quite fun. TipsIn the order I made above you should get Rush Marine instantly, which is to say, USE RUSH MARINE! The Gemini Man stage is quite difficult, don't complicate it by trying to be a guy, Rush Marine is great and makes you pass about 90 percent of the water. Another tip, to kill those fireflies easily, when they come on screen, do nothing, look to the left (without moving) and spam your Mega Buster, they die pretty quickly. Thats it, I don't really have any other tips, if you follow this pattern they are pretty easy to beat. I actually beat Hard Man with my eyes closed. The trick is to never stop jumping... To Document... Cloning Robot Doc on sparkman stage is Metal Man and Quick Man. My only tip is... Magnet -> Metal Snake -> Fast for Needle Man stage... Spark -> Hard Water -> CrashShadow Man (The most crap of them all)Needles/Snakes -> Wood Shadows -> Last HeatAnd..... GEMINI MAN! Needle -> Flash Shadow -> BubbleYou will think it will Be a Needle on Bubbles and Shadows in Flash... Nope. TO THE CASTLE! EDIT: If you use a jet in a hurry during a fight with him, he won't move or attack and you can only unload on him. Thank you so much to HillbillyMan for giving me this tip. Wiley Fortress 1No I didn't misspelled Wiley, in the 3DS and Japanese versions of Mega Man 3 they spelled it Wiley! The more you know! Anywho has not much to say, because Wily Fortress is so easy and I don't want to spoil it I will just give tips on each section instead of discussing EVERY part of the level. Let's start:Water and nails... Quite easily avoided, my main tip is to never jump The enemy is on the screen. Play slow, make your jumps count and use Rush Marine if you need to. Use the Hard Cannon to break the wall when needed, and you're basically done with that stage. The boss is Turtle Dispenser, he's pretty easy, just use the Shadow Blade on the turtle and once you've killed the 5th turtle you win! Wily (wily) 2Not this anymore, another Yellow Devil? Is it true? Ok, the levels are easy, just watch your jumps, there are spikes everywhere! Yellow Devil is standard, use Shadow Blade or Hard Fist and you will win easily. Wily Fortress 3Again, Wily fortress provides another area that is quite easy. Just keep advancing through the levels, destroying enemies that are blocking your way. The Star Field Projector from the Shadow Man level reappears here, and being on the safe side, you will want to take them out before proceeding. Fortunately, most of the enemies in the level are not difficult to beat. Keep moving forward. For boss fights, you'll be pitted against three Mega Man Clones, each on his own platform. The catch? Only one of the Mega Men is vulnerable to attack at any given moment, and they shift the vulnerability throughout the fight. You'll want to shoot quickly which ones are currently vulnerable, making the Needle Cannon a quick shot as the ideal weapon for this fight. Just stay moving and fire away at the vulnerable, and you'll win in no time flat. Wily Fortress 4Boss Rush, the most linear of the first 3 games ... Normal weakness, shouldn't be too difficult. Wily Fortress 5Hold up on an analog stick and shoot Hard Knuckles, you have to make a short job of it. Phase 2 is also easy, just use Rush Jet, float and fire your Mega Buster as fast as possible. Wily Fortress 6Like Wily's previous fight, this one was broken into two parts. A large peacekeeping robot (no!) occupies the entire screen. The blue head of the machine will fire shots at you in the same pattern as the New Shotman. Just avoid this shot, and shoot Hard Knuckles or Shadow Blades in his ugly cup. After about four blows, the face will explode... And the new cockpit will be lower, with Dr Wily at the helm! Two things you need to pay attention to here are the giant hand that comes at you from the bottom right corner of the screen (although the flat top of the hand is safe and can be used as a platform to reach the edges), and of course, shots are fired from the robot itself. There are two ways to win this fight - you can use Top Spin or Search Snakes. The first one is much faster and will end the fight much faster. Just turn on the loop and dive in Wily's cockpit vault. Die. It's as simple as that. To Find a Snake, use wily's own platform and aim. It's a little more boring and time consuming than the Top Spin method, but if you want an extra challenge, why not give it a try? Review: Mega Man 3 is a classic with kick-ass music, long gameplay, and fun... Fun is where the game is developing, there is no great penalty for death and teach you how to play very well. I would recommend this game to anyone, just for the music! I really like this game, the sliding mechanics don't add much and feel gimmicky, the only time I use it is on the Hard Man stage and and Break Man's battle. I gave it 9.9/10, the game added some nice abilities and I'm glad Rush finally made it to the scene, while the game mostly did everything right, still failed to create the effect that the original Mega Man gave me, and it was originality. I feel like Mega Man X3 has that effect on me, something new! While this game does add some new things, it still loses some of the key elements that make Mega Man... Well, Mega Man! I currently have the Mega Man X Collection on order, so maybe after I finish Mega Man 4-10 and Mega Man Unlimited I will play and review the X Collection! I wish I'd helped some ways. Mega Man 4 Coming Later! Page 2Posted byu/[deleted]5 years ago 16 comments comments

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