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**Shadow man mega man 3**

6 My Rating :star: :star: :star: :star: What I Like Your excellent design Creator ??? The main appearance megaman III Weakness Top Spin Weapon Shadow Blade ShadowMan is one of the 8 main Masters robots Megaman III, unlike all Masters robots its origin is unknown (Neither DLN nor DWN) since it was created by aliens along with tools, by a very mysterious character :waxing\_crescent\_moon: Design :new\_moon\_with\_face : I'm sorry to be called Shadowman (Shadow Man) this master robot based on ninja (although it is of some earthy origin). His costume is dark blue, because the ninja his costume must be made to sneak must wear dark color and perfect for imitation. Good detail with that ninja star at the helm :bum: Battle :fire: (This is the heaviest Master Robot Megaman III in my opinion)Mega Man 3: Shadow Mans Stage- No Damage, Buster OnlySi protector Skull Mana is hard to learn, patron of this master robot is a nightmare, with time da i megamanu i 180. u 45. u the same weather is a hard get out of the way - besides, it's quite agile to move on screen with its speed and the fact that its ming makes 1/8 damage does not help. Let's not forget that your weakness is more a way to obstruct this battle even more than 6 V Megaman Amino [ES]? Join the community. Get Amino Mega Man 3Roller(i) CapcomDistributor(i) CapcomNintendo eShopDirector(i) Keiji InafuneProductor(i) Tokuro FujiwaraEndesignator(i) Masayoshi Patarino KurokawaCompositor(i) Yasuaki FujitaPlataforma(i) Nintendo Entertainment System, PlayStation (u series Rockman Complete Works), mobile phones, iOS, Blackberry, Virtual Console (NES version), PlayStation Network (for PS3 i PSP)Release date(s) Display listanes JP 28 September, 1990NA November 1990EU February 20, 1992PlayStation JP 14 September 1999AN mobile phones 19 August 2008[1] Console Virtual (vers. NES) JP November 4, 2008NA November 10, 2008EU November 14, 2015 10:08 2008Blackberry NA May 14, 2009IOS ON January 5, 2017PlayStation JP April 28, 2010[TM2] 3DS JP Virtual Console September 26, 2012NA March 14, 2013EU April 4, 2013Wi Console Virtual U JP May 1, 2013INT June 11, 2013PlayStation 4 , Xbox One, Steam EU August 25, 2015INT August 25, 2015 JP May 26, 2016Nindo 3DS NA Feb 23, 2016 JP February 25, 2016 Gender(s) Platforms Action Gameplay Single PlayerClassification(i) PEGI ESRB ZERO RARS Format(i) 3 megabitals, CD-ROM, digital downloadMega Man (original series) Mega Man 2 Mega Man 3 Mega Man 4 [edit data on Wikidata] Mega Man 3 (A3 Dr.-4-0!?, Rokkuman Dokut-Wair is not Saigo!??, illuminated. Rockman 3: The End of Dr. Wily!?) This is a Nintendo NES game created by Capcom in 1990 as a sequence of Mega Man 2. The story All begins even before Mega Man (game), Dr. Light creates a robot, he calls proto man, the robot escapes without a trace, Dr. Light decides not to stay in the past and creates two robots, Rock and Roll. This is the year 20XX, Dr. Wily regrets his work and decides to work with Dr. Light to create Gamma and 8 Masters Robots to be protectors of peace, but the Robots Masters rebellion and escape with crystals that would serve as energy for Gamma, so Mega Man must go out and destroy 8 Masters Robots. Robots Masters Hard Man: Your stage is a mine in the desert full of Mettaurs and Mettaurs on tractors when they appear, you can go back and disappear. Halfway through the scene, you're against Protoman, a character with the same powers as Mega Man, but red and with dark glasses and a scarf. When you beat him, you face hard man, fat and hard fists, jump and try to throw at you when he falls, you're paralyzed, and Hardman can attack. We can defeat it with a normal weapon, and a magnetic missile attacks it en masse, you have to be in the air when it falls. By defeating him, you gain his power, Hard Knuckle. Your stage is a factory full of robot nuts. The script is simple and has intermediate bosses. In the end, you face Top Man, who is invincible when he spins, and spins against you, it's time to jump him, we can attack him when he's going to stop spinning, he's done more damage by attacking him with The Hard Man than with Mega Buster (at the moment Top Man is helpless). By beating him, you will get Top Spin, which is only useful against Shadow mman and a few final bosses. Needle man: his stage is near the port and full hip and obrcupine robots, eventually you confront Needleman, who jumps and throws needles, or attacks you with the spine of his head, can attack when he is on the ground, or even in the air with a Gemini laser, you need to study his movements in order to elud him. His strength is a needle cannon that is useful against almost any boss. You also get a Rush Jet that lets you fly by choosing your Rush dog, usable on the cliffs. Snake man: His scene is a castle covered in snakeskin, full of snakes and towers that reach the sky. We can jump the cliffs with rushjet. The snake shoots snakes that haunt you, you can attack it with needle cannon. His power is the search for snakes. Magnet Man: Your stage is full of electromagnets and magnetic robots, in some parts you need to climb through the boxes that appear and disappear, but if you already have a Rush Jet you don't have to go through it. Magnet Man sits down and magnetically against it or shoot the magnets that haunt you. They can attack you with Spark Shock or Shadow Blade when you are not attracted to it, or by normal shooting. His power is the Magnet for Misi. Iskra Man: located in the recycling of debris, where there are many short circuits and remnants of falls from the ceiling, there are many cliffs. Sparkman throws a spark like a charged attack that subtracts a lot of energy, but this is a very warning attack, we can attack him with a shady blade. His power is Spark Shock. Gemini Man: Your stage is in Antarctica, on ice and with penguin robots. At some point, a protoman appears, but he just stops the action, doesn't fight, he goes it alone. It has a sea scene where you can spend with Rush Marine, or Rush Jet or both. Gemini Man is a robot with a monkey face and icy armor that fires a laser that jumps off the walls after it beats its copy or the original is fast when it is copied, but when it is copied one will become slow, but with a new attack, it can attack you with the Search Snake, it takes a lot of energy. His weapon is Laser Gemini. Your scene is some kind of industrial object on a volcano full of lava burnings. Sometimes dark light appears, which puts the screen and cliffs black and is only visible megaman and his enemies. You can attack this machine to return the backlight. Shadow Man is very fast and powerful, attacks with a saw disc that traps like a boomerang, is to be reached with Topspin, it is the weapon that does the most damage and kills it easily, it takes a lot of skill to defeat it with Mega Buster without using one E energy tank. His power is the Shadow Blade, the most powerful weapon in the game. With the defeat of The Shadow Man you also get a rush of a Marine who turns Rush into a submarine for sails in the water. Then the lights go out to 4 scenarios that leave only 4 corners, where the scenarios of Needleman, Sparkman, Geminiman and Shadowman will follow, but with more problems. In each of these new scenarios you will face megaman 2 Robot Masters one stage and one at the end, Piloting a new robot called DocBot (or DokuBot in Japanese, Skull Robot) -On the spark is the stage: Metalman (Weak to Magnetman) and Quickman (Weak to Geminiman) -On igloman's stage: Airman (Weak to Sparkman) : Flashman (Weak to Nedleman) and Bubleman (Weak to Sparkman) -Shadow On the stage A: Woodman (Weak to Needleman) and Heatman (Weak to Shadowman), Ms. Topspin attacks with great power, but also loses energy. After the defeat of the 8 Mega Man 2 Robot Masters, the last match will emerge against Break Man, which is nothing but a proto man himself with a helmet He's only vulnerable to Mega Man's Mega Buster. After a hurry, Break Man escapes and returns to dr. Lighta, where you are informed that the madness of robotic masters and the appearance of former enemies is nothing more than dr. Wily to get you in the way and take over Gammo. Dr. Wily has taken refuge in a new lab, waiting for Mega Man to beat him. In the first scene is the level of the pipe, heavier than the previous level, the ultimate boss is a machine that throws robot turtles that easily defeat with a shadow blade, but water currents limit Mega Man's movements, and turtles swim faster and faster. The second stage of the castle resembles a Sparkman scene with the same traps. The ultimate boss is the stronger version of the Yellow Devil of the First Mega Man, which with its pieces disappoints and attacks when they move around the screen, the rest does not walk or move, but it can only be attacked when it is fully armed and opens the eye and hard man (Hard Knucle) weapon is the only one that hurts him. The third scene is even more inside the base, with traps than the previous one, In the end there will be three copies of Mega Man, which are destroyed by a single Top Spin shot. The fourth scene is short and has walls that hide mega man or his enemies for moments, finally there is a series of capsules that carry you, where you meet 8 initial enemies Mega Man 3, you must remember who is in each capsule to carry the command, every time you defeat one with the same weapon with which you beat him before Mega Man recharges some energy. If you beat them all, you appear in a scene where the lives and bolts of filling Mega Man and Rush are best to have saved Hard Knucle. Spark Shock, Top Spin and Rush Jet. Mega Man confronts a machine piloted by Dr. Willy, who can be found first in the lower gun with Spark Shock and then in the cockpit, where Willy meets Rush Jet. Dr. Willy apologizes and surrenders, but his head is jumping off like spring when dr. Willy's fake. Elsewhere in the castle, you're going to face the real dr. Willy, driving Gamme, who attacks you with his hands, can get on his fists. When you get to the platform near the head, you can only attack your head with HardY, and when it breaks, dr. Wily, who can only be attacked by the Snake Search, and the snakes must fall on your head. Another way to attack him, but it's riskier if we use Top Spin, the blow from this well-prepared weapon will destroy Dr. Willy's giant robot. When the robot explodes, the castle begins to collapse and Mega Man and Dr. Willy's buried under the rubble, Mega Mana rescues Protoman. However, the protoman is not It also says nothing and Mega Man is curious to know his identity, his origins and his motives. In the sky, a picture of Protoman and Dr. Willy's small robotic eye appears. A presentation with mega man's new enemies appears, with numbers 17-24. And an address from the End?. Mega Man has an energy bar filled with small and large energy balls, which he collects by defeating small robots in scenes, firing energy balls as a basic weapon. Mega Man's dog, Rush, can become a spring to reach high places (Rush Coil), this one is basic and has from the beginning, the defeat of the Needle Man captures Rush Jet, with which you can climb Rush and fly, and with the defeat of Gemini Man you get rush marine, which allows you to sail in the water. Mega Man Roll's sister does not appear in this game, but appears on the list of robots by Doctor Light. Because Mega Man games did not have internal memory after beating each boss was offered a screen with a password. It was a blackboard with letters and numbers that I could fill with red or blue bullets that remember which frame, such as the A6 was red, F4 Blue. The password also allows you to maintain lives and additional energy tanks (up to 9 of each), decrypting password codes can be tricked game and get extra lives and energy tanks. Although mega man was a single player when you have a NES you can press control pads down on control 2 and so Mega Man does not fall to the cliffs and will be invincible. Improving the graphics and mobility of Mega Mana 2, although it doesn't have many scenes to explain the story, Mega Man has a new movement, with control pads down and the Mega Man side can slip under narrow places. The game was successful and Capcom continued the saga with Mega Man 4 the following year, but with less success. Admission Reception Critics rating AllGame[3] Dragon[4] Electronic Gaming Monthly9 out of 10[5] Eurogamer9 out of 10[6] Famitsu23 with 40[7] IGN9.5 out of 10Nintendo Power Game received mostly positive reviews, general graphics, music and gameplay and general praise. Levi Buchanan (October 27, 2008). Mega Man 3 Mobile Reviewurl- . Ign. Missing url (help); dateaccess requires url (help) @3Dr.4-e!. PlayStation.com (Japan) (in Japanese). Sony. April 28, 2010. Retrieved 29 November 2010. 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