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## Smash ultimate flash man

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Is the list of Super Smash Bros Ultimate Mega Man series ruhs below to searchjump.
Primary Spirits[edit]
No. Image Name Type Class Slot Base Max Base Max Base Max Base Max Base Max Ability Origin Game Edine
865 Proto Man ★★★★★ ○○○ 4.011 10.029 1.484 3.711 2.527 6.318 No Effect Mega Man 3 (Artwork: Mega Man 10) •Summon with Dr kernels, Light, Roll and any core
866 Bass ★★★★★ ○○○ 2.544 7.622 1.374 4.132 1.170 3.520 No. Effect Mega Man 7 (Artwork : Mega Man 10) •Battle spirit board•600G 872 Duo ★★ ○ 1.768 7.097 807 3.0 241 893 3.583
Fight Attacks – Mega Man 2: Power Warriors (Artwork: Mega Man 8) •Battle with Spirit Board•100G 874 Wily Capsule from Vault Shop ★★★★★ ○○○ 2.683 8.073 1.073 3.228 1.610 4.843 No Effect Mega Man 4(Artwork : Mega Man 7) •4000SP•Battle via Spirit Board 875 Mettaur ★ ○ 1.256 6.282 302 1 at Funky Kong's Shack 510 906 4.531 Jump Mega Man (Artwork: Rockman Complete Works) •Light World •Battle with Soul Board•500G 876 Cut Man ★★ ○○ 1.716 6.885 1.081 4.338 635 2.547 No Effect Mega Man(Artwork : Rockman Complete Works) •Battle with Spirit Board•2 1000G 877 Guts Man ★★ ○ 1.741 7.006 975 3.923 766 3.083 No Effect Mega Man (Artwork : Rockman Complete Works) •Buy from Vault Shop Battle with The Lightland•Battle with Spirit Board•Buy from Vault Shop for 1000G 880 Fire Man ★★ ○○ 1.885 7.589 1.013 4.076 733 2 951 Water Weakness Mega Man (Artwork : Rockman Complete Works) •Battle with Spirit Board•1000G 881 Elec Man ★★ ○○ 1.749 7.001 916 3.666 734 2.939 Electric Attacks – Mega Artwork Man (Artwork : Rockman Complete Works) •Buy from Vault Shop for World via Light (Power Plant) •Battle with Spirit Board•1000G 882 Yellow Devil ★★★★★ ○ 3.794 11.00 429 1.229 3.704 2.284 6.879 Speed Mega Man •Call with cores from Waddle Doo and Disc 883 Metal Man ★★ ○○ 11.700 6.824 595 2.388 1.105 4.436 No Effect Mega Man 2 (Artwork: Rockman Complete Works) •Battle spirit board•1000G 888 Wood Man ★★ ○○ 1.816 7.315 786 3.165 961 Purchase from Vault Shop 3.869 Fire Weakness Mega Man 2 (Artwork: Rockman Complete Works) •Battle world of light (Sacred Land)•Battle via Spirit Board•1000G 891 Snake Man ★ ○ Purchase from Vault Shop 1.104 6.521 635 3.175 469 2.346 No Effect Mega Man 3. Art: Rockman Complete Works) •Battle the World of Light•Battle with spirit board•Buy for 500G 896 from Vault Shop Adam ★★ ○○ 1.552 6.229 590 2.367 962 3.862 No Effect Mega Man 4 (Artwork: Rockman Complete Works) •Battle World of Light •Battle with Spirit Board•1000G 898 Napalm ★ ○ Man 1.008 5 vault shop purchases•4 549 2.749 459 2.295 No Effect Mega Man 5 (Artwork: Rockman Complete Works) •500SP•Battle for Spirit Board 900 Knight Man ★ ○○ 889 4.949 485 2.425 504 2.524 No Effect Mega Man 6(Artwork : Rockman Complete Works) •Battle World of Light •Battle with Spirit Board•500G 902 Slash Man ★ ○ 1.001 5.009 606 3.031 395 1.978 Purchases from Vault Shop for Charity Effect Mega Man •Battle via World of Light•Battle with Spirit Board•Buy from Vault Shop for 500G 905 X ★★ ○ 2.858 8.575 1.486 4.459 1.372 4.116 It can be developed at Lv. 99 Mega Man X (Artwork : Mega Man Maverick Hunter X) •Battle over Light •Battle over Spirit Board•6000G 906 Full Armor X ★★★★★ ○ purchase from Vault Shop 3,418 8.548 1.567 3.918 1.918282 3.206 Super Armor Mega Man X(Artwork: Mega Man Maverick Hunter X) •Develop X spirit 907 Zero (Zero Buster) ★★ ○○ 1.781 7.149 1.051 4.218 730 2.931 Lv may have been developed. 99 Mega Man X •Battle with the World of Light (Final Battle - Dark)•Battle with spirit board•1000G 908 Zero (Z-Saber) ★★★★★ ○○ 2.665 8.015 1.399 4.208 1.266 3.807 No Effect Mega Man Legends •Battle via World of Light (Dark Realm)•Battle with Spirit Board•6000G 913 Purchase from Vault Shop for Tron Bonne ★★ ○○○ 656 6.226 704 2.826 952 3.810 No Effect Mega Man Legends •Battle via World of Light •Battle with Spirit Board•1000G 914 Vault for MegaMan Shop Purchase.EXE ★★★★★ ○○○ 4.015 10.039 2.128 5.321 1.887 4.718 No Effect Mega Man Battle Network (Artwork: Rockman.EXE Operate Shooting Star) •World via Light (Dark Zone)•Battle with Spirit Board (unlocked once you get soul) •Purchase from Vault Shop for 15,000G (lock once you get the soul) 9 15 ProtoMan.EXE ★★★★★ ○○ 2.945 8.860 1.299 3.907 1.379 4.148 Sword Attack – Mega Man Battle Network •Battle over the World of Light (Land of Light)•Battle with the Spirit Board (once you get a soul)•Shop for Safe Purchase 6000G once you have achieved the spirit 916 Geo Stelar &mp; Omega-Xis ★★ ○○○ 1.350 5.404 749 2.999 601 Can Be Developed at 2.405 Lv. 99 Mega Man Star Force •Complete Challenge (Adventure): Battle with Awaken 25 fighters. •Spirit Board (unlocked once you get soul)•Buy vault shop for 1000G (lock once you get soul) 917 Star Force Mega Man ★★★★★ ○○○ 3.079 9.239 1.554 4.663 1.351 4.053 Shooting Items – Mega Man Star Force •Geo Stelar &mp; Develop omega-xis spirit 918 Mega Man Zero ★★ ○○ 3.224 9.961 1.773 5.334 1.158 3.482 Sword Attack – Mega Man Zero(Artwork: Mega Man Zero 2) •Battle with Spirit Board•Purchase from Vault Shop for 6000G 919 Model X ★ ○○○•845 4.229 549 2.749 296 1.480 Lv. 99 Mega Man ZX •Battle the World of Light •Battle with the Spirit Board•500G 920 Model ZX ★★ ○○○ 1.720 6.959 910 3.690 744 3.911 Conversion Time – Mega Man ZX •Develop Model X spirit Support Spirits[editing]
No. Image Name Class Cost Ability Origin Game Edin editing
867 Dr. Isk ★★★★★ ●●● Zap-Floor immunity Mega Man (Artwork: Mega Man 9) •Battle World of Light (Powerhouse) •Battle through Spirit Board•6000G 868 Roll ★★★★★ ●●● autoheal Mega Buy Vault Shop for Man (Artwork: Mega Man 9) •Battle over Spirit Board•6000G 869 ★★★★★ ●●● Buy Vault Shop for Rush Summon + Exclusive + Mega Man 3 •With Chibi-Toi cores, Boney, and any core
870 Beat ★★ ●●● Air Raid – Mega Man 5 ( Mega Man 9) •Purchase Timmy and Tommy's 1000SP •Battle Spirit Board 871 Auto ★★ ●●● Super Scope Equipped Mega Man 7 • Treasure Chest in World of Light (Power Plant)•Spirit Battle Board •Buy vault shop for 1000G (once you get the soul) 83 Dr. Wily ★★★★★ ●●● Jam FS Charging Mega Man(Artwork : Mega Man 10) •Battle over Light (Base)•Battle with Spirit Board•15,000G 878 Ice Man ★★ ●●● Lava-Floor Resist Mega Man(Artwork: Rockman Complete Works) •Battle over Spirit Board•Purchase from Vault 1000G 879 Bomb Man ★★ ●●● Bob-omb Equipped Mega Man (Artwork : Rockman Complete Works) •Battle of Light (Base) •Buy for 1000G 884 Air Man ★★ ●●● Fog from Battle via Spirit Board•Vault Shop Immunity Mega Man 2 ( Artwork: Rockman Complete Works) •Battle with Spirit Artwork Board•1000G 885 Quick Man ★★ ●●● Move Speed – Mega Man 2 (Artwork: Rockman Complete Works) •Battle via World of Light (Dark Realm)•Battle via Spirit Board•1000G 886 Crash ★★ ●●● Man Bomber Artwork Equipped Mega Man 2 ( Rockman Complete Works) Spirit Board•1000G 887 Flash Man ★★ ●●● Buying from Vault Shop for Screen-Flip Immunity Mega Man 2 (Artwork Board•1000G 888 Hammer Man ★★ ●●● Buying from Vault Shop for Gun Attack – Mega Man 3( Rockman Complete Works) •Battle over Artwork Board•1000G 89 ★●●● Purchase from Vault Shop for Man Screw Attack Equipped Mega Man 3 (Artwork: Rockman Complete Works) •Battle World of Light •Battle with Spirit Board•500G 892 Spark Man ★★ ●●● Energy Shot Attack/Resistance – Mega Man 3( Rockman Complete Artwork Works) •Battle over Spirit Board•1000G 890G 893 Shadow ★★ ●●● Man Killing Edge Equipped Mega Man 3(Artwork Artwork) : Rockman Complete Works) •Battle World of Light •Battle with Spirit Board•1000G 894 Drill Man ★ ●●● Drill Equipped Mega Man 4 (Artwork: Rockman Complete Works) •Buy Vault Shop for Sheldon's purchase 500SP 895 Dive Man ★ ●●● Steel Diver Equipped Mega Man 4 (Artwork: Rockman Complete Works) •Battle World of Light •Battle Through Spirit Board•Purchase Vault Shop for 500G 89 9 Dark Man 4 ★ ●●● Rage Rager Equipped Mega Man 5 •Battle with Spirit Board•500G 901 WindMan ★ ●●● Instadrop Mega Man 6 (Artwork: Rockman Complete Works) •Battle World of Light •Battle with Spirit Board•500G 903 Sword Man ★ ●●● Fire Bar Equipped Mega Man 8 •Spirit Battle with Board•500G 904 Galaxy Man ★ ●●● Energy-Shot Resist from Vault Shop – Mega Man 9 •World of Light •Battle with Spirit Board•500G 909 Axl ★★ ●●● Ray Gun Equipped Mega Man X7 • Battle over the World of Light •Battle over the Spirit Board•1000G Master Spirit for Purchase Vault Shop 1000G 912 Roll Caskett ★★ ●●● Shooting Attack – Mega Man Legends •Battle via World of Light) Battle with purchase from Vault Shop for No. 897 Property Origin Game Acquisition
Busts[edit]
No. Image Name Class Cost Ability Origin Game Edine Alternative Art Name
Origin Game Acquisition
864 Mega Man Mega Man (Artwork: Mega Man 10) •Purchase from Vault Shop for Complete Classic Mode•300G with Mega Man (after unlocking Mega Man) Spirit Wars[edit]
Most Mega Man soul battling endurance battles How many bosses in the series represent having a health bar similar to mega man, should be extended to beat them. Spirit War parameters
No. Image Name Enemy Fighter(s) Type Power Stage Rules Conditions Music 866 Bass •Mega Man (120 HP)•Metal Duck Hunt (60 HP) 9,100 Wily Castle (Battlefield form) N/A •Endurance battle•Enemy's shootless elements increased power•Enemy metal We're Robots (Dr. Wily Stage 2) Mega Man puppet hunter references are being created to be a archenemy for Bas Mega Man. The puppet fighter's gray costume has a yellow coloring, referring to Bass' dark gray-yellow color scheme. Metal Duck Hunt slave warrior Dog Treble references Bass' robot dog partner. The slave warrior also references how Treble Rush was created as similar to Mega Man's robot can partner. The scene represents Wily Castle, where Bass was created by Dr. Wily. 867 Dr. Light •Dr. Mario (160 HP)•Mega Man (160 HP) 10,000 Wily Castle (Battlefield form) N/A •Defeat with the main predator•Endurance battle•The enemy will prevent mega man 2 Medley from sharing both Dr. Mario and Dr. Light's doctor title. Mega Man slave hunter said Dr. Light was the creator of Mega Man. The third condition of battle refers to Dr. Light's pacifist personality, as he wished the Robot Masters would not harm him. In The World of Light, the Power Plant with Dr. Light's soul can be occupied by electronically based spirits. This is a reference to Dr. Light's relationship with electronic vending machines. 868 Roll •Peasant (100 HP) •Mega Man 9,800 Living Room N/A •Defeat the main warrior to win •Timed battle (2:00)•Enemy heals over time Mega Man Retro Medley Pink Peasant puppet warrior refers to both female Peasant and Roll wearing a red dress. Mega Man references Mega Man as the great brother of petite warrior Roll. References to the red coloring of the slave warrior's red costume Roll's dress. The scene refers to the role of the cleaning robot in Roll's Mega Man series. Although Roll has never shown regenerative capabilities, the Autoheal combat situation refers to its ability to produce reassuring products for Mega Man, such as Energy Tanks. 870 Beat •Falco •Mega Man 3,900 Wily Castle (Q form) •Danger: Heavy Wind •Dangerous high winds take effect•The enemy captures the Mega Man 4 Medley and the launching Falco puppet fighter sees both Falco and Beat have bird characters. The puppet fighter's blue costume refers to Beat's blue color scheme. Mega Man mined hunter beat mega man references being his friend like a robotic bird. The slave warrior's yan costume refers to Beat's snail-colored scheme. The danger of Heavy Wind and the second condition of battle refer to Beat's role in bringing Mega Man out of the pits and flying through the air if it falls on one. 871 Auto •R.O.B. 3,600 Moray Towers (Q form) •Item: Shooting Types •Enemy Super Scope We're Robots (Dr. Wily Stage 2) R.O.B represents mega man's green robot-friendly Auto. Puppet warrior Mega Man 8 begins with a Super Scope, referring to bazooka Auto wield's flying episodes. 872 Dr. •Captain Falcon (x2) 3,700 Wily Castle (x2) 3,700 Wily Castle (Q form) N/A •The enemy's neutral special strength has increased•The enemy has super armor and is difficult to launch or spit•Endurance battle•We're Robots (Dr. Wily Stage 2) The two Captain Falcon puppet fighters refer to Davn's name, as well as a reference to his evil 8-something. The puppet fighter's yan costume refers to Duo's blue color scheme. It refers to the puppet fighter's favorite Falco Punch and one of duo's main attacks in the first battle condition: a punch filled with energy deed with his big left hand. 873 Dr. Wily •Dr. Mario (50 HP)•Metal Mega Man (100 HP) (x8) 12,600 Wily Castles (off dangers) N/A •Stamina battle•Reinforcements will appear after an enemy ko'd•enemy ko'd•enemy Metal Mega Man 2 similar to the battle with Medley Dr. Light, Dr. Mario puppet warrior references both Dr Mario and Dr Wily It references the rematch against robot Masters near the end of the spirit battle's Mega Man games, all of which are usually located inside Wily Castle that lead to the battle against Dr Wily after they are all defeated. In World of Light, the base where Dr. Wily's soul is located can be occupied by robotic-based spirits. This is a reference to Dr. Wily's relationship with robotics. 874 Wily Capsule •Metal R.O.B. (180 HP) 9,700 Wily Castle (Q form) •Assist Trophy Enemies (100 HP) •Endurance combat•Hostile relief trophies will appear•Appearing as the enemy of Wily Capsule Ute with enemy metal Mega Man 2 Medley, the Giant Metal R.O.B. puppet fighter represents the Wily Machine 7, before fighting against a giant mega-machine Mega Man Wily Capsule. 875 Mettaur •Pac-Man (120 HP) 1,800 Wrecking Crew N/A •Endurance battle•Enemy shields frequent•Enemy Cut Man Stage Pac-Man does not like to jump in reference that both Pac-Man and Mettaurs are yellow coloring global characters. The scene refers to the Guts Man scene, in which the Mettaurs are first seen in the original Mega Man. The second condition of battle expresses the Mettaurs' behavior of hiding their bodies inside their helmets, their vulnerability to most attacks until and when an enemy approaches. The third battle condition is a reference to how Mettaur variations of mettaur cannot jump. 876 Cut Man •Young Link (80 HP) (x2) 3,700 Wily Castle (Q form) N/A •Enemy's side special strength increased•Endurance battle•Side special cut in favor of enemy Stage Young Link puppet hunter's preferred Boomerang references Cut Man's Special Rolling Cutter has similar characteristics to a boomerang. The puppet fighter's orange costume refers to Cut Man's orange color scheme. 877 Guts Man •Giant Mega Man (140 HP) 4,500 Gerudo Valley (Q form) •Earthquake•Item Tidal Wave •Enemy has super armor and is hard to start or spout•Endurance battle•Enemy prefers Snatch and throws Guts Man Stage Orange Giant Mega Man puppet warrior represents Guts, a giant civil engineering robot master with orange veneer. Puppet warrior and third battle condition Mega Man's grab and high winds•Stamina battle•The enemy begins with a stormy Storm Bellows with Guts Man stage references. The earthquake rule refers to Guts Man's ability to temporarily immobilize the Mega man while he is on the ground, shaking the screen when he does. This soul war and Substancia Tidal Wave rule references the great physical strength of guts Man guts elements, which, along with his Super Armor Special Weapon, let him take it and throw away mega man heavy objects. 878 Ice Man •Ice Climber (140 HP) 4,600 Summits (Battlefield form) •Danger: Ice Ground •Ground frozen•Enemy's power of ice and water attacks increased•The enemy has super armor and is hard to start or start with IceMan Scene Ice Climbers refer to both Ice Climbers and park-wearng characters who take advantage of ice-based attacks. The puppet fighter's white costume references the light blue coloring of Ice Man's parka. Scene, music and Ice Floor danger references Ice Man Stage Mega Man. 879 Bomb Man •Young Link (80 HP) (x2) 3,500 Wily Castle (Q form) N/A •Enemy explosions and fire attacks increased in strength•Endurance battle•Special Bomb Man Stage The Young Link puppet warrior preference in favor of the enemy (Bomb) Bomb Man's Special Weapon Hyper, Bomb Bomb Bomb. The puppet fighter's orange costume refers to the orange coloring of Bomb Man's armor. The music is a reference to the Bomb Man scene in Mega Man. In World of Light, the base where The Bomb Man's soul is located is occupied by robotic-based spirits. This refers to Bomb Man as a robotic character. 880 Fire Man •Mega Man (140 HP) 4,200 Norfair •Hazard: Lava Floor •Ground lava•Endurance battle•Enemy shot attacks prefer the Fire Man Stage Mega Man puppet warrior's preferred shot attack, based not on Flame Blast Fire Man's Special Weapon, but on a Similar Robot Master from Mega Man 6, Flame Man. The puppet fighter's red costume refers to Fire Man's red-and-white color scheme. Scene, music and Lava Floor danger references Fire Man Stage Mega Man. 881 Elec Man •Pikachu (140 HP) 4,400 Wily Castle •Danger: Zap Ground •Ground electric•Enemy's electric attacks increased power•Endurance war Guts Man Stage Pikachu Libre puppet warrior references both Pikachu Libre and Elec Man to be masked characters using electric-based attacks. The colorful layout of the Pikachu Libre costume is also similar to the Elec Man color scheme. Zap Floor danger references Elec Man association with electricity. Let this also be due to the Power Plant, where Elec Man's soul is located, because the Power Plant can be occupied by electrically sourced spirits. 883 Metal Man •Mega Man (60 HP) (x3) 3,600 Wily Castle N/A •The enemy's neutral special strength has increased•Endurance battle•Preferred by enemy neutral specials Metal Man Stage The Mega Man puppet hunter's preferred Metal Blade represents the special weapon from Elec Man. The puppet fighter's brown costume is based on mega man's appearance while using The Metal Blade in the Mega Man series. The scene begins with a stormy Storm Bellows starting with mega man. 884 Air Man •Mega Man (140 HP) 4,400 Skyworld •Hazard: Heavy Wind •Dangerously under the influence of high winds•Stamina battle•The enemy begins with a stormy Storm Bellows with Top Man Stage The Mega Man Team's favorite line attack, Top Spin, represents the same Special Weapon it received from Top Man. The puppet fighter's grey costume is based on mega man's appearance while using Top Spin in the Mega Man series. Stage and music references to the Top Man Stage in Mega Man 2, a sky-based scene featuring clouds as a platform. 885 Quick Man •Mega Man (140 HP) 3,700 Wily Castle (hazards off) •Item: Boomerang •Endurance battle•Enemy easily distracted by the features of items Quick Man Stage Mega Man puppet warrior orange costume, Quick Man orange-and-yellow color scheme reference. The music is a reference to the Quick Man scene in Mega Man 2. Boomerang item references Quick Man's Special Weapon, Fast Boomerang. 886 Crash Man •Mega Man (60 HP) (x3) 4,000 Wrecking Crew N/A •Enemy's side special strength increased•Endurance battle•Enemy side specials represent the same Special Weapon that Crash Fighter preferred by crash fighter preferred by Crash Man Stage Mega Man puppet fighter received from Crash Man. The puppet fighter's orange costume refers to Crash Man's orange color scheme. The stage and music made references to the Crash Man Stage in Mega Man 2, where the stairs are located. 887 Flash Man •Mega Man (140 HP) 3,900 Wily Castle (Battlefield form) •Item: Timer •Scheduled endurance battle (1:30)•Items will be drawn towards the enemy•Enemy, Flash Man Scene The Mega Man puppet fighter's tiled costume references are easily distracted by Flash Man's lying color scheme. Music, references to the Flash Man scene in Mega Man 2. Time endurance battle situation and The timer element refers to Flash Man's time relationship. The Timer element is also referring to Flash Man's Special Weapon, the Time Stopper, which makes it stop time and immobilize its opponents. 888 Wood Man •Mega Man (80 HP) (x2) 3,600 Duck Hunt (danger off) N/A •Enemy down special strength increased•Endurance battle•Enemy shields often represent the Leaf Shield frequently used by the Wood Man Stage The Mega Man puppet warrior, the special weapon he received from Wood Man. The puppet fighter's green costume is based on Mega Man's appearance while using Leaf Shield in the Mega Man series. The stage and music are references to the Wood Man scene in Mega Man 2, which features an 8-bit forest-like scene. This can also be referenced by the Lost Forests in the Holy Land, where the Wood Man spirit is located in the World of Light. The third battle condition is a reference to how Wood Man's Leaf Shield makes it vulnerable to attack. 889 Hard Man •Mega Man (60 HP) (x3) 3,500 Great Cave Offensives (Q forms) •Earthquake •Endurance battle•Periodic earthquakes will shake the scene•Enemy favors airstrikes Hard Man Stage The Mega Man puppet fighter's preferred airstrike represents a special weapon from Hard Knuckle, Hard Man (140 HP) 4,500 Gerudo Valley (Q form) •Earthquake•Item Tidal Wave •Enemy has super armor and is hard to start or spout•Endurance battle•Enemy prefers Snatch and throws Guts Man Stage Orange Giant Mega Man puppet warrior represents Guts, a giant civil engineering robot master with orange veneer. Puppet warrior and third battle condition Mega Man's grab and high winds•Stamina battle•The enemy begins with a stormy Storm Bellows with Top Man Stage The Mega Man Team's favorite line attack, Top Spin, represents the same Special Weapon it received from Top Man. 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