

CAPCOM®

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Nintendo®

GAME BOY®

DMG-WM-USA

CAPCOM®

MEGA MAN V™

Instruction Manual

A SPECIAL MESSAGE FROM CAPCOM

Thank you for selecting **Mega Man V** for your Game Boy and Super Game Boy system. Following such hits as the original **Mega Man**, **Mega Man V** continues CAPCOM's tradition of action-packed games.

Mega Man V offers 4 MegaBits of fine graphics and game play for the Game Boy and Super Game Boy. We hope you enjoy this latest addition to the continuing Mega Man saga!

Very truly yours,



Joe Morici
Sr. Vice President
CAPCOM USA



NINTENDO, SUPER GAME BOY,
GAME BOY AND THE OFFICIAL
SEALS ARE TRADEMARKS OF
NINTENDO OF AMERICA INC.

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

SAFETY PRECAUTIONS

Follow these suggestions to keep your **MEGA MAN V** Game Pak in perfect operating condition.

1. DO NOT subject your Game Pak to extreme temperatures, either hot or cold. Always store it at room temperature.
2. DO NOT touch the terminal connectors on your Game Pak. Keep it clean and dust-free by always storing it in its protective plastic case.
3. DO NOT try to disassemble your Game Pak.
4. DO NOT let your Game Pak come in contact with thinners, solvents, benzene, alcohol, or any other strong cleaning agents that can damage it.

Warning: Please read the enclosed consumer information and precautions booklet carefully before using your Nintendo® Hardware System or Game Pak.

TABLE OF CONTENTS

A SPECIAL MESSAGE FROM CAPCOM.....	2
SAFETY PRECAUTIONS	3
SUPER GAME BOY USERS READ THIS!	5
GETTING STARTED.....	6
CONTROLLING MEGA MAN.....	8
THEY CAME FROM OUTER SPACE!	10
MEGA POWER!	12
LET'S TANGO!	13
SPECIAL ITEMS.....	15
HELPFUL ADVISE FROM DR. LIGHT	17
USING YOUR PASSWORD	18
ROBOT MASTERS	20
PASSWORDS.....	21
WARRANTY INFORMATION.....	23

SUPER GAME BOY USERS READ THIS!

1. Correctly insert the Game Boy Game Pak into the Super Game Boy.
2. Next, insert the Super Game Boy into the Super NES and move the power switch on the SUPER NES to the ON position. For further operation information, please consult your Super Game Boy and Super NES instruction manuals.
3. Now you are ready to play. Please jump to section 2 of the "GETTING STARTED" section of this manual.

GETTING STARTED

1. Insert your **MEGA MAN V** Game Pak into your Nintendo Game Boy and turn it ON.
2. On the title screen, you can choose to begin a new game or use a password to continue a previous game.

To begin a new game, move the arrow next to **GAME START**, then press the **START** button.

To continue a previous game, please read the section entitled "*Using Your Password.*"

3. When the next screen appears, Dr. Light will explain what has happened while Mega Man was deactivated. After receiving his new Mega Arm attachment, Mega Man can teleport into action against one of four different StarDroids.

GETTING STARTED continued

Use the control pad to select any area of the Earth controlled by a StarDroid and press the **A** button. Mega Man will race toward that city and be ready for action!

4. To end the game at any time, simply turn OFF your Nintendo Game Boy or Super Nintendo and remove your Game Pak.

CONTROLLING MEGA MAN

To Move Right or Left Press the control pad **right** or **left**.

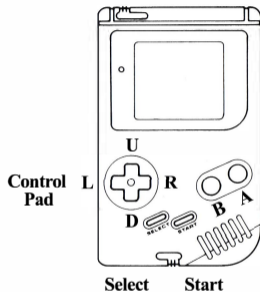
To Jump Up Press the **A** button.

To Slide Press down on the control pad and hit the **A** button. Mega Man will slide in the direction he is facing.

To Climb a Ladder Press **up** or **down** to climb up or down.

To Fire the Active Weapon Press the **B** button.

To Charge the Mega Arm Press and hold the **B** button. (Only works when the normal cannon is selected.)



CONTROLLING MEGA MAN continued

To Activate the Weapon Screen Press the **START** button.

To Switch Back To The First Press the **B** button on the

Set of Four Bosses Robot Selection Screen. (Can only be switched if you have already defeated the first four bosses.)

THEY CAME FROM OUTER SPACE

From the cosmic reaches of outer space comes mankind's greatest threat. An alien armada has targeted Earth and they plan to annihilate the human race.

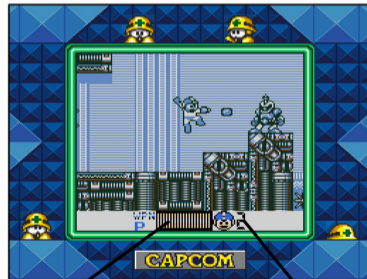
Totally impervious to all known weapons, the super-powers are helpless in the face of these alien invaders! The fate of the world once again lies in the hands of one man - MEGA MAN!

Encased in fiendish fortresses, each of these outlandish aliens have a battery of weird new weapons that will quickly have Mega Man seeing stars.

But Mega Man has a new trick up his sleeve. Armed with the miraculous new Mega Arm, none of the alien androids are out of his reach! Blasting his way through every treacherous trap, Mega Man must find the lair of each of these alien androids.

THEY CAME FROM OUTER SPACE continued

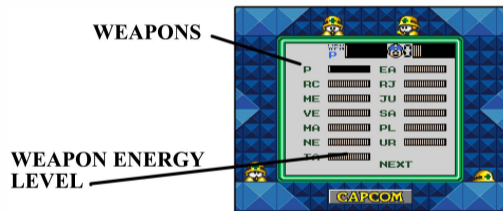
Once he blasts his way in, Mega Man must let loose with his entire arsenal of weapons to see what does the most damage. Once he finds the right one, he needs to keep on blasting until the robot is nothing but a pile of molten metal.



ENERGY LEVEL LIVES REMAINING

MEGA POWER!

As you blast each of the StarDroids into deep space, you will gain their special weapon and add it to Mega Man's arsenal. You can view the various weapons you have collected by pressing the **START** button.



When the weapon box appears, you can see each all of the Weapons, Energy Tanks, Power Chips, Extra Lives and other items you have collected so far. Press the control pad in any direction to select the weapon you wish to activate and then press the **A** button. When you return to action, Mega Man will be armed with that weapon.

LET'S TANGO

Poor Dr. Light! He may be the world's most brilliant scientist, but he is an absent-minded fellow. While working on Tango, his new robotic attack cat, Dr. Light misplaced two of Rush's adaptors. Now Mega Man and Tango must destroy the alien robots to get them back!

The Two Missing Rush adaptors are:

Rush Coil: Rush turns into a springboard to send Mega Man flying over obstacles.

Rush Jet: Rush turns into a jet sled for super-sonic travel.

Once you find and want to use Rush, or when you want to use Tango press the **START** button. When the weapon box appears, press the control pad in any direction to highlight Tango or the Rush machine you wish to use and press the **A** button.

LET'S TANGO! continued

When you return to battle, press the **B** button to call your canine companion and Rush will leap to your side. Or if you need to call Tango, press and hold the **B** button to charge him up, and then release the **B** button to unleash Tango's furious furball!



SPECIAL ITEMS

As Mega Man blasts through an entire galaxy of robots, he'll find a variety of powerful items that will increase his chance of survival in the battles that lie ahead.



Energy Pellets: These pellets increase Mega Man's energy level.



Weapon Capsules: Weapon Capsules increase the energy level of Mega Man's current special weapon.



Energy Tanks: Energy Tanks fully recharge Mega Man's energy supply. Mega Man can store these tanks until needed.



Mini Energy Tank: Collect 4 mini E-tanks to equal one big one.

SPECIAL ITEMS continued



Weapon Tanks: Weapon Tanks fully recharge Mega Man's current special weapon.



Super Tanks Super Tanks fully recharge all of Mega Man's powers.



P Chips: Power Chips can be collected and given to Dr. Light. He will be able to use the P Chips to create powerful new weapons for you.



1-Up: A 1-Up gives Mega Man one more chance to complete his mission.

HELPFUL ADVISE FROM DR.LIGHT

1. Each robot master is vulnerable to a certain type of weapon. If a robot master seems too hard to defeat using the Mega Arm, you may need to acquire a special weapon to defeat him.
2. If you have enough P-Chips, Dr. Light can make a cool enhancement for your Mega Arm that allows you to grab and hit enemies over and over. Once attached, fully charge the Mega Arm as before, but when the arm shoots and hits the robot, press the **B** button repeatedly. This technique is very useful against robot masters!
3. Secret alien gems are rumored to be in outer space! See if you can find them for use in the Ultimate Weapon!
4. Look for secret passages that lead to friends like Protoman who will give you power-up items!
5. After you beat Mercury, use the Grab Buster to help recharge your main energy level.

USING YOUR PASSWORD

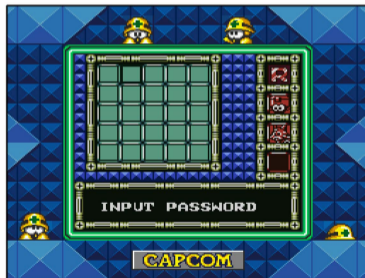
As you clean up the galaxy, Mega Man may be rewarded with a secret password. Copy each letter and its location in the password grid on a separate piece of paper. When you finish writing down your password, place it in a safe place.

The next time you play **Mega Man V**, you can continue from where you received your password. Here's how:

1. On the title screen, move the arrow next to *PASSWORD* and press the **A** button.
2. When the empty password grid appears, use the control pad to move the brackets to the location of the first letter. Press the **B** button to select the correct letter or blank and then press the **A** button.

USING YOUR PASSWORD continued

3. Once you have finished placing each of the letters in its correct location, press the **START** button. If the password is correct, the game will return you to the stage you received the password.



ROBOT MASTERS



NEPTUNE



SATURN



VENUS



MERCURY



URANUS



MARS



PLUTO



JUPITER

PASSWORDS

PASSWORDS

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WARRANTY INFORMATION

90-DAY LIMITED WARRANTY

CAPCOM U.S.A., Inc. ("Capcom") warrants to the original consumer that this Capcom Game Boy Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Capcom will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Capcom Consumer Service Department of the problem requiring warranty service by calling (408) 727-0400. Our Consumer Service Department is in operation from 8:00A.M. to 5:00 P.M. Pacific Time, Monday through Friday.
3. If the Capcom service technician is unable to solve the problem by phone, he will provide you with a return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similiar proof-of-purchase within the 90-day warranty period to:

CAPCOM U.S.A., Inc.
Consumer Service Department
475 Oakmead Parkway
Sunnyvale, CA 95086

This warranty shall not apply if the 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 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 may provide you with a Return Authorization number. You may then record this number on the outside packaging of the Defective PAK and return the defective PAK freight prepaid to Capcom, enclosing a check or money order for \$10.00 payable to CAPCOM U.S.A., Inc. Capcom will at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the \$10.00 payment refunded.

WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY 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 only. Some states 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.