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## Mm1 boss order

Share Module 1: 4 (shots) 6 (contact) Module 2: 4 (deflected shots) 6 (contact) Module 1: Fire StormForm 2: Thunder Beam Rolling Cutter Mega Man: Upon a StarMega Man (Archie Comics)Rockman (manga) Wily Machine 1 (, Wair'Mashin Ichi Gâ) is the first Wily Machine created by Dr. Wily in the original Mega Man series. He is the final boss of the first mega man and mega man powered up game, appearing in the final stage of Wily Stage. Mega Man appearances Like Dr. Wily did not expect Mega Man to be able to defeat all his subordinates and reach him, Wily built this machine quickly to fight Mega Man, resulting in this strange machine looking. When Mega Man enters the room, Wily connects his UFO to the top of the machine to enter and control it. The first form of the Wily Machine can only damage the red gun at the front, which is weak for Fire Storm. The gun fires small balls of energy upwards that fall into an arc. After exhausting the first energy meter, the Wily Machine's gun and defensive shield will be destroyed, revealing Dr. Wily in the controls. An emergency device is activated, increasing the attack power of the machine. [1] The remaining hole of the gun now spirals large spheres of energy. The second form has no specific weakness, but Thunder Beam can hit it twice with a beam. Another method, although risky, is to use the Rolling Cutter, which can strike three times if timed correctly. A good strategy is to switch between weapons. Use Rolling Cutter when flying backwards and use Thunder Beam when it's going backwards. Mega Man Powered Up Concept art of the Wily Machine. The Wily Machine Number 1 in Mega Man Powered Up is, at first glance, very different from the Wily Machine of the first game. However it is really just a slightly modified version of the original cropped on a base, and thus giving it its first shape with a unique design. The first form is a skull tank that wanders horizontally along the ground, and its attack varies depending on the mode/difficulty: on Easy and Old Style, it constantly fires small shots of energy, but on Normal and Difficult, it begins to use all the special weapons of the eight Robot Masters (although the Wily Machine will never use Time Slow on Hard). The top of the UFO on the machine changes color to match which Wily weapon it is using, so it is recommended to pay attention to it during the battle to more easily counteract its moves. When using Super Arm, the Wily Machine does not attack and when using Firestorm, it only attacks when the player uses an attack. The Wily Machine's weakness in Normal and Difficult corresponds to the owner of its equipped Special Weapon (for example, if the machine uses Firestorm, its weakness would be Ice Slasher. If Time does not stun the Wily Machine while using Super Arm, only the hand shells of time man's watch can achieve this goal). Like most Wily Machines, it is vulnerable only in the cockpit. In all three difficulties of New Style, Mega Man C's Charge Shots, Proto Proto Proto Strike, Mega Kick of Mega, and Roll's Roll Swing can stun the Wily Machine during this phase, regardless of the weapon currently equipped with the Wily Machine. On Easy, Wily will take off as soon as this form is beaten, causing the fight and the game to be finished first. The second form can only be fought on Normal, Difficult or Old Fashioned. After the first form falls apart, Wily gets up and begins tinkering with the machine (while the player's character stands there and watches him do so). The repaired Wily Machine, which now looks extremely similar to the second wily machine shape of the first game, rises from the rubble and begins to fly. In Normal, Wily hovers up and down, while on Hard and Old Style, then drifts back and forth. Note that in this form, if Dr. Wily uses Super Arm, he can sometimes decide to throw the hammer he was using to repair his ship. This new flying form still uses all special weapons, but gains a new move that differs on the player's character: when playing in ways like Mega Man, Mega Man S, or Mega Man C in New Style, the Wily Machine temporarily gains two mechanical arms with peak tips and rushes forward. The easiest way to dodge it is to attack with its weakness before it rushes forward, causing you to be shocked by the move (it should be noted that the Wily Machine will never be on Rolling Cutter or Super Arm when performing this attack, as it cannot be hit with the weaknesses of their owner, the Super Arm or the clock hands of Time Man , respectively). When playing like any other character or in Old Style, you shoot swirling energy balls, similar to the attack that also uses the original Wily Machine. In New Style, the player can stun the Wily Machine if he attacks it with a weapon against which he is weak while loading the attack to prevent the shot from being fired. Other appearances Other Media Wily Machine 1 in the Comic Book Mega Man. Mega Man (Archie Comics) After the Copy Robot is destroyed by the Robot Masters in issue #4, Dr. Wily appears in the room inside his first Wily Machine and begins shooting Mega Man. While attacking, Wily teases Mega Man by saying that he is just an helper robot, a lackey he had not stolen with the Masters Robots due to not being worth the effort and that he should save himself from further embarrassment. While Wily is talking, Mega Man uses the magnet beam to go over the Wily Machine and jumps into the cockpit, hitting her with the Super Arm. , and even if he reprogrammed them, they couldn't stop a lacchè like him. He asks Dr. Wily which of them should be embarrassed and attacks with Fire Storm, opening the cockpit and revealing Dr. Wily inside. When Mega Man attempts to use Firestorm again, he cannot attack due to being without ammo. laughs at him how can't attack attack he is still able to fly, saying that he won by default, but Mega Man jumps on the Wily Machine and takes it off with a charge shot. With Wily defeated, Mega Man takes him out of the wreckage and sends him to the authorities. When Mega Man returns to Wily Fortress throughout the Time Keeps Slipping story, the remains of the Wily Machine can be seen in a panel of number 6 and number 7. Rockman (manga) After overcoming many dangers inside Wily Fortress, Mega Man finds Dr. Wily piloting the Wily Machine. Despite its menacing appearance, Mega Man manages to take it off with two attacks, the first opening the cockpit and the second blowing the car. After the battle, Mega Man talks to the wounded Dr. Wily and leaves the fortress. Mega Man: Upon a Star In the third episode of the OVA, Dr. Wily uses a wily machine 1-like vehicle named Skullker (, Sukaruk, Skull Car) to leave the world of video games. Wily Machine Gallery 1 (2nd shape). Wily Machine #1 (1st form) in Mega Man Powered Up.Dr. Wily Machine Number 1 in Mega Man Powered Up.Wily Machine Number 1 in Mega Man Powered Up's Challenge Mode.Concept art of the Wily Machine in Mega Man Powered Up.Concept art of the Wily Machine in Mega Man Powered Up.Wily Machine 1 in Line Rangers.Wily Machine in the Mega Man comic book. Wily Machine in the manga Rockman. Skullker in Mega Man: Upon a Star.Skullker in Mega Man: Upon a Star.Add a photo to this gallery Trivia Interestingly, this Wily Machine is one of the few to serve as the final boss in the main games of the Mega Man series. Other Wily Machines serve as penultimate bosses, with the final bosses being (in order of appearance of the game) Alien, Gamma and, finally, settling with Wily Capsules up to Mega Man 10. Unused dialogue in Mega Man: Powered Up suggests that the player would be able to attack Dr. Wily while repairing Wily Machine Number 1. [2] References to community content are available under CC-BY-SA unless otherwise specified. I'm making a border in my robot master replacement room using beads perler. I want to know if my boss orders are correct and what I should change. I used the megamantra wiki, but I see it's a bit defunct now. Every help is greatly appreciated! I also tried to ask for this in the speedrun subreddit, but I don't think it applies. :(I'm what I have so far:MegaMan 1 : Guts, Cut, Elec, Ice, Fire, BombMegaMan 2 : Quick, Bubble, Flash, Heat, Air, Crash, Wood, MetalMegaMan 3 : Top, Shadow, Twins, Needle, Snake, Spark, Magnet, HardMegaMan 4 : Pharaoh, Bright, Ring, Dust, Skull, Dive, Drill, ToadMegaMan 5 : Star, Gravity, Gyro, Crystal, Napalm, Stone, Charge, WaveMegaMan 6 : Wind, Flame, Blizzard, Plant, Tomahawk, Yamato, : Concrete, Magma, Galaxy, Hornet, Jewel , Splash, Plug, Tornado, FakeMegaMan 10 : Solar, Cold, Nitro, Commando, Blade, Strike, SheepMegaMan V : Neptune, Mercury, Mars, Venus, Pluto, Jupiter, Saturn, Uranus, Earth, Earth, Quint, Punk, Balladel I hope this format correctly or will be unreadable.... Thanks in advance!!! The images can be found at the perlineprites subreddit here: 2 16 comments comments

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