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**GAME BOY®**

**CAPCOM®**

DMG-R4-USA

**MEGA MAN IV™**

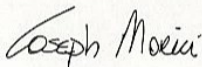
**INSTRUCTION BOOKLET**

## A SPECIAL MESSAGE FROM CAPCOM

Thank you for selecting **Mega Man IV** for your Game Boy system. Following such hits as **Bionic Commando**, **Mega Man IV** continues CAPCOM's tradition of action-packed game for the Game Boy!

Mega Man IV offers 4 MegaBits of the finest graphic and game play for the 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



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## SAFETY PRECAUTIONS

Follow these suggestions to keep your **MEGA MAN IV** 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.

## GETTING STARTED

1. Insert your **MEGA MAN IV** 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 brief Mega Man on Dr. Wily's latest scheme. After receiving his instructions, Mega Man can teleport to one of four different locations. Use the control pad to rotate the robot master you wish to battle to the front of the screen and press the **A** button. In a flash Mega Man will racing toward that part of the globe, so get ready for action!

## GETTING STARTED CONT.

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



## CONTROLLING MEGA MAN

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

**To Charge the Mega Buster** Press and hold the **B** button.

(Only works when the normal cannon is selected.)

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

**To Make Mega Man Jump** Press the **A** button.

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

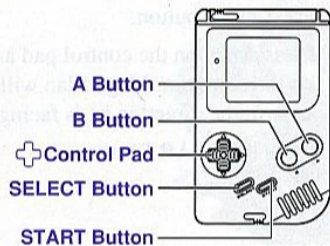
**See the Weapon Screen** Press the **START** button.

## CONTROLLING MEGA MAN CONT.

### To Switch Back To The First Set of Four Bosses

Press the **B** button on the Robot Selection Screen.

(Can only be done if you have already defeated the first four bosses.)



## TERROR FROM OUT OF THE SKY!

The roar of a flying saucer shatters an otherwise peaceful day in the city! Gliding to a halt high above the city's skyscrapers, a small hatch on the underside of the saucer slides open and a tiny radio beacon begins to send a sinister new signal.

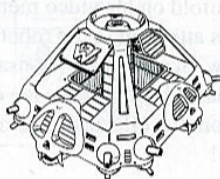
Suddenly, hundreds of deactivated robots at the World Robot Exposition burst to life and begin destroying everything in a mad rampage toward the center of the city!

Watching the destruction unfold on his video monitor, Wily lets out a small laugh as he turns his attention to the robots who are now assembling in the city below. Scanning the thousands of robots awaiting his orders, Wily slams his fists onto the control panel as he realizes one robot is free from the effects of his mind control device— Mega Man is free!

## TERROR FROM OUT OF THE SKY!CONT.

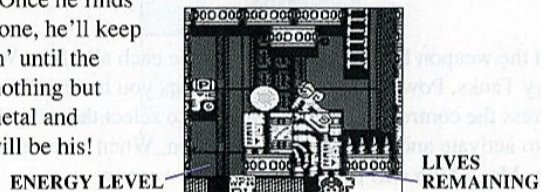
Realizing that Dr. Light must have altered Mega Man's control frequencies, Wily quickly formulates a new plan. Grinning with maniacal glee, Dr. Wily presses a single button to transmit new orders to his awaiting army. Acknowledging the signal, the robotic rebels begin to carry out the plan.

Observing from his saucer, Wily watches as the robots disappear into the eight sections of the city. Not everything is going according to plan, he thinks to himself. But I have something else in store, just in case....



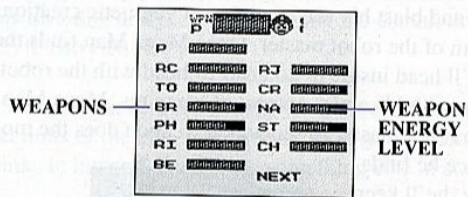
## A BLAST FROM THE PAST!

Back from the scrap heap are eight of Mega Man's most fiendish foes. Each of these robot masters has created an impenetrable fortress of laser turrets and hundreds of armed androids. Mega Man must run, jump, climb and blast his way past these cybernetic creations to the inner sanctum of the robot master. Once Mega Man finds the entrance, he'll head inside to go head-to-head with the robotic rebel. Letting loose with his entire arsenal of weapons, Mega Man must bombard the robot master to see which weapon does the most damage. Once he finds the right one, he'll keep on blastin' until the robot is nothing but molten metal and victory will be his!



## MEGA POWER!

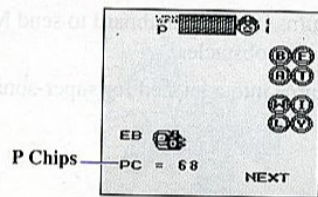
As you blast each of Dr. Wily's cybernetic creations, you will gain a special weapon and add it to your arsenal. You can view the various weapons you have collected by pressing the **START** button.



When the weapon box appears, you can see each all of the Weapons, Energy Tanks, Power Chips and Extra Lives 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.

## MEGA POWER! CONT.

Dr. Light has been experimenting with a new technology that allows him to increase Mega Man's abilities by using Power Chips. Collect these Power Chips (P Chips) as you blast your way through the robotic mazes. Return the P Chips to Dr. Light at the end of a stage and if Mega Man has gathered enough, he can install some amazing new technology which will make Mega Man even more powerful than before!



## TAKE A BITE OUT OF CRIME!

When Mega Man's is in need of a little help, his canine companion is always ready to rush to his side. But as usual, Dr. Wily is one step ahead! Two of his robot masters have broken into Dr. Light's lab and stolen Rush's two adaptors. Find and defeat the robot masters who hold these adaptors and Rush will speed to his master's side!

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.

## TAKE A BITE OUT OF CRIME! CONT.

Once you find a Rush adaptor you can call Rush using your weapon box. Press the **START** button and when the weapon box appears, press the control pad in any direction to highlight the machine you wish to use. Then press the **A** button to activate the machine.

When you return to battle, press the **B** button to call Rush and he will materialize next to you. Just jump on him and get ready to fly high!





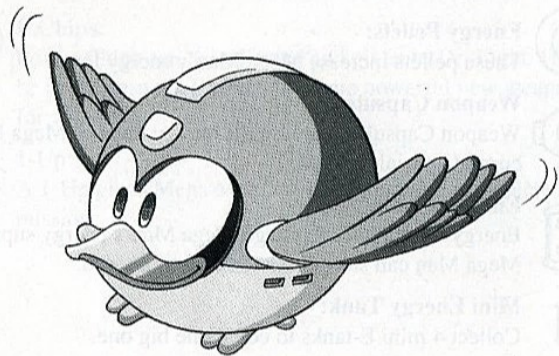
## A LITTLE CYBERNETIC SUPPORT

Flip-Top, Dr. Light's cybernetic suitcase will teleport down with a power-up item from time to time, but for this mission Mega Man needs a little more help. So, Dr. Light has been hard at work to create a remote-controlled attack bird named BEAT. But before Dr. Light can complete this amazing new weapon for Mega Man, he needs four new circuit plates. As Mega Man collects the **B**, **E**, **A**, and **T** circuit plates, he'll will automatically teleport them back to Dr. Light for final assembly.

Once Dr. Light has completed BEAT, he'll be ready to swoop to Mega Man's rescue on command. Press the **START** button and when the weapon box appears, press the control pad in any direction to highlight BEAT and press the **A** button to activate him. When Mega man returns to the fight, press the **B** button to whistle for a little help from above. Soaring down from the clouds, BEAT will automatically

## A LITTLE CYBERNETIC SUPPORT CONT.

attack any enemy on screen and shred them to tin foil with his razor-sharp talons.



## SPECIAL ITEMS

As Mega Man blasts through wave after wave of cybernetic soldiers, 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 CONT.



### Weapon Tanks:

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



### 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 normal cannon, you may need to acquire a special weapon to defeat him.
2. If your special weapon runs out of energy, pick up a weapon capsule while the special weapon is active and it will recharge the weapon.
3. It is not necessary to collect the four BEAT circuit plates to defeat Dr. Wily, but it sure helps!
4. Save your P Chips! Some of Dr. Light's new technology is very expensive.
5. Charge up the Mega Buster as you run, so it is ready when you need it.

## USING YOUR PASSWORD

If you reduce Dr. Wily's crafty creations into scrap metal, 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 IV**, 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.
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



TOAD MAN



BRIGHT MAN



RING MAN



PHARAOH MAN



NAPALM MAN



CHARGE MAN



CRYSTAL MAN



STONE MAN

## 90-DAY LIMITED WARRANTY

### 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 8:30 a.m. to 5:30 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 similar proof-of-purchase within the 90-day warranty period to:

CAPCOM U.S.A., Inc.  
Consumer Service Department  
3303 Scott Boulevard  
Santa Clara, CA 95054

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.

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