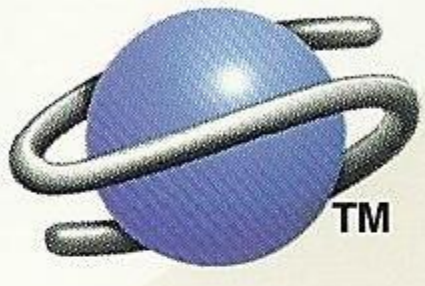


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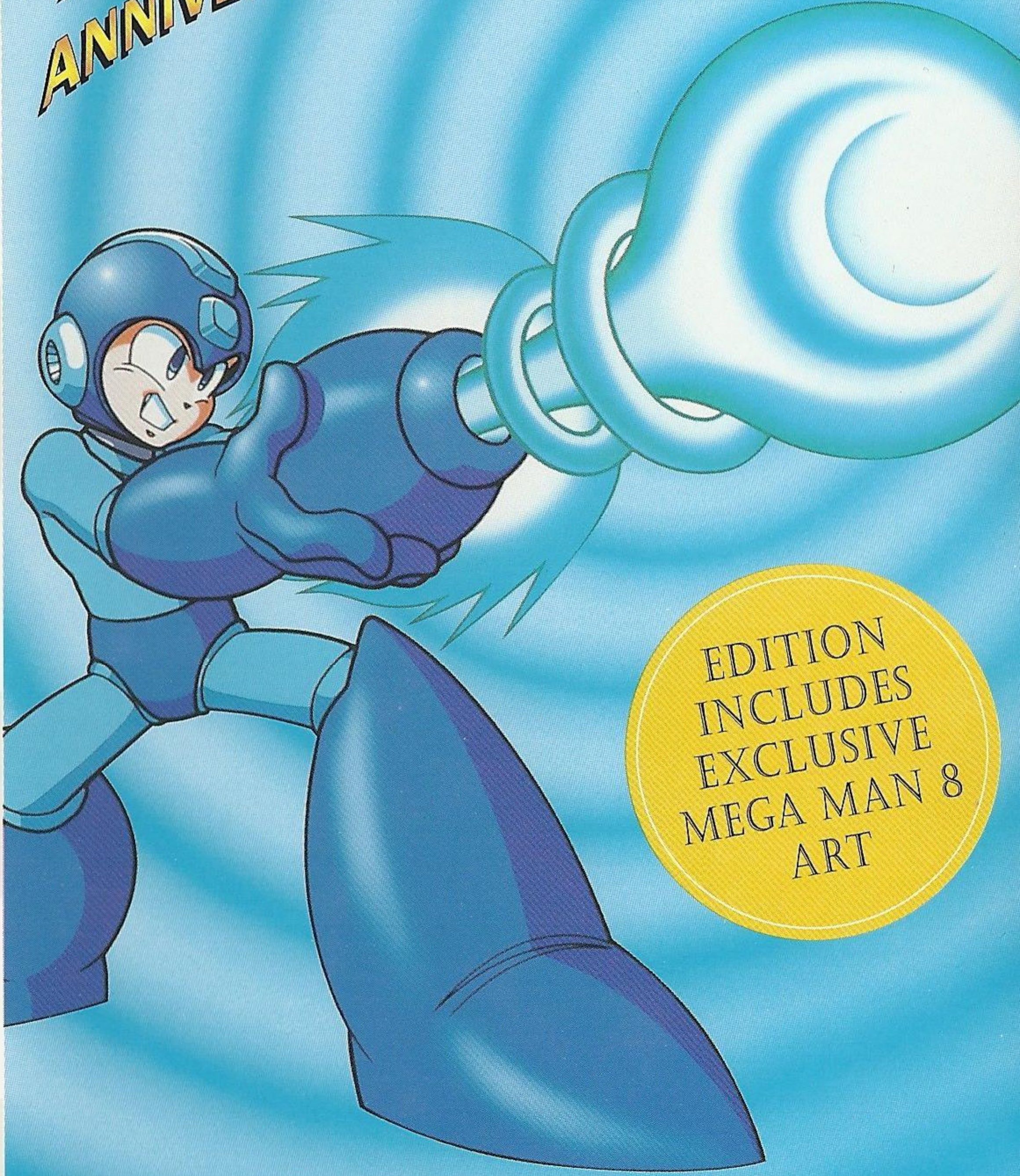


TM

MEGA MAN 8™

ANNIVERSARY COLLECTOR'S EDITION

SEGA SATURN™



EDITION
INCLUDES
EXCLUSIVE
MEGA MAN 8
ART

CAPCOM®



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FOR PLAY ON THE SEGA SATURN™ SYSTEM.



T-1216H

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- The Sega Saturn disc is intended for use exclusively with the Sega Saturn™ System.
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- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Saturn compact disc.
- Keep your Sega Saturn compact disc clean. Always hold by the edges and keep it in its case when not in use. Clean with a lint-free, soft dry cloth-wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

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The cover art features Mega Man in a dynamic, shouting pose, surrounded by various robotic enemies and mechanical parts. The title 'MEGA MAN 8' is prominently displayed in a large, stylized font at the top, with 'ANNIVERSARY' and 'COLLECTOR'S EDITION' written below it in a smaller, slanted font.

MEGA MAN 8™

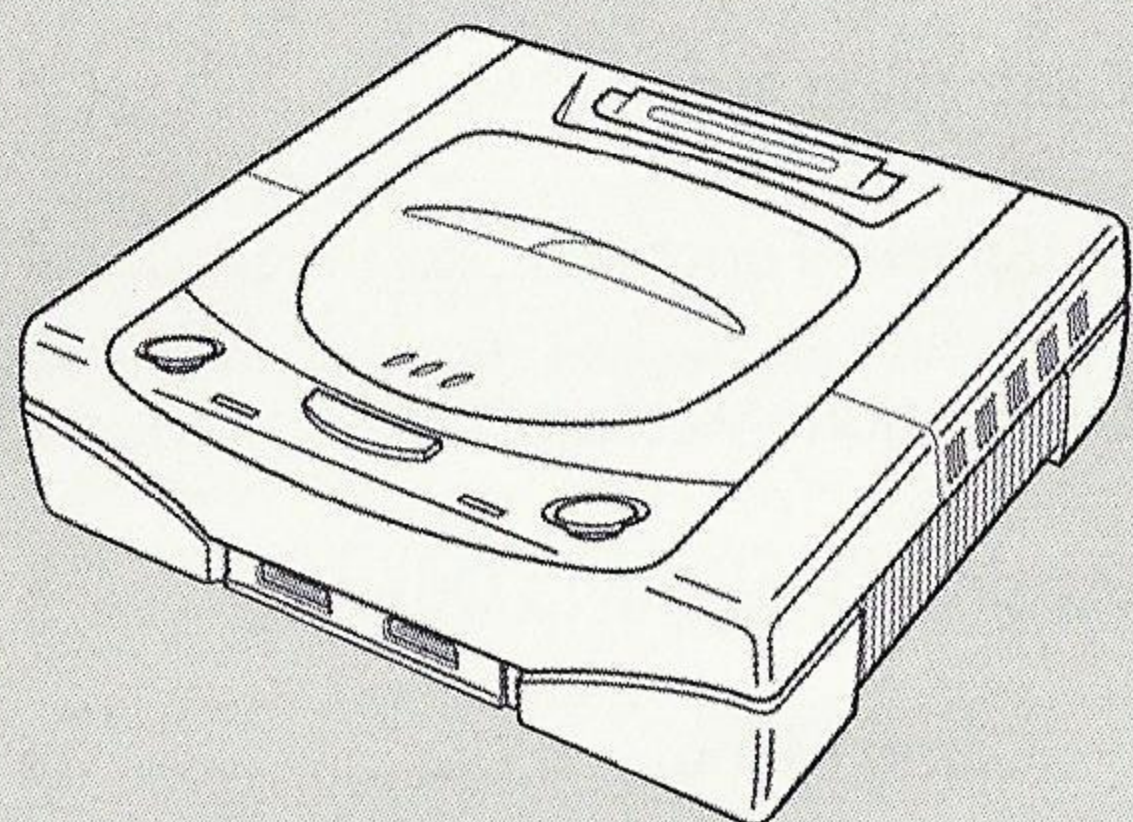
ANNIVERSARY COLLECTOR'S EDITION

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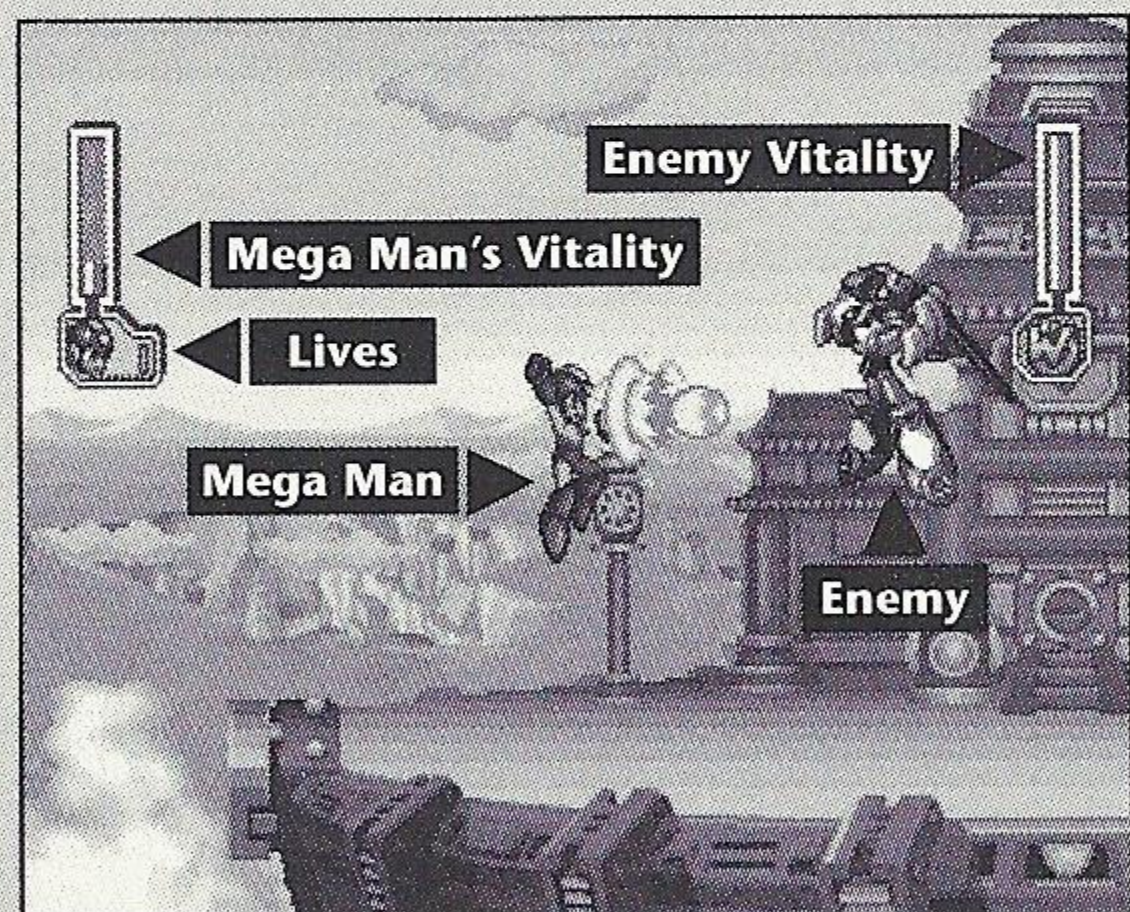
GAME SET-UP

Set up your Saturn game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the MEGA MAN 8 disc and close the CD door. Insert game controllers and turn on the Saturn game console. Follow the on-screen instructions to start a game.



STARTING MEGA MAN 8

After loading MEGA MAN 8, watch the cartoon introduction sequence or press **B** to jump to the title screen. Press **START** again to bring up the main menu. Refer to page 6 for more on how to begin playing.



CONTROLLING MEGA MAN

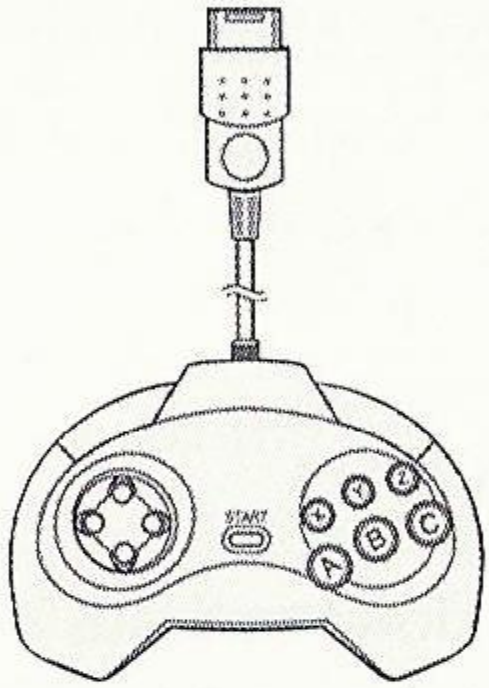
MEGA MAN

DL #001



Mega Man, the second robot created by Dr. Thomas Light, was originally intended only to perform functions in the laboratory that Dr. Light could not. Slowly, Dr. Light began using Mega Man for more and more advanced robotics experiments. One day, Mega Man walked in on Dr. Light listening to an intercepted transmission from the evil Dr. Wily. The transmission exposed Dr. Wily's plans for world domination. Mega Man convinced the good Dr. Light to let him chase down and eliminate the threat of his nemesis. Mega Man's days as a gofer in the lab were over.

BUTTON FUNCTIONS



START Button

Starts Game
Opens Mega Power Screen
Selects item in menu

DIRECTIONAL Button

Highlights item in menu
Moves Mega Man Left or Right
Climbs Ladders Up or Down

A Button

Fires Mega Power
Fires Mega Buster
*Press and hold until fully charged,
then release to fire Mega Blast*
Select item in menu

B Button

Jump
Swim
Cancel item in menu

C Button

Fires Mega Buster
*Press and hold until fully charged, then
release to fire Mega Blast. Try jumping
and sending out a Mega Blast*
Select item in menu

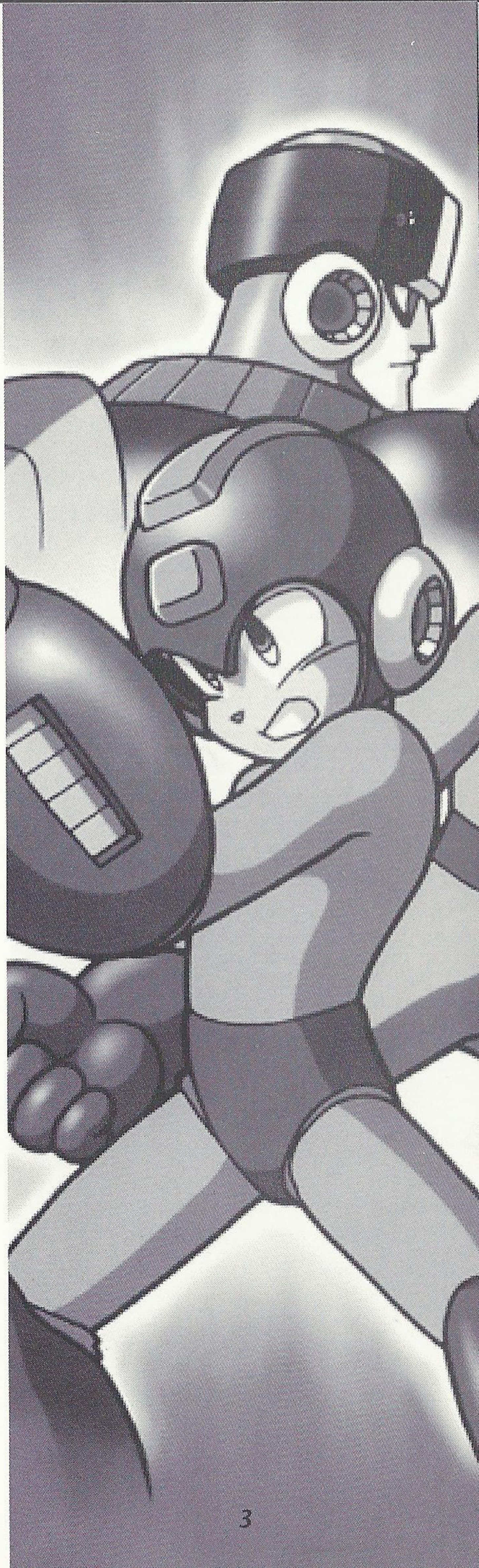
L, R

Changes Mega Power
Switches menu in Mega Power screen

X, Y, Z Button

Not used

*To reset the game at any time during
gameplay, press **START** while holding **A**,
B and **C** Buttons simultaneously.*



SPECIAL FUNCTIONS

SLIDE

Press the **DIRECTIONAL** Button ▼ and **B** Button simultaneously to slide under narrow passages.

JUMP

Press **B** Button to jump. Adjust height of the jump by holding the button down longer. Use the **DIRECTIONAL** Button to determine the direction of the jump.

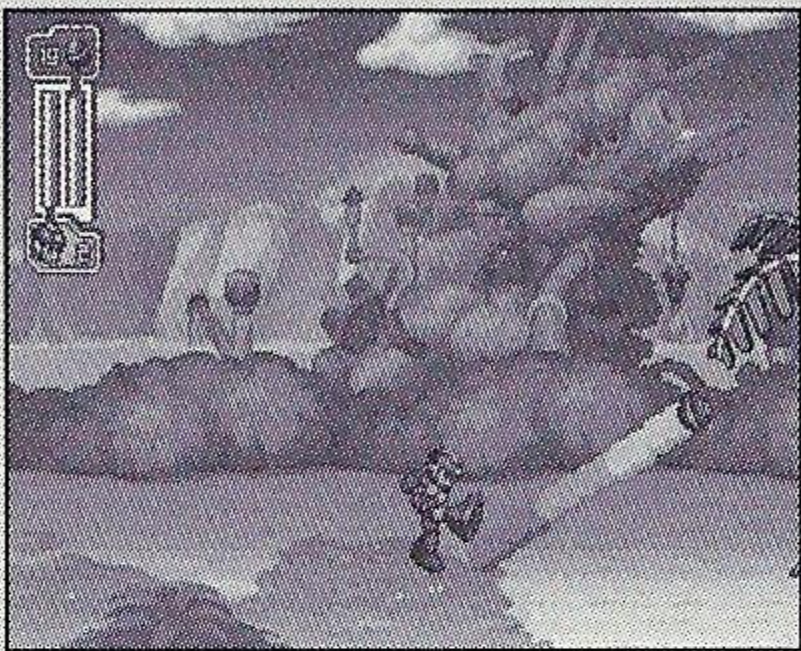
SWIM

Press **B** Button to swim. Use the **DIRECTIONAL** Button to move Mega Man while swimming.

CLIMB LADDER

Stand at base of ladder and press the **DIRECTIONAL** Button ▲ to climb ladder. Press ▼ to climb down.

USE MEGA BALL



Rush delivers the first Mega Power to Mega Man on the island, but the Mega Ball is a Mega Power and can be depleted. Equip the Mega Ball then press **A** Button to fire it. You will see the Mega Ball on the ground. Stand next to the Mega Ball and press the **A** Button again to make Mega Man kick the ball and activate it.

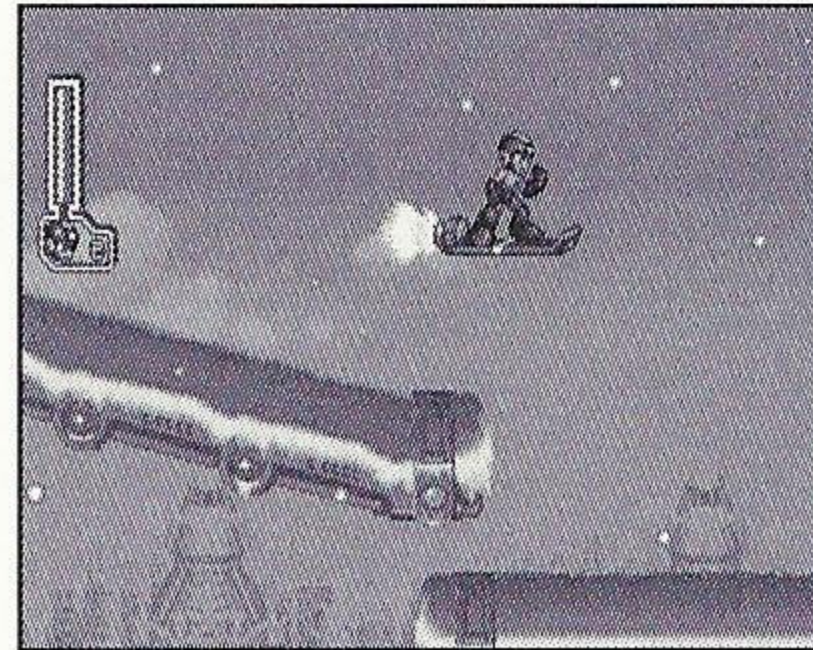
MOVE MEGA BALL

Press the **DIRECTIONAL** Button Left or Right to move the Mega Ball without activating it. Sliding onto the Mega Ball works as well.

JUMP ONTO MEGA BALL

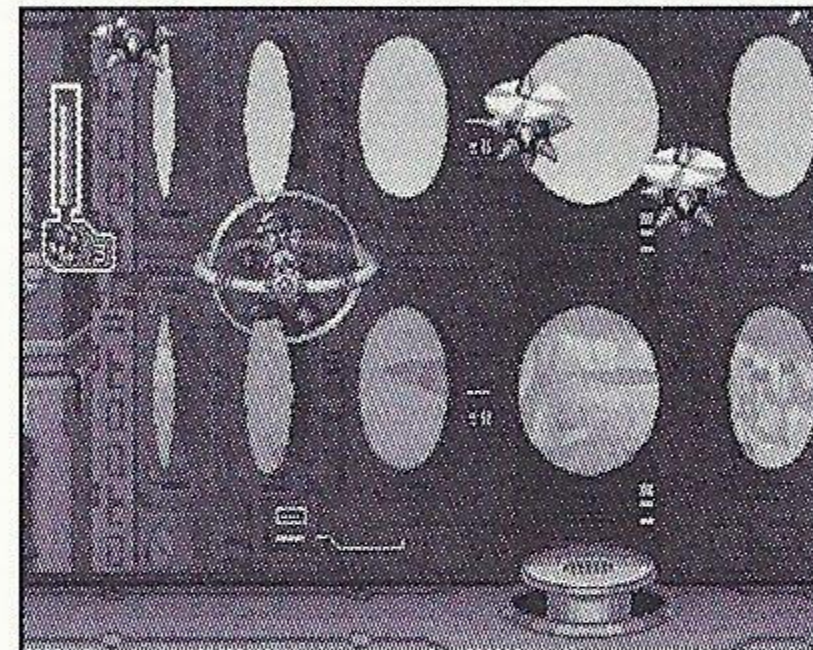
Fire a Mega Ball but don't activate it. Hold **B** Button then jump on Mega Ball. Mega Man will jump higher.

USE SNOW BOARD



In certain parts of the Icy stages Mega Man can use a Snow Board. He can Jump and Slide by using the same motions mentioned previously. Be prepared: inclines increase the Snow Board's speed.

FLOAT IN A BUBBLE



Bubbles turn up occasionally. Jump onto the bubble-maker and Mega Man will float upward. Use the **DIRECTIONAL** Button to move the bubble left or right. No weapons are available while in a bubble, and spikes will pop the bubble.

DESTINATION: METEOR CRASH

Dr. Light sped to his controls to react to the sudden alarms. Lights flashed and electronic sounds blared. He scanned the meters and checked the print-outs for any clues to what had just happened. Then the computers centered on the disruption in the radar and brought it on-screen.

"Mega Man, come in! You must investigate the disturbance immediately. Come in, Mega Man!"

A holograph displaying the gentle face of the Titanium Titan gradually materialized, and Dr. Light breathed a sigh of relief. Mega Man was already in the vicinity.

"Yes, Dr. Light. I have the readings. From the looks of it that comet was not an accident. I detect a high concentration of metal alloy in that fireball. I bet Dr. Wily is behind this."

"If not, he at least knows about it and is nearby. It crashed onto that deserted island. If Wily's there, don't let him get away. And be careful Mega Man. Remember what happened the last time!"



STARTING MEGA MAN'S QUEST

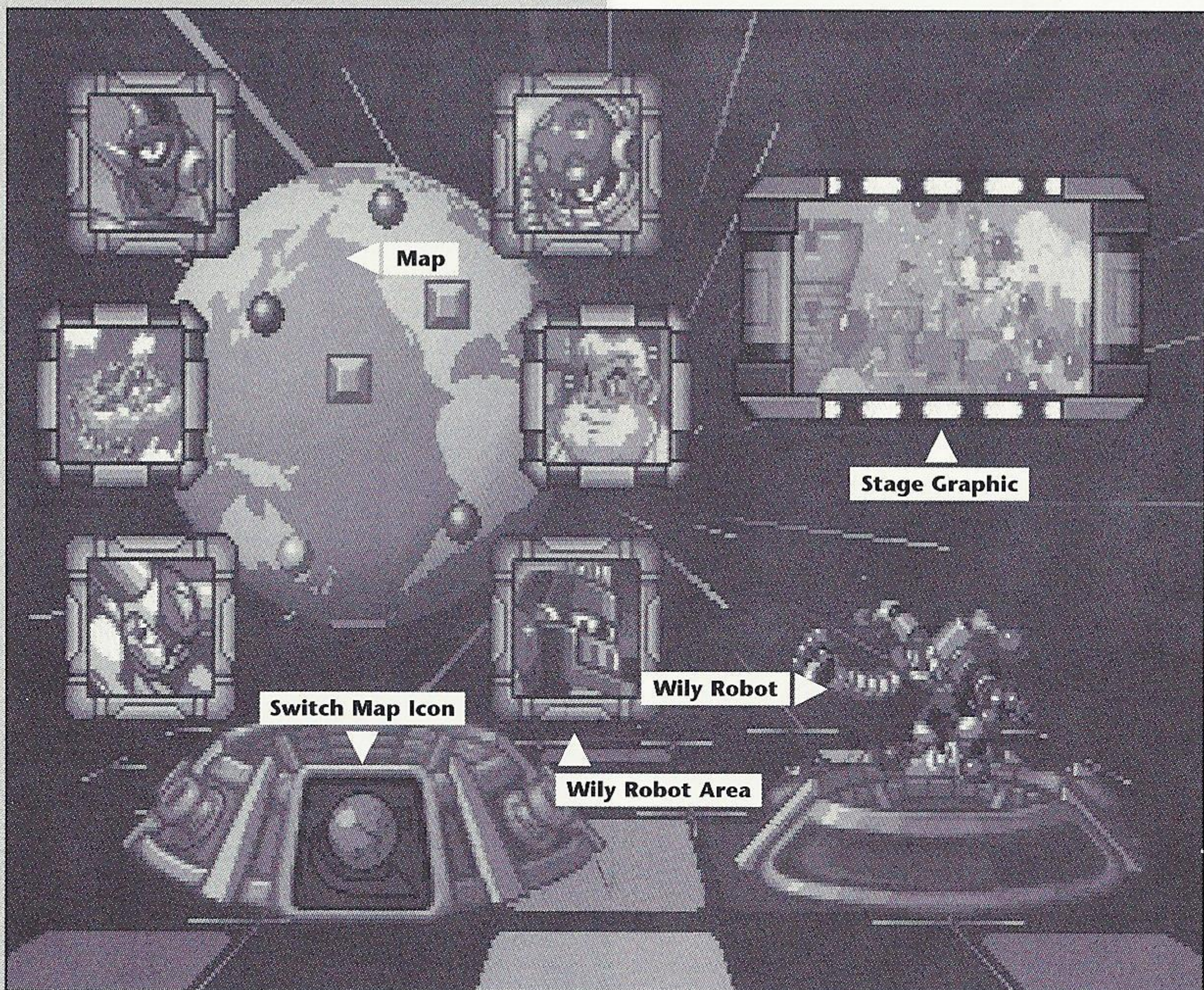
MAIN MENU

From the MEGA MAN 8 title screen, press **START**, **A**, **B** or **C** to bring up the main menu. Here you have 4 options: **GAME START**, **CONTINUE**, **OPTION** or **BONUS MODE**. To **START** a new game, highlight **GAME START** and press **START**, **A** or **C**. After the cartoon introduction sequence, you will begin play. To bypass the intro, press **B**.

To continue a previous game, highlight **CONTINUE**. For more on how to save or load a game, see page 14. To

adjust the configuration of your game select **OPTION**. This brings you to the **OPTION MODE**. See page 14 for more on options.

The final option you can use is called the **BONUS MODE**. This gives you the chance to test the **BOSS CHARACTER POSTCARDS**, **OFFICIAL ILLUSTRATIONS**, **SOUND MODE** and **VOICE MODE**. After selection the **BONUS MODE**, use the **DIRECTIONAL Button** to highlight the option and press **START**, **A** or **C** to select it. Use the **Directional Button** to adjust the item and press **A** or **C** to view or listen to it. Highlight **EXIT** or press **B** to return to the main menu.



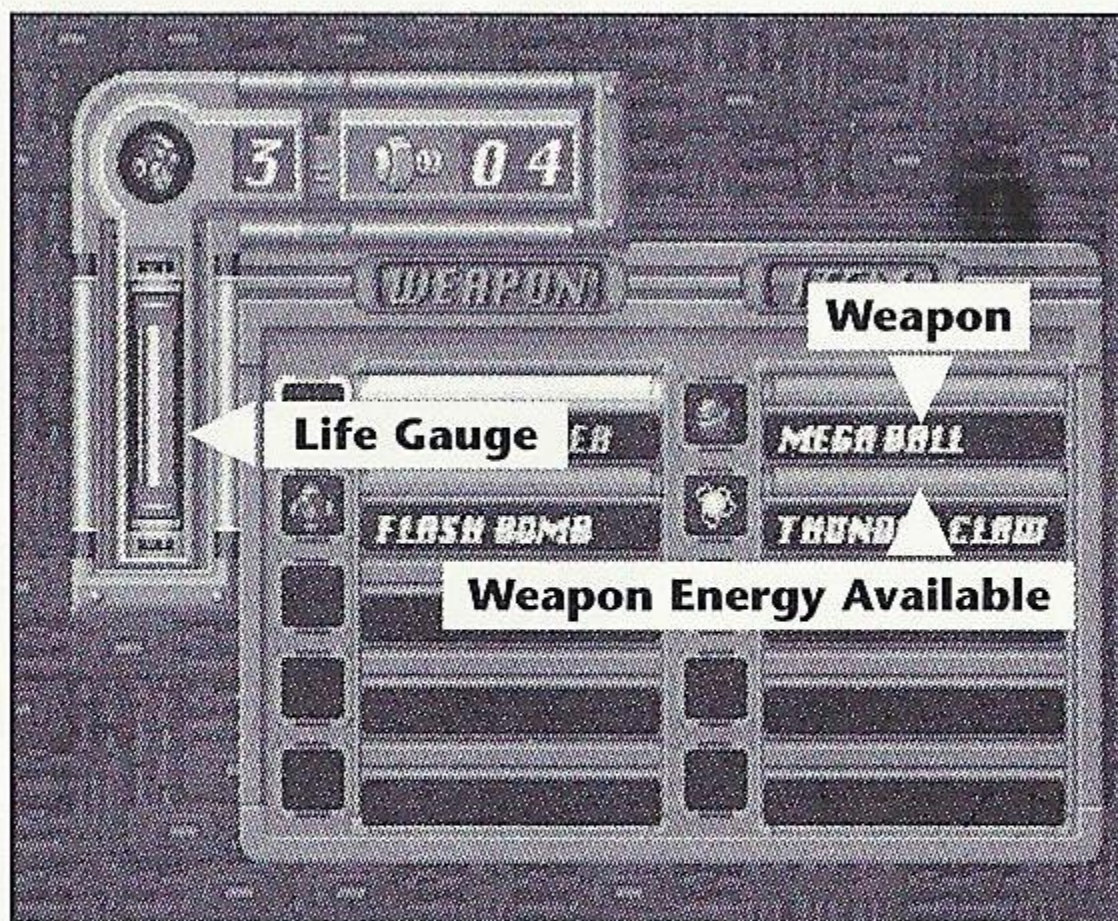
STAGE SELECT

After Mega Man investigates the deserted island, he is presented with the Stage Select Screen. The square markers show the stages on the map where Mega Man can go to find clues. Highlight a marker and press **START**, **A** or **C** to begin Mega Man on his quest.

At first you can only go to 4 stages and Dr. Light's laboratory. For more on the functions of Dr. Light's lab, see page 10.

MEGA POWER!

As Mega Man battles Wily's Nefarious Robots he will gather power-ups, weapons and items. If Mega Man is skilled enough to face and defeat the Wily Robot introduced at the beginning of the stage he is rewarded with that Robot's weapon. The weapon and any other special power-up he acquires will be stored on the Mega Power screen.



Press **START** during gameplay to pause the game and bring up the Mega Power screen. This first screen shows all the weapons Mega Man has acquired from defeated Wily Robots. The second screen, the Item Select screen, shows all the special items Mega Man has collected. Use **L** or **R** to shift back and forth between Mega Power screens.

To equip an item or weapon, use the **DIRECTIONAL** Button to highlight the item or weapon and press **START**, **A** or **C**. This will return you to gameplay with the weapon or item you chose to use.

You can switch weapons during gameplay by pressing **L** or **R**. You must have energy remaining in the weapon in order to use it.



OTHER DR. LIGHT CREATIONS

Mega Man is not alone on this adventure. Dr. Light has been busy creating other robots to help Mega Man find Dr. Wily. Here is who Mega Man can count on when he needs help:

ROLL

DL #002

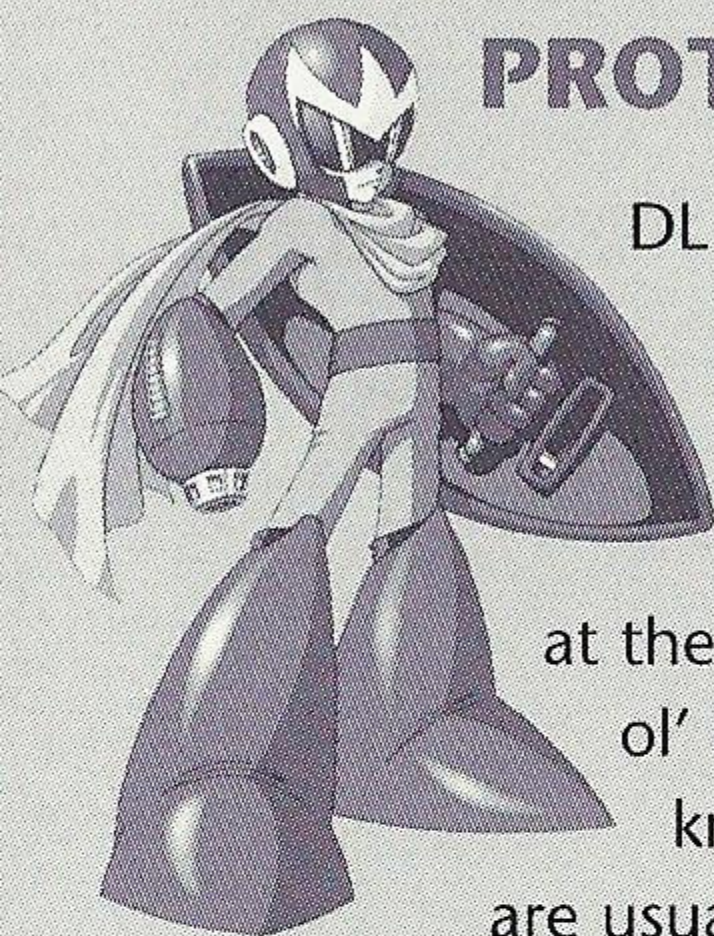
Mega Man's younger sister Roll works in the laboratory and assists Dr. Light in turning the bolts Mega Man collects into those nifty items he can obtain at the lab. For more on this, see the next section.



PROTO MAN

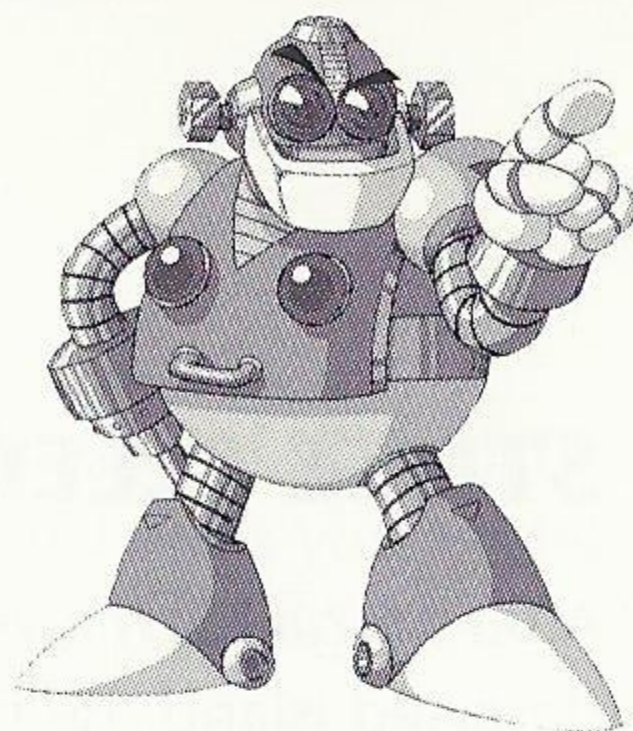
DL #000

Dr. Light's first creation seems to be at the right place at the right time. Good ol' Proto Man. You know good things are usually nearby when he shows up.



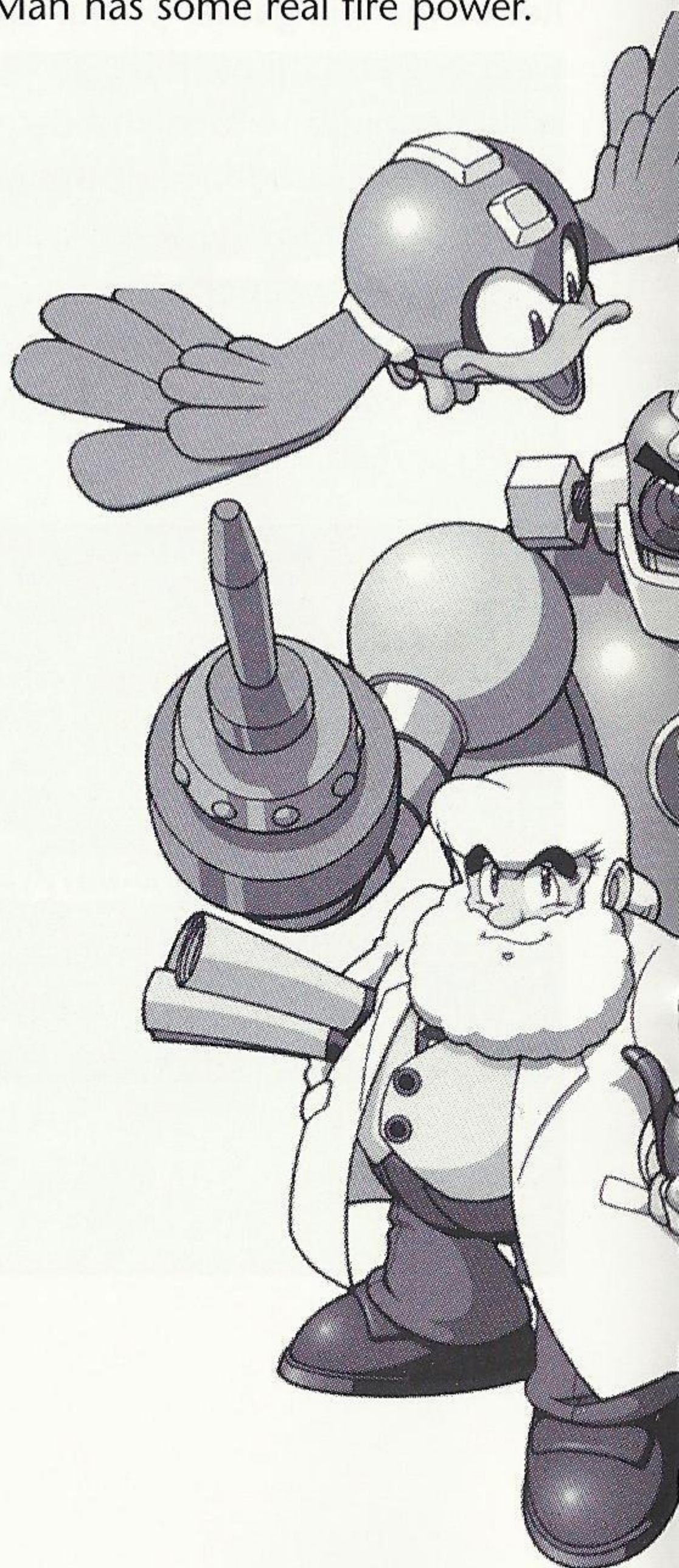
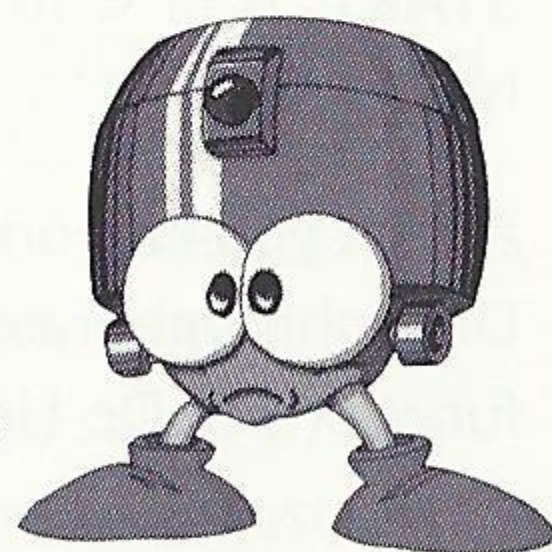
AUTO

Normally a technical assistant in the lab, the beefy Auto steps out of the lab and into the hunt with his custom weapon. Mega Man can definitely count on Auto to lend a hand.



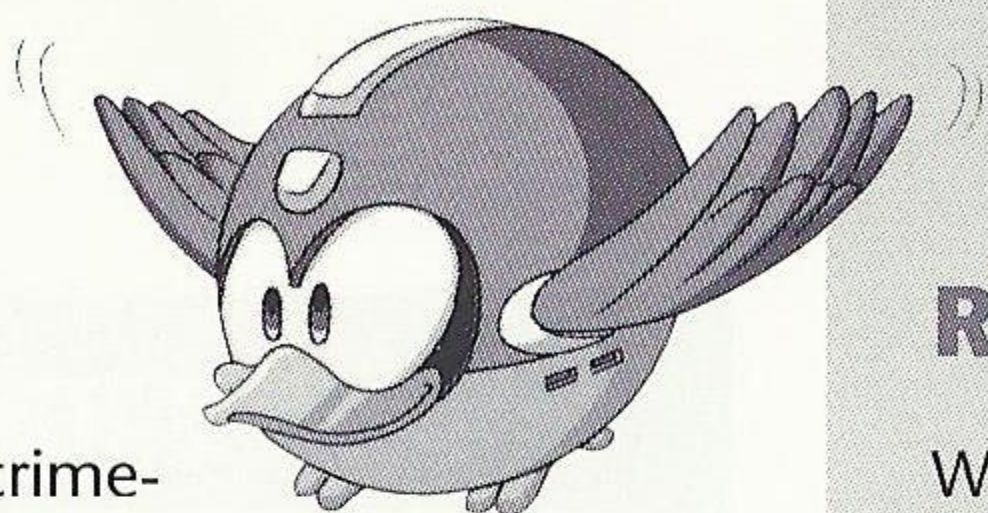
EDDY "FLIP-TOP"

Dr. Light made Eddy to transport things from the lab to his robots in the field. Now Eddy has been equipped with the ability to fly so, along with Eddy, Mega Man has some real fire power.



BEAT

The famous crime-fighting bird named Beat is always out for world peace. Beat was built by Dr. Cossack, a long-time friend and colleague of Dr. Light. Cossack and Light worked together so well that Cossack gave Beat to Mega Man to support him in battle. While flying, Beat will dash out in attack if fully charged.



RUSH

Where would any person be without a trusty canine at their side? The same goes for the Blue Bomber and Rush the Robo Dog. Rush can transform himself into many different vehicles so Mega Man cannot do without him. All Rush powers have limited energy, and once you call on him you must use all the energy from that power.

Rush has 6 forms, but Mega Man can only call on 4 by himself.

Special Rush allows Dr. Light to send a holographic image to communicate with

Mega Man, while **Rush Jet** gives Mega Man the power to fly. Use the **DIRECTIONAL** Button to move the **Rush Jet**. Mega Man can only fire to the right while on **Rush Jet**, but can use any Robot Weapons at his disposal.

Rush Bike - Call up the Rush Bike and zoom through enemies with no problems. Mega Man will not take any damage while on the bike, but Rush's energy takes a pummeling if you ram enemies. To leave the bike, press the **DIRECTIONAL** Button ▲ then jump.

Rush Bomber - Rush will drop bombs to help you.

Rush Charger - Mega Man will receive life energy or weapon energy. Rush will drop these down for Mega Man to collect.



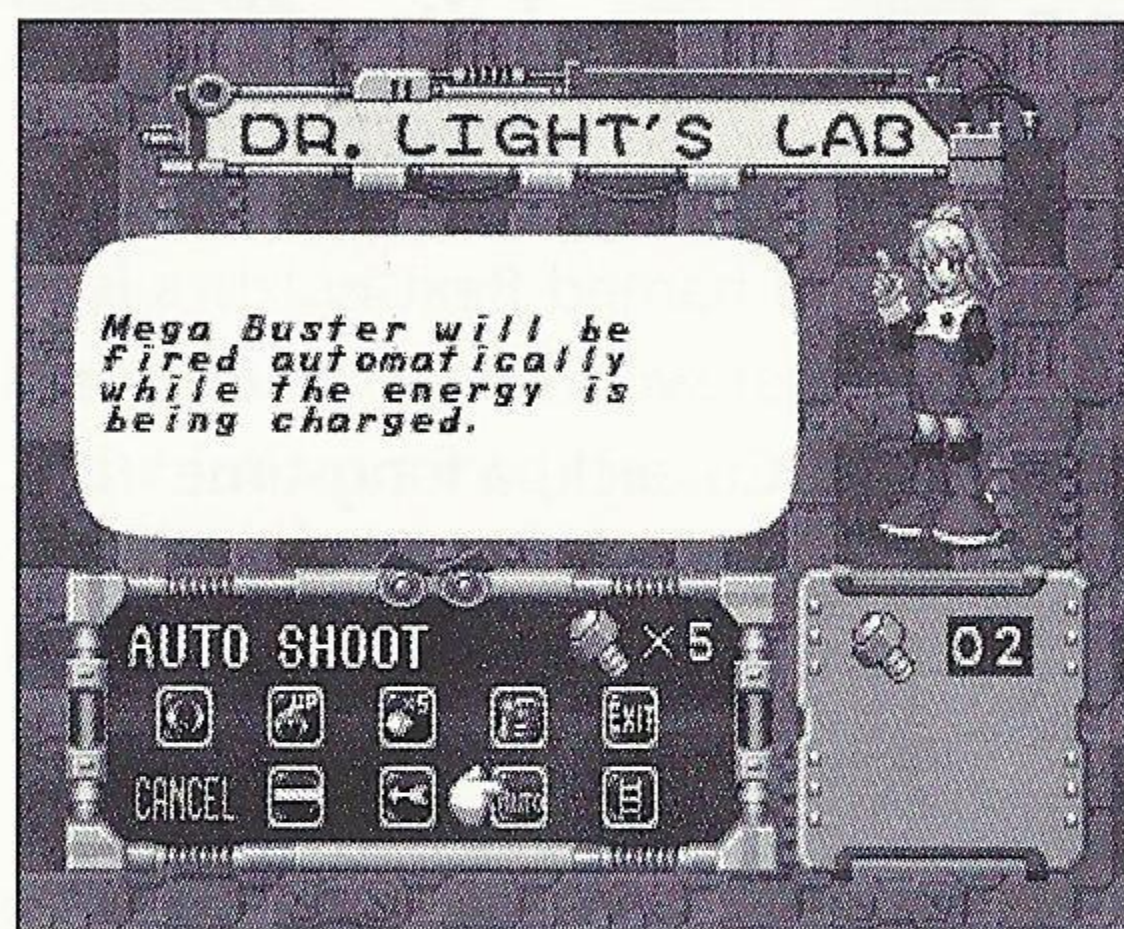
DR. LIGHT'S LABORATORY

From the Stage Select screen, highlight Dr. Light and press **START**, **A** or **C** to select the lab. Roll will appear and talk you through the features at the lab. There are a number of items that can be built and given to Mega Man depending on how many bolts are required to make the item. The number of bolts you have collected will appear in the lower right corner of the screen.

Use the **DIRECTIONAL** button to highlight a menu item then press **START** or **A** or **C** to select it. You can choose from **ASK FOR A PART**, **SAVE**, **OPTION MODE** or **EXIT**. Select **ASK FOR A PART** to create have Roll create a special item. After selecting this from the menu, you will see icons representing the items you can make.

Use the **DIRECTIONAL** Button to highlight an item. Information about the item will appear at the top of the screen. If you have enough bolts press **Start**, **A** or **C** to select it. If you do not have enough bolts Roll will tell you so. When you have finished, select **EXIT** and you will return to the Stage Select screen.

You can also save your game in the lab. Highlight **SAVE** and press **START**, **A** or **C**. You will then be asked which block you want to save the game to. For more on saving and loading games, see page 14. Select Option Mode to adjust your options in the same way as you can from the game's main menu.



SPECIAL ITEMS

Each item has information about its' purpose when you highlight it in the but here is a short list of some things you can purchase:

Energy Balancer-When you collect Weapon Energy, the balancer will fill your weapons from least to greatest.

Exit Part-Allows you to exit a stage you have already completed.

Laser Shot-A piercing laser weapon.

These items appear when you defeat enemies, or are just there if you can find them:

Bolts-Use these to create items at the lab.

Companion Panel-Appears only in flying stage; pick it up when the companion you want appears.

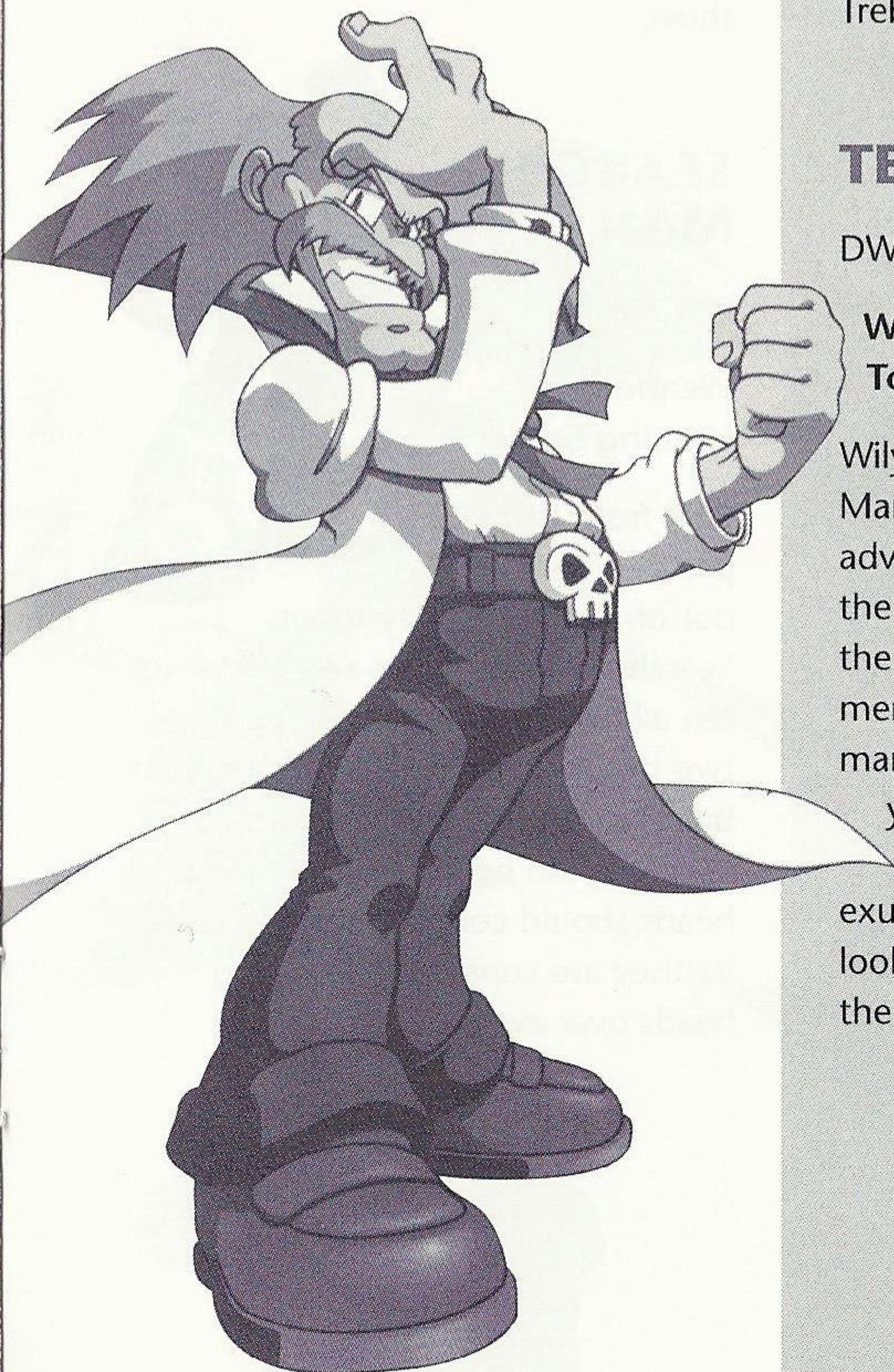
Rush Panel-Allows you to call up the corresponding Rush power.

1 UP-Increases the number of chances you have to battle, up to a maximum of 9 extra lives.

DR. WILY AND HIS NEFARIOUS ROBOTS

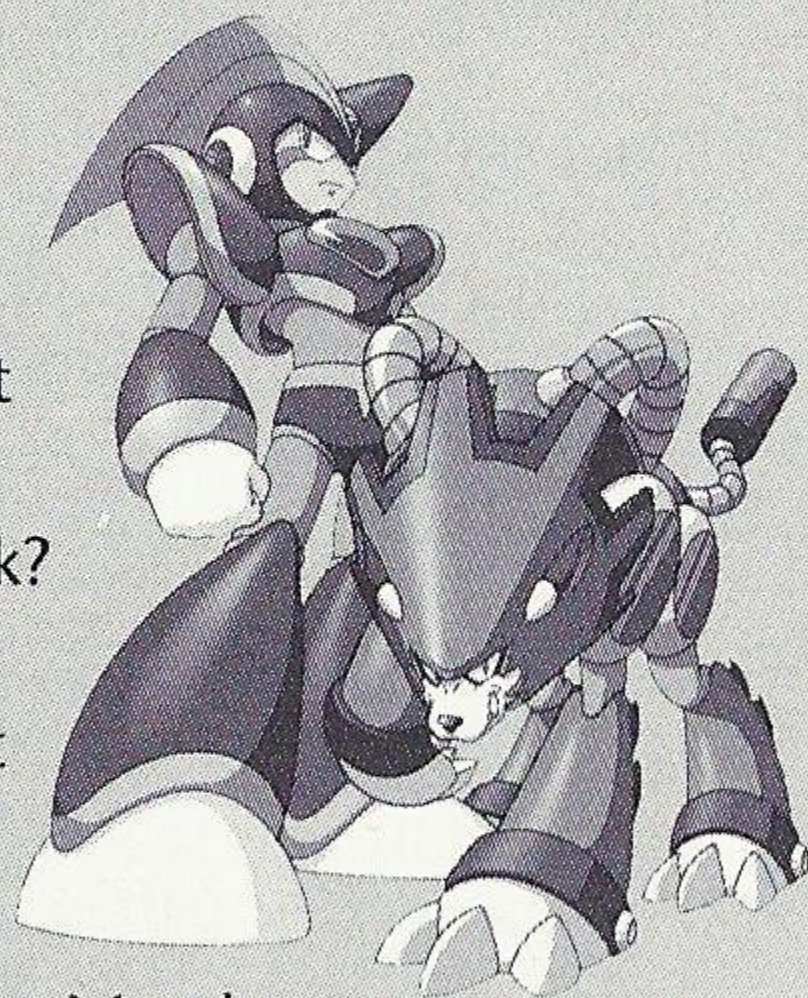
DR. ALBERT W. WILY

The evil scientist never gives up. Try and try as he might, Thomas Light is always there to get the upper hand. Even back in their days at the Robot Institute of Technology Dr. Light got all the attention and accolades. Wily has vowed to become the greatest robot maker the world has ever seen but Dr. Light's Mega Man has consistently foiled Wily's schemes to control the world.



BASS AND TREBLE

An interesting pair. Who would have ever thought to pair a robot with a trusty canine sidekick? Wily figured if you can't beat 'em, copy 'em so now Rush and Mega Man have Bass and Treble to deal with. Bass is convinced he can defeat Mega Man by himself yet welcomes the fierce Treble.



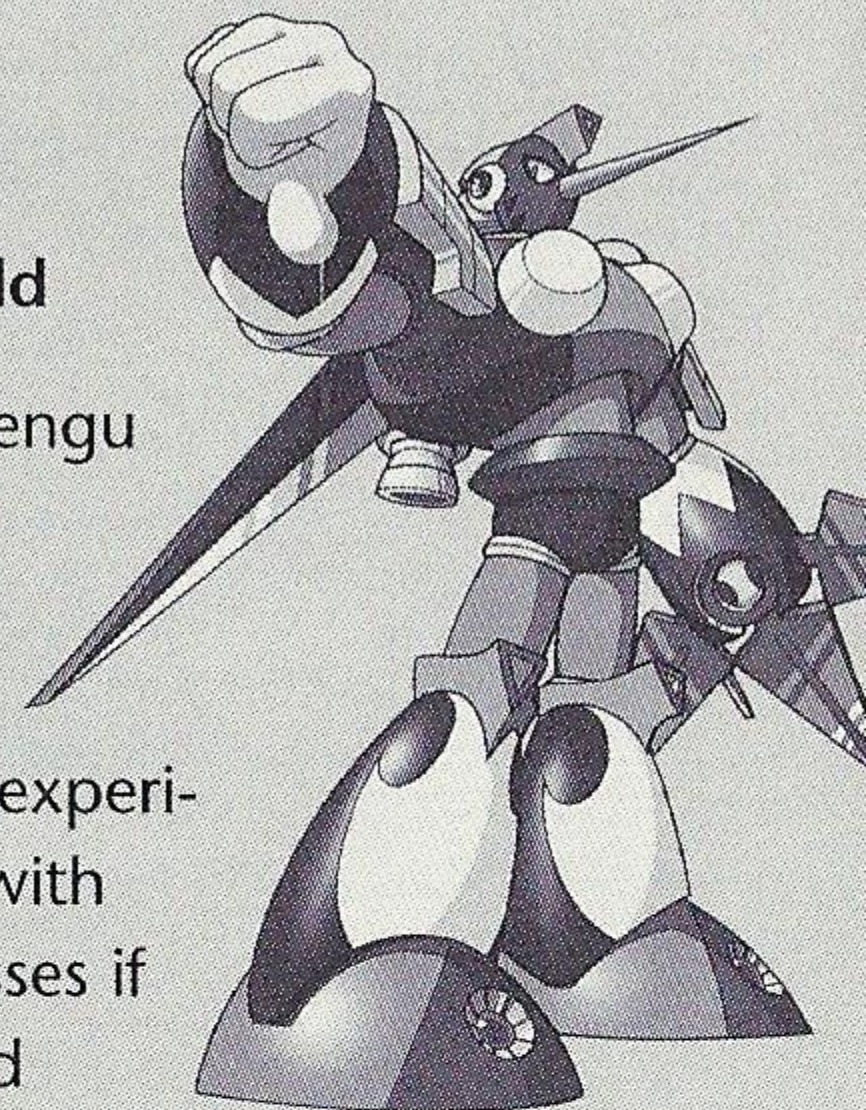
TENGU MAN

DW #057

Weapon:
Tornado Hold

Wily created Tengu Man to take advantage of the power of the storm. An experimental robot with many weaknesses if you can find

them, Tengu Man exudes confidence and frequently looks down on others. So look out for the tornado.

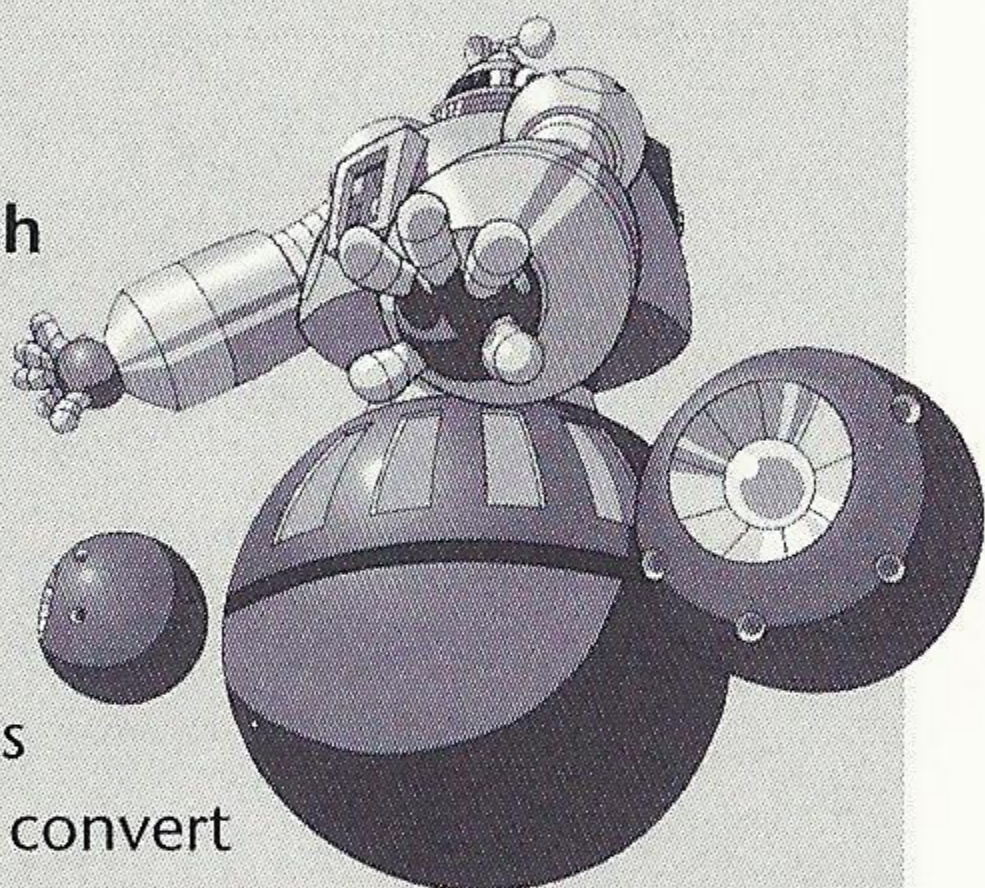


ASTRO MAN

DW #058

Weapon:
Astro Crash

An abandoned planetarium held lots of parts for Wily to convert into the menacing Astro Man. At first Astro Man was designed to control the minds of those who viewed the planetarium show, but the greedy Wily prepared him for battle. Never one to shy away from a fight, Astro Man still feels more comfortable in space.

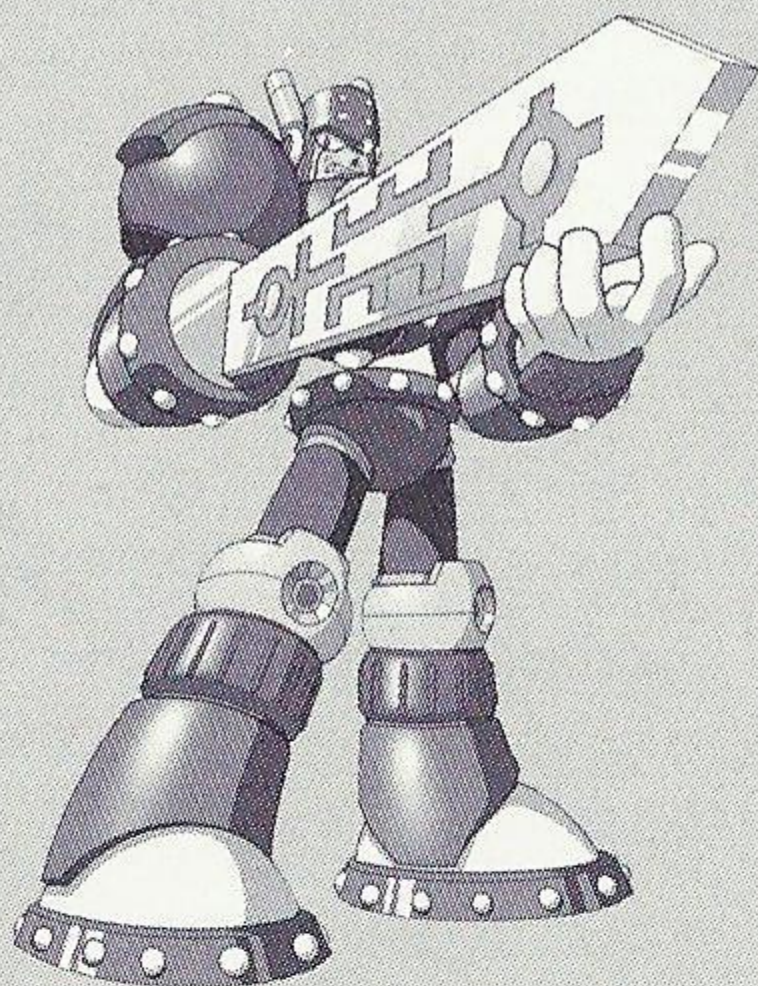


SWORD MAN

DW #059

Weapon:
Flame Sword

One of Wily's most prized thefts was an ancient sword he lifted out of a museum. But the sword was so huge he could not find a use for it. Finally he built Sword Man but could not balance the weight. Wily decided he must float Sword Man's upper body above the rest so he will not be clumsy. The devastating sword can be charged up and shoots fire.

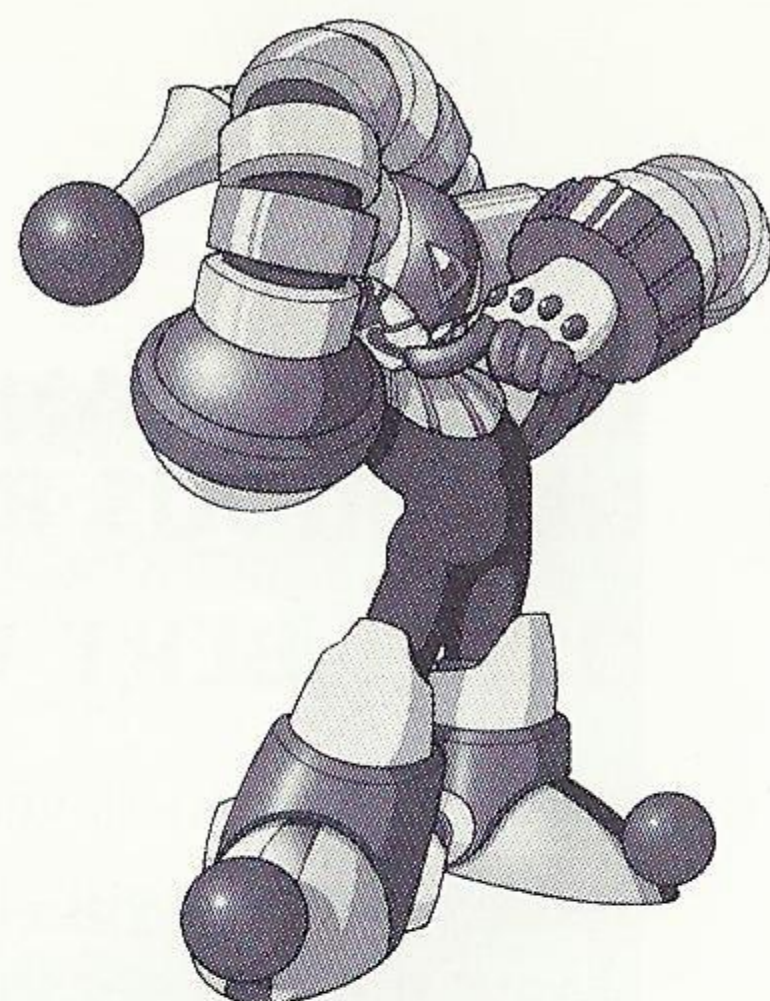


CLOWN MAN

DW #060

Weapon:
Thunder Claw

Dr. Wily rescued Clown Man from a cancelled science fiction TV show. Made from old sets and props, he displays the charisma of show business. The truth is Dr. Wily can't stop laughing at Clown Man's arms. This makes Clown Man especially proud of his arm span, which can extend over great distances, because he never got a laugh while on the show.



SEARCH MAN

DW #061

Weapon:
Homing Sniper

Built from extra parts and an out-of-service security robot, Search Man has Jeckyl-and-Hyde written all over him. Wily decided that two heads would be better than one but then again Wily never does anything for the better. Search Man's heads should cooperate but in reality they are constantly bumping heads over every decision.

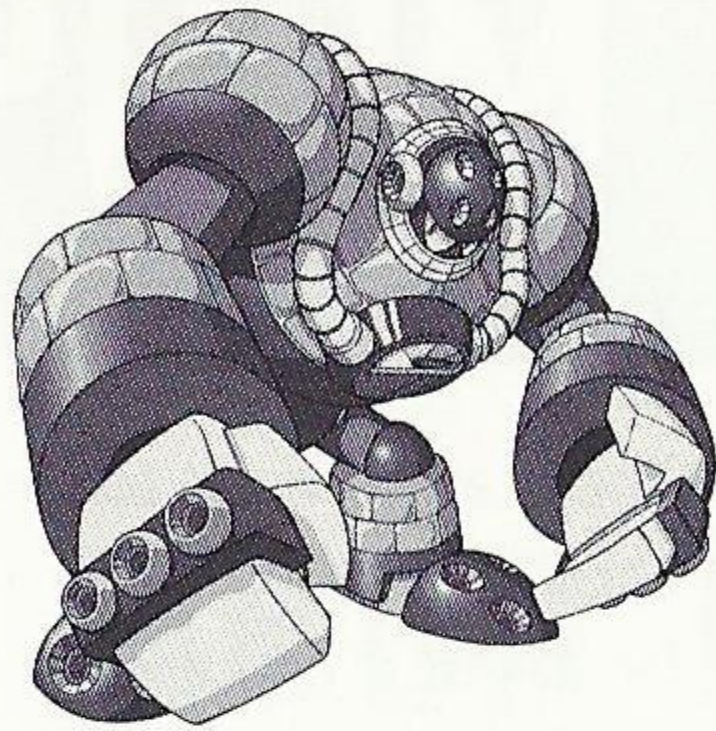


FROST MAN

DW #062

Weapon:
Ice Wave

When Wily bought parts to enhance Clown Man, he over did it. To use up those parts he worked day and night to come up with Frost Man. He had so many more parts than he expected. So Wily built an ice machine right inside Frost Man. His most dangerous weapon is the Ice Wave, a quick blast of razor-sharp icicles that freezes and cuts through anything it touches.

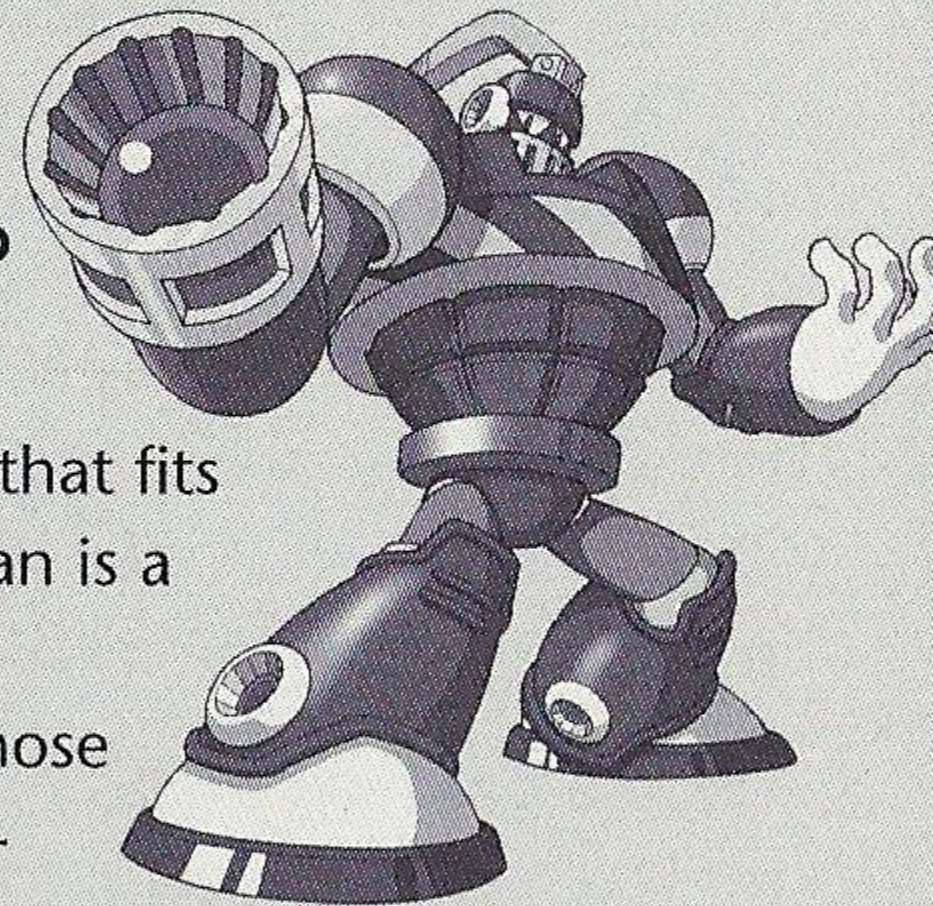


GRENADE MAN

DW #063

Weapon:
Flash Bomb

The best description that fits Grenade Man is a crazy drill sergeant whose favorite pastime is to blow up everything in sight. Grenade Man's bold and reckless personality was just the remedy for Dr. Wily. While he loves to hurt his enemies, strangely Grenade Man longs for the pain of an explosion or two.



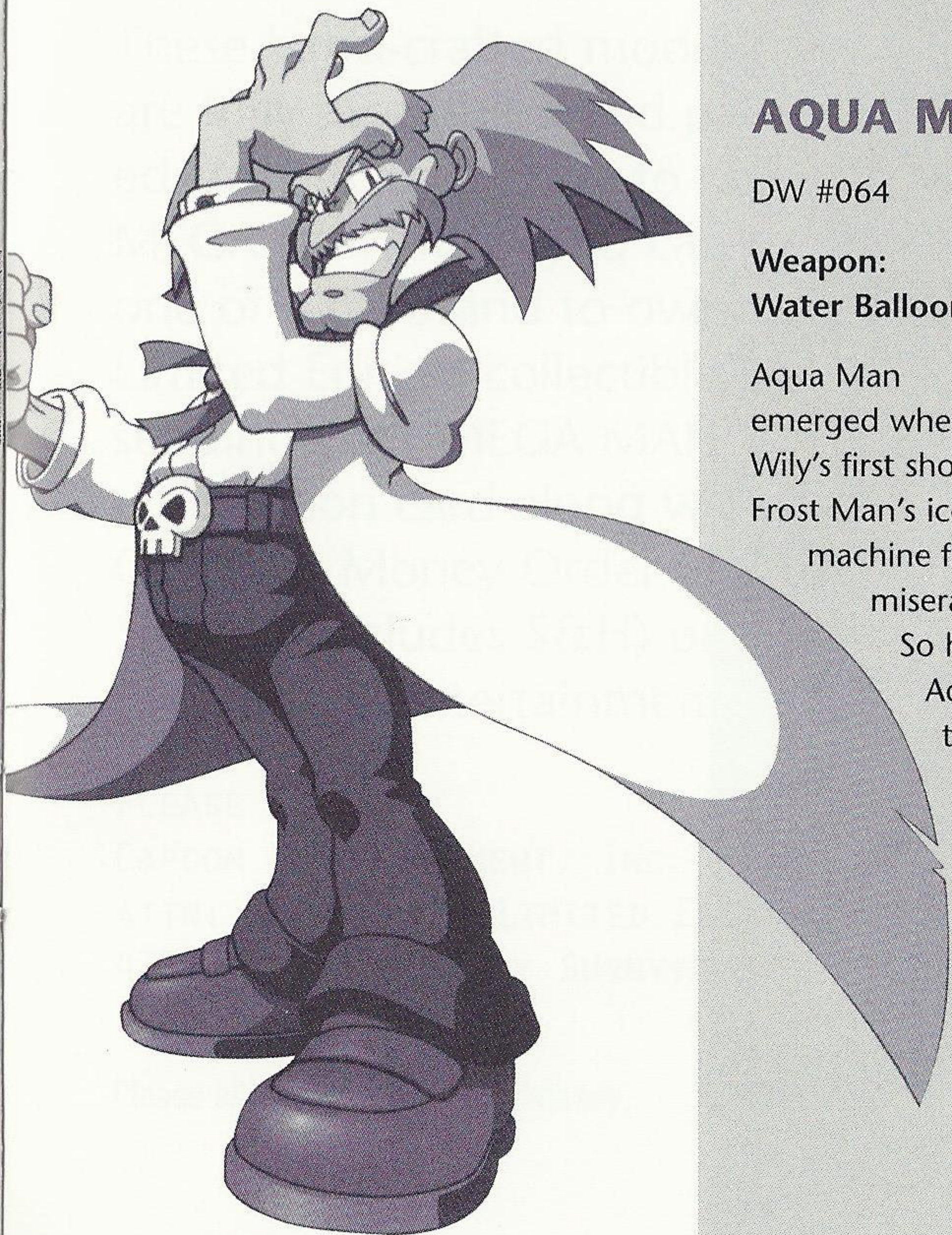
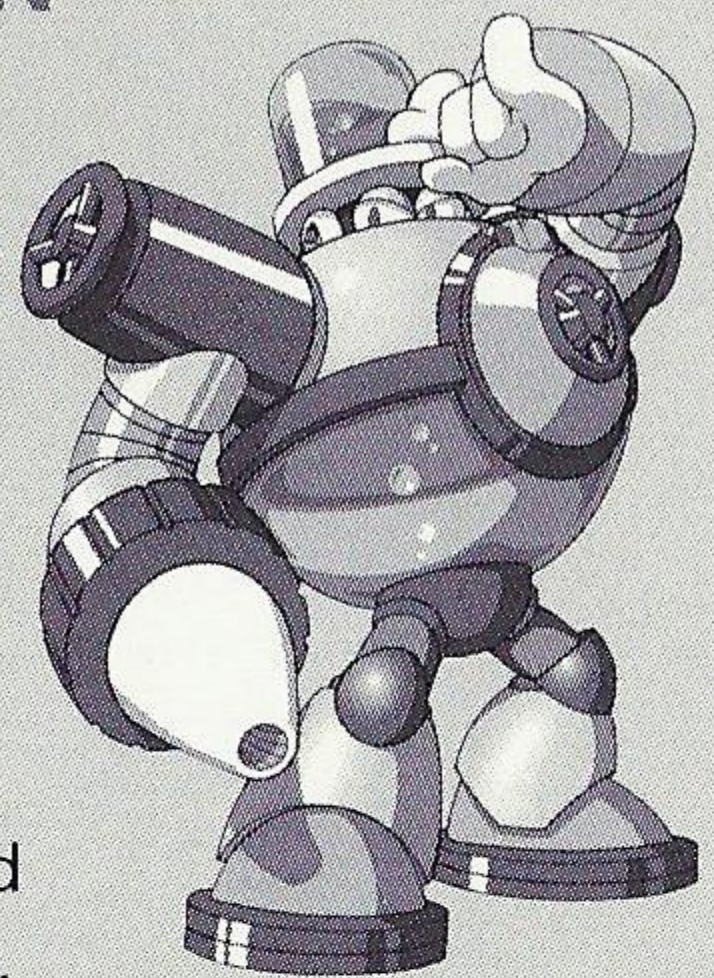
AQUA MAN

DW #064

Weapon:
Water Balloon

Aqua Man emerged when Wily's first shot at Frost Man's ice machine failed miserably.

So he gave Aqua Man a huge water tank in his chassis. Wily sent him to a water utility plant to train, and now he has emerged as one of Wily's best weapons.



OPTION MODE

Roll assists you in adjusting the configuration of your controls and the sound mode for your game. Highlight **OPTION** from the main menu and press **START**, **A** or **C** to select it. Then highlight the function you want to change and press the button you want to use for that function.

Choose between **STEREO** and **MONO** for the sound on your game depending on the capability of your system.

BACKUP DATA

There are 3 ways to save your game. Each time you clear a stage you will be asked if you want to save your game. When you run out of lives you can save your game, and you can also save while in Dr. Light's Laboratory. Your game progress, items and option settings will be saved.

You can save up to 3 different games. It will be saved to the RAM in your Sega Saturn system.

CAPCOM PRESENTS

THE MEGA MAN LIMITED EDITION MODEL

In commemoration of MEGA MAN's 10th Anniversary, Capcom has produced 1000 numbered Resin Kit models of one of our favorite videogame icons: MEGA MAN.

These hand-crafted models are fully assembled and painted. As a Special Offer to our MEGA MAN fans, you can be one of a thousand to own this Limited Edition collectible by sending your MEGA MAN 8 registration card along with a Check or Money Order for \$24.95 (includes S&H) payable to Capcom Entertainment.

PLEASE MAIL TO:

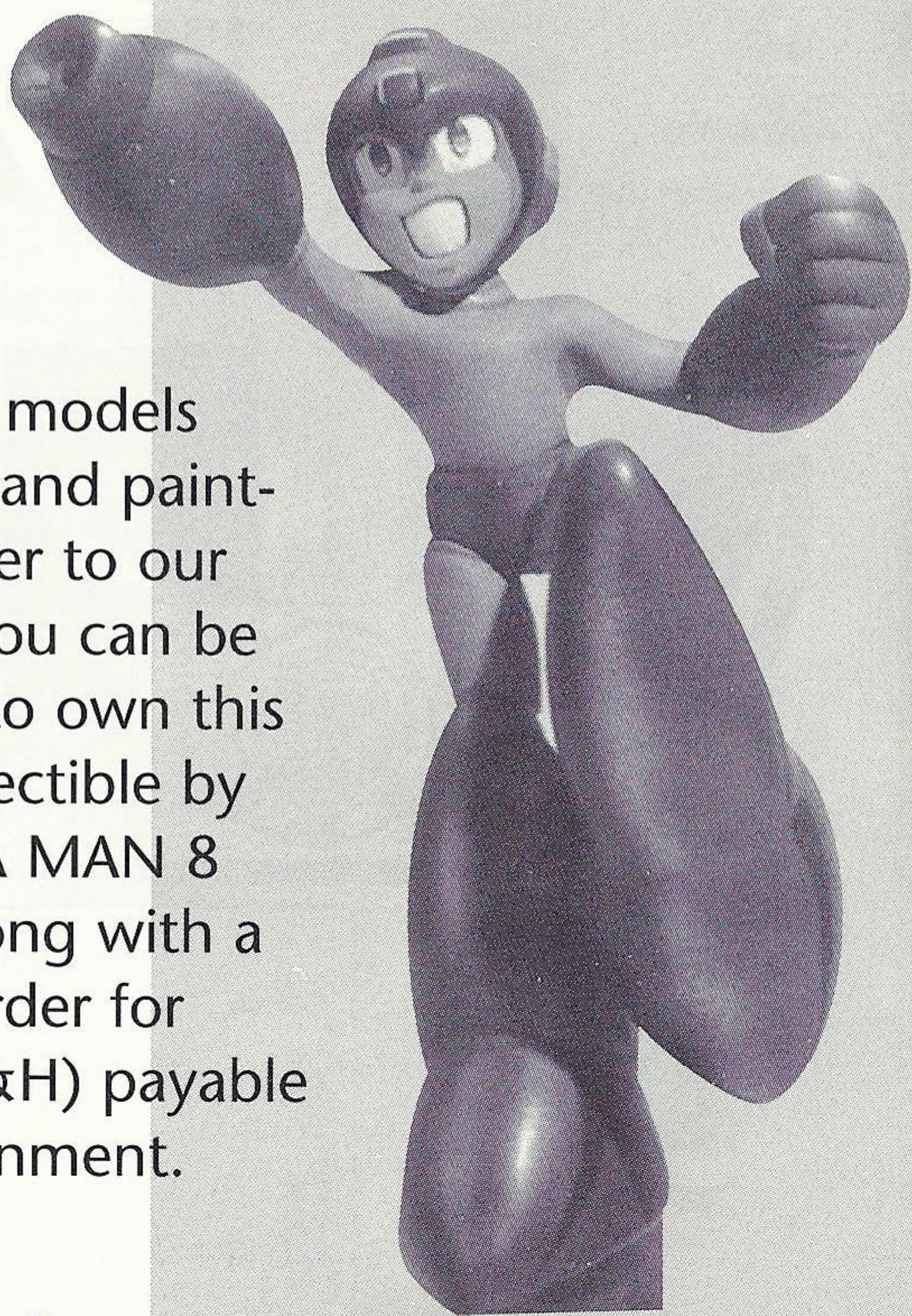
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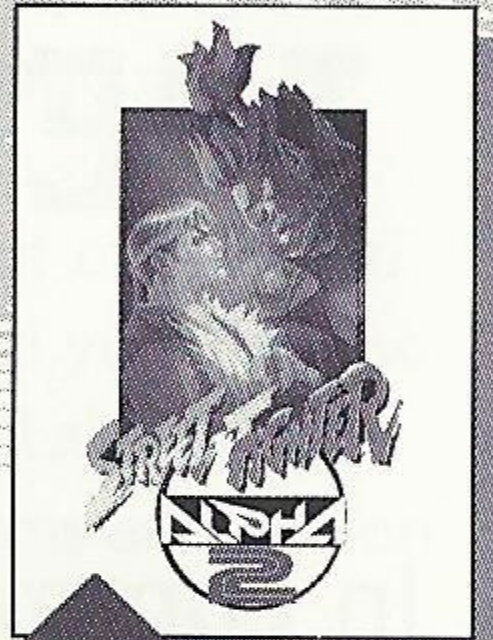
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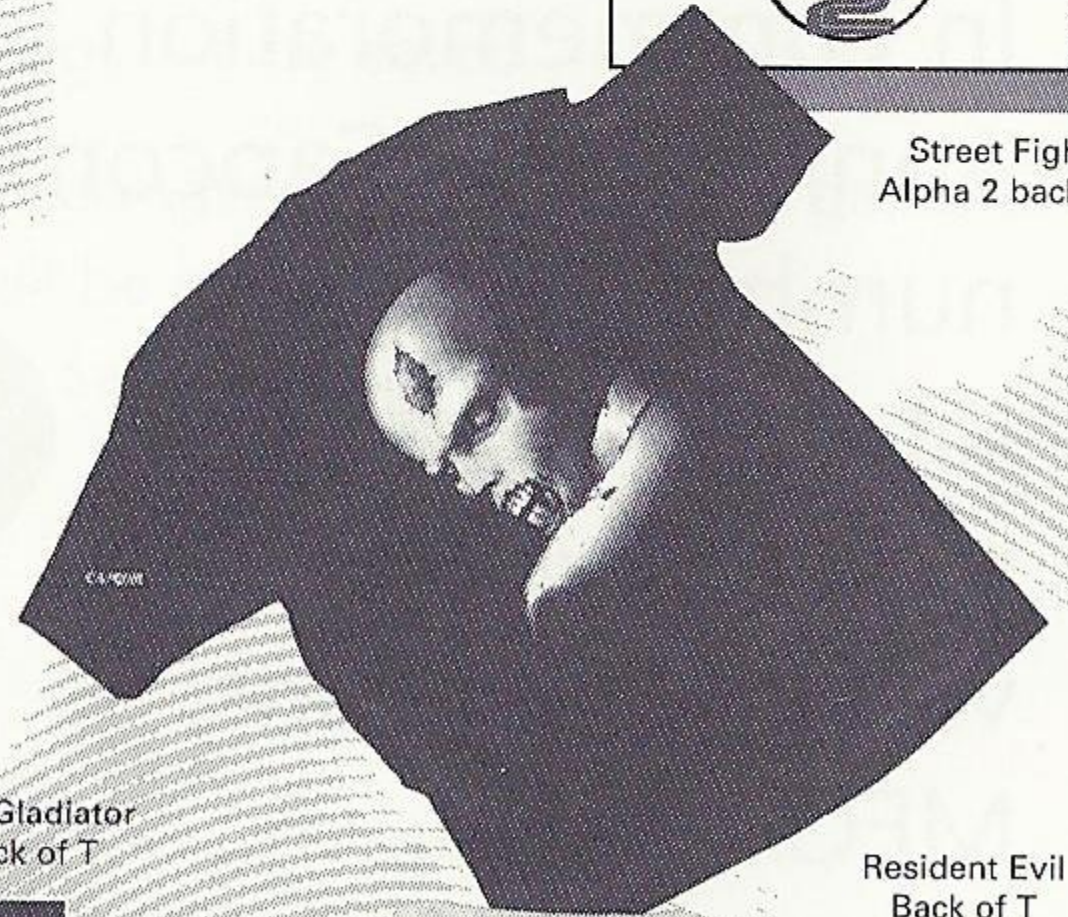
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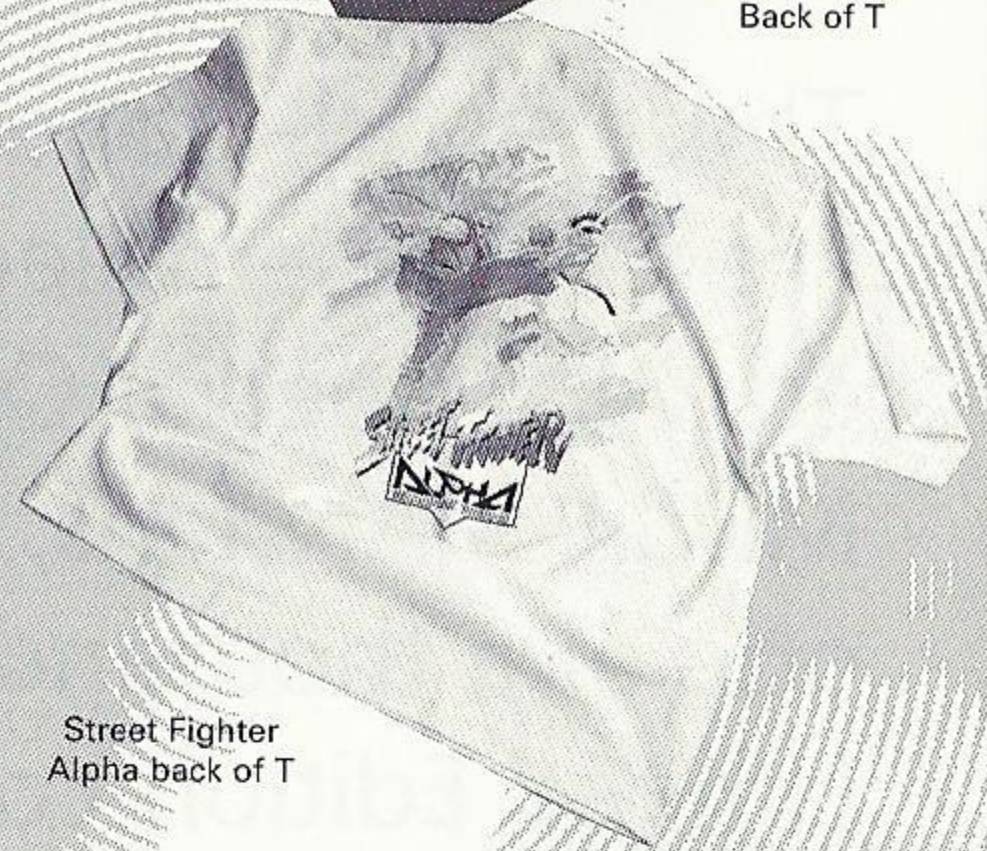
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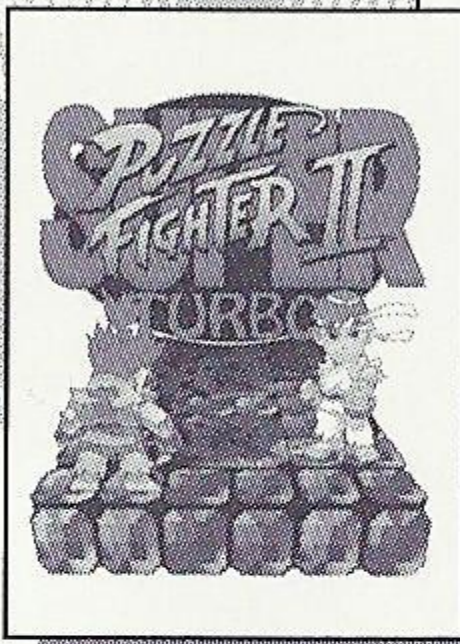
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