

= Mega Man 4 =

Mega Man 4 , known in Japan as Rockman 4 Aratanaru Yab? !! ( ?????4 ?????? !! , Rokkuman F? Aratanaru Yab? !! , lit . " Rockman 4 : A New Ambition !! " ) , is a action @-@ platform game developed by Capcom for the Nintendo Entertainment System . It is the fourth game in the original Mega Man series and was originally released in Japan in 1991 . The game was localized in North America the following January , and in Europe in 1993 .

The game 's story takes place after the third defeat and supposed death of Dr. Wily , and features the Earth coming under threat from a mysterious scientist named Dr. Cossack and his eight " Robot Masters " . Fearing the worst , Dr. Light sends Mega Man to save the world once again . Mega Man 4 carries on the same action and platforming gameplay as the first three games , in which the player completes a series of stages in any order and adds the weapon of each stage 's boss to Mega Man 's arsenal . One notable added feature is the " New Mega Buster " ( often shortened to " Mega Buster " ) , an upgraded arm cannon that lets the player charge a regular shot into a much more powerful blast . The development team was mindful that this innovation would change the overall feel of the game .

Despite Mega Man 4 receiving positive critical reviews during its early 1990s release , the game is widely regarded today to represent a downward shift from the quality of the first three games in the series . The Mega Buster itself has been considered an overused mechanic by several sources . Mega Man 4 was re @-@ released on the Japanese PlayStation , PlayStation Network , and mobile phones ; the North American Mega Man Anniversary Collection ; and worldwide on the Virtual Console for 3 Nintendo systems ( Wii , Nintendo 3DS and Wii U ) .

= = Plot = =

Mega Man 4 takes place in an unspecified year during the 21st century , described as the year " 200X " . One year after the events of Mega Man 3 , a mysterious Russian scientist named Dr. Cossack unleashes an army of robots with the intention of world domination , much like Dr. Wily before him . Dr. Light calls upon his own greatest creation , the hero Mega Man , to go after Cossack 's Robot Masters , who have seized control of eight cities . He also equips Mega Man with the New Mega Buster , which he developed in secret .

Upon defeating the eight Robot Masters ? Toad Man , Bright Man , Pharaoh Man , Ring Man , Dust Man , Skull Man , Dive Man , and Drill Man ? Mega Man makes his way to Cossack 's icy fortress . However , in the middle of his battle with Cossack , Mega Man 's brother Proto Man teleports in with Cossack 's daughter , Kalinka . The girl begs Mega Man to stop fighting her father and elaborating that Dr. Wily had kidnapped her and forced her father into building an army of robots . With Wily 's plan undone by Proto Man , he steps out of the shadows . Mega Man pursues his nemesis and fights through the scientist 's Wily Castle , but Wily manages to escape in the end . Mega Man escapes as the fortress begins to self @-@ destruct , and rides home on the top of a passing train , where he is greeted by Roll and Rush .

= = Gameplay = =

Mega Man 4 features similar gameplay to the previous three games . The player must complete a series of eight stages in an order of the player 's choosing . The protagonist , Mega Man , is able to run , jump , shoot , and climb his way past obstacles and enemies ; the game also retains the slide ability which debuted in Mega Man 3 . At the end of each stage is a Robot Master boss . Upon defeating a Robot Master , Mega Man gains the Robot Master 's signature weapon , which can then be used by the player in subsequent stages . Once all eight Robot Masters are destroyed , two separate sets of linear stages must be completed to finish the game . One major addition to the gameplay in Mega Man 4 is the " Mega Buster " , an upgraded version of Mega Man 's arm cannon . By holding down the firing button , the player can now charge a shot , resulting in a blast far more powerful than the standard shot . This feature was later used in subsequent incarnations of the

franchise .

The hero 's dog Rush makes a return from Mega Man 3 with the ability to transform into " Coil " , " Jet " , and " Marine " modes for navigating different environments . Aside from Rush , two additional support items called the " Wire Adaptor " and the " Balloon Adaptor " also aid the player in reaching areas not normally accessible . However , these hidden adaptors must be found in the stages rather than being awarded for defeating a Robot Master . Like the Master Weapons , the three Rush modes and the two adaptors are each limited to an amount of weapon power that drains when in use . The character " Flip Top " Eddie is introduced in Mega Man 4 . Eddie , who went on to appear in later Mega Man games , provides the player with a random item ( such as health or ammunition ) at designated points in some of the levels .

= = Development = =

Mega Man series artist Keiji Inafune , credited as " Inafking " , stated that the development team had very few problems while working on Mega Man 4 . Inafune designed Dr. Cossack and Kalinka as two new storyline characters for the game . Cossack , who was originally named " Dr. Vice " , was made much younger than Dr. Light and Dr. Wily . Inafune also considered giving him American traits , but decided upon influences from Russia instead . Kalinka was created because so many male characters already existed in the series at this point . However , Inafune did not intend for players to compare her to Mega Man 's sister Roll . The idea for Eddie originally came about during the development of Mega Man 2 . Eddie was designed as a supporting character that " would behave like a lottery " , either pleasantly surprising or disappointing the player with the item he gives Mega Man .

Mega Man 4 was the first game in the series for Hayato Kaji , credited as " K. Hayato " , a prominent designer for many later Mega Man games . Kaji was responsible for the chargeable Mega Buster , a gameplay mechanic that would become a staple of the series . " We knew adding a two @-@ level or three @-@ level charge would change the whole flavor of the game in some respects , and we were very mindful of that , " Inafune explained . The Robot Masters in Mega Man 4 are a result of a design contest for fans held in Japan . With over 70 @,@ 000 character submissions , the development team spent an extended period of time narrowing them down to only eight bosses . According to Kaji , the team was very satisfied with many of the chosen designs and almost no changes were made to their original illustrations . They were so impressed with Skull Man that they scrapped an entire level being created just so they could restart it and devote it to that Robot Master . The winning eight contestants of the design contest were each issued a special " golden cartridge " edition of Mega Man 4 . As there are only eight of these cartridges in existence , they are extremely rare and fetch a large collector 's price today . The musical score for Mega Man 4 was composed by Minae Fujii , credited as " Ojalin " , while the sound programming and sound effects were handled by Yasuaki Fujita , credited as " Bun Bun " , who had composed the soundtrack for Mega Man 3 the previous year .

= = Reception and legacy = =

Mega Man 4 has received mostly positive critical reviews . Reviews contemporary with the game 's release by the United States magazine Nintendo Power and the United Kingdom publications Nintendo Magazine System and Total ! all found Mega Man 4 to have high quality graphics , sound , and gameplay . However , they also noted very little improvement over previous entries in the series . GamePro was satisfied with the lack of changes . " Mega Man 4 continues the tradition ? crazed robot baddies , good character graphics , great background art and warped , mechanical music , " the reviewer said . " When you have a good game , why make radical changes ? Capcom sticks to the blueprints in Mega Man 4 ? guaranteeing happiness for Mega Man fans everywhere . " Mega Man 4 made it into IGN 's " Top 100 NES Games " list at number 95 , with staff writer Matt Casamassina praising its attempt at better narrative and an essentially similar experience to the first three Mega Man games . Lucas M. Thomas of IGN stated that , as a stand @-@ alone title , the

game is one of the best experiences available from the NES library , although not when compared to its superior predecessors . He enjoyed the use of a second set of castle levels to significantly extend the length of the game , a tradition carried on by the next two titles in the series .

Numerous video game journalists and enthusiasts including Thomas , Craig Skistimas of ScrewAttack , GameSpot editors Christian Nutt and Justin Speer , and 1UP.com 's Jeremy Parish , refer to the fourth installment as a turning point for the quality of titles in the Mega Man series . Nutt and Speer admitted that the series was beginning to deteriorate with this game , likely due to the growing reputation of the more powerful Super Nintendo Entertainment System at the time of its release . Parrish proclaimed , " Here 's where the series starts to go off the rails a bit -- the Dr. Wily fake out was silly , the music was terrible , the bosses and weapons were uninspired , and the ability to charge up the Mega Buster is often cited as a game @-@ breaking innovation . " Thomas identified the chargeable Mega Buster as disrupting the balance of the game and rendering many of the Master Weapons useless , one of the concepts that set the Mega Man games apart from other action @-@ platformers .

Mega Man 4 was re @-@ released for the PlayStation as part of the Rockman Complete Works series in 1999 . This version of the game features a special " navi mode " that guides players through each level and has arranged music remixes . A port of the Complete Works edition was released on the PlayStation 2 and Nintendo GameCube in 2004 and the Xbox in 2005 , as part of the North American @-@ exclusive Mega Man Anniversary Collection . The NES version has also been re @-@ released on Japanese i @-@ mode mobile phones in 2005 , worldwide on the Wii 's downloadable Virtual Console service in 2010 , and on the Japanese PlayStation Network in 2011 .

Elements from the game were included in the Archie Comics Mega Man series , with Pharaoh Man , Dr. Cossack , and Kalinka being introduced in the fourth story arc , " Spiritus Ex Machina " rather than in an adaptation of the game . Bright Man was later introduced early as well , with the Cossacks and the Robot Masters making recurring appearances through the series prior to it going on hiatus . The final issues of the series led up into the events of the game , with Proto Man reluctantly aiding Dr. Wily in kidnapping Kalinka and Dr. Cossack launching his Robot Master attack and making his declaration of war . Issue 55 @-@ the last issue before the hiatus @-@ also featured Dr. Light experiencing a vision of future events , including the conflict between Mega Man and Cossack 's Robot Masters .