

= Mega Man 6 =

Mega Man 6 , known in Japan as Rockman 6 : Shij? Saidai no Tatakai !! (?????6 ?????? ! ! , Rokkuman Shikkusu Shij? Saidai no Tatakai ! ! , lit . " Rockman 6 : The Greatest Battle Ever ! ! ") , is a action @-@ video game developed by Capcom for the Nintendo Entertainment System (NES) . It is the sixth installment in the original Mega Man series and was originally released in Japan on November 5 , 1993 and in North America the following March . It was included in the Mega Man Anniversary Collection released in 2004 . Its first PAL region release was June 11 , 2013 for the 3DS Virtual Console , nearly twenty years after the game 's first release .

The story of Mega Man 6 opens during a competitive robot fighting tournament with entrants from all around the globe . A villainous figure known as " Mr. X " announces he has reprogrammed the eight powerful contestants with intent to use them for taking over the world . The game 's robotic protagonist Mega Man , who was sent to oversee the tournament , springs into action to foil X 's plot . A standard action @-@ platformer , Mega Man 6 plays nearly identically to its five predecessors with a few added features such as stages with alternate pathways and new Rush adaptors .

Mega Man 6 is the first game in the series to receive character design input from fans outside Japan . This late @-@ era game was also the last in the series released on Nintendo 's 8 @-@ bit console . Due to the declining support of the NES and the growing presence of the newer and more powerful Super Nintendo Entertainment System (SNES) , Capcom decided not to publish Mega Man 6 in North America . The North American version of Mega Man 6 was released by Nintendo of America instead . Critical reviews favored the game 's comparable presentation and use of the established gameplay model from preceding chapters in the series , though nearly all judged it a redundant sequel .

While the first five Mega Man games are available on the Wii 's Virtual Console , this game is absent from the Wii Shop Channel ; however the game was released via the 3DS Virtual Console in Japan and Europe , with North America on June 20 , 2013 . It was also released via the Wii U Virtual Console in Japan on May 14 , 2014 , in Europe on July 24 , 2014 and in North America on August 21 , 2014 .

= = Plot = =

Mega Man 6 's story takes place after the events of Mega Man 5 . To counter Dr. Wily 's repeated attacks , the Global Robot Alliance was formed , and one year later the " First Annual Robot Tournament " is held in order to determine the world 's strongest peacekeeping robot . The tournament is hosted by a man known only as " Mr. X " , the leader of the mysterious " X Foundation " and many strong robots participate . Dr. Light , a pacifist , decides not to enter the competition , but sends the robotic hero Mega Man to supervise it . Before the event can begin , however , Mr. X announces that he has reprogrammed eight of the strongest contestants to do his bidding in taking over the world : Blizzard Man , Centaur Man , Flame Man , Knight Man , Plant Man , Tomahawk Man , Wind Man , and Yamato Man , and tells Mega Man he had been manipulating Dr. Wily from the beginning . Following this , Mega Man and Rush set out to put an end to Mr. X 's plan . Mega Man destroys the eight Robot Masters , then makes his way to Mr. X 's fortress . The villain is beaten and quickly reveals himself as none other than a disguised Dr. Wily . The evil scientist flees to a new fortress stronghold where Mega Man pursues and defeats him again . The game ends with Dr. Wily finally brought to justice and sent to prison .

= = Countries and Robot Masters = =

Flame Man Wind Man Centaur Man Knight Man Yamato Man Tomahawk Man Plant Man Blizzard Man

= = Gameplay = =

The gameplay in Mega Man 6 is largely similar to its five NES counterparts . The player takes control of Mega Man to complete a series of side @-@ scrolling platform stages littered with smaller robot enemies and occasional larger mini @-@ bosses . The player 's primary method of attack is the " Mega Buster " cannon , which can be charged for more powerful shots . At the end of each of the initial eight stages is a boss battle , where the player inherits that Robot Master 's unique " Master Weapon " if successful . These eight levels can be completed in any order , although all Robot Masters are weak to a specific Master Weapon , adding an element of strategy to the order chosen by the player . The player 's health is represented by a gauge that can be refilled by picking up energy pellets . Extra lives , reserve energy tanks , and pellets that refill Master Weapon power can also be found throughout each level . Mega Man 6 introduces the " Energy Balancer " , which automatically refills the weapon with the lowest energy when picking up Master Weapon power .

Previous Mega Man games typically allowed the player to call on the transformable dog Rush or use other support items in order to traverse difficult or otherwise inaccessible parts of a stage . Mega Man 6 instead features a pair of " Rush Adaptors " that fuse Mega Man and Rush into special forms . The first , " Jet Mega Man " , lets the player fly upward or hover for a brief period of time , but prevents the use of charge shots . The second , " Power Mega Man " , utilizes a powerful , short @-@ range punch attack for destroying large blocks . The player cannot slide when using either adaptor . Mega Man 6 also presents less linear ways to complete the stages than in previous entries in the series . There are two pathways in many of the stages that lead to boss rooms , but the player is often required to use one of the Rush adaptors to begin an alternate route . Although either one will clear the stage , only one of them will give the player a letter circuit board for assembling the helper bird Beat . Collecting all four parts will allow the player to call on Beat to attack enemies .

= = Development = =

Mega Man 6 was developed at the same time as the franchise 's first spin @-@ off , Mega Man X for Nintendo 's newer console , the Super Nintendo Entertainment System . Series artist Keiji Inafune , credited as " Inafking " , stated that having a video game franchise with six titles is very rare , and one of the advantages to this is that players expect certain aspects of each game to be repeated in the next . After having implemented so many different mechanics to the gameplay of past entries , Inafune thought that Rush adaptor assembly was inevitable . The artist struggled with the adaptor designs and ultimately found them to be unrealistic . According to Inafune , " If you think about it , they shouldn 't be able to combine like this . It would be awkward if parts of Rush like his neck were left over after they combined , so what was I supposed to do ? "

The Robot Masters featured in some of the previous Mega Man games were the result of design contests held in Japan , in which fans of the series would submit their character ideas to Capcom . Keeping with the tradition , Japan held a design contest for Mega Man 6 . After the release of Mega Man 5 , the magazine Nintendo Power held a similar contest in North America . Only eight out of the more than 200 @,@ 000 worldwide character submissions for Mega Man 6 were accepted for the game . Six of the Robot Masters were designed by Japanese fans , while the remaining two (Knight Man and Wind Man) were designed by North American fans who entered the Nintendo Power contest . The North American cover of the game pays homage to the two designers by featuring their Robot Masters on it . Inafune admitted that it was stressful when the last characters being designed for the game were not meeting with the development team 's schedule . He concluded , " For having hit a lot of roadblocks , I feel like we got a lot done for 6 . The theme for our designs was ' The world is our stage , ' and I really enjoyed bringing what I felt was the unique flavor of different countries into the game . " Yuko Takehara , credited as " Yuko " , composed the musical score for Mega Man 6 . Takehara collaborated with several other composers for the follow @-@ up Mega Man 7 in 1995 .

A few months after the publication of Mega Man 5 , Capcom announced the sixth installment in the original series , as well as Mega Man Soccer and Mega Man X for the SNES , making Mega Man 6 the last title in the franchise to be released on the 8 @-@ bit NES . Capcom chose not to publish the game outside Japan . Instead , Nintendo of America published it in March 1994 . Before the NES

era in North America was about to end , Nintendo of America made a plan to help sell it along with Zoda 's Revenge : StarTropics II and the NES version of Wario 's Woods , which were also published by Nintendo in North America during the same time . Their plan was to release the top @-@ loading NES @-@ 101 for a retail price of \$ 49 @.@ 99 to attract consumers to buying the updated version of the original NES along with one or more new titles for the console , including Mega Man 6 . The game was also showcased alongside Mega Man X at the 1994 Winter Consumer Electronics Show in Las Vegas .

Mega Man 6 was re @-@ released for the PlayStation in 1999 as part of the Rockman Complete Works series exclusive to Japan . This version of the game features a number of extras including remixed music , artwork galleries , and a " navi mode " to help guide players . A port of the Complete Works edition was released on the North American @-@ exclusive Mega Man Anniversary Collection for the PlayStation 2 and Nintendo GameCube in 2004 and Xbox in 2005 .

Mega Man 6 was released on Japanese mobile phones via the i @-@ mode service in 2007 .

= = Reception and legacy = =

Mega Man 6 has enjoyed a favorable reception from gaming publications and websites . The graphics , play control , challenge level , and added power @-@ ups were generally praised . GamePro was impressed with some of the newer enemies and larger mid @-@ stage bosses , but was displeased with the game 's recycling of Master Weapons seen in previous Mega Man games . Overall , the magazine described the graphics , audio , and level design in Mega Man 6 as standard fare for the franchise and called the game a " rock of reliable NES fun " in a series that is as " predictable as the tide " . Destructoid editor Tony Ponce considered Mega Man 6 the best game in the entire series . He argued that the game " was retro before retro was cool " due to Capcom 's decision to develop it as a higher profile game on the NES during the era of fourth generation consoles . He also expressed appreciation for its music , introductions for each Robot Master , and the use of branching pathways in each level , among many other reasons . Nintendo Power listed Mega Man 6 as the best NES game of 1993 , stating , " His sixth NES adventure , in which he uses two new , Special Power @-@ Ups , might just be his best " . Craig Skistimas of ScrewAttack also appreciated these innovations and regretted missing out on the game when it was first released . Mega Man 6 is listed by IGN as the 58th best game on the NES . The writers summarized , " Mega Man 6 is considered by many to be the last worthwhile NES release in the catalog , and though that 's not saying much when looking at the title 's contemporaries , Mega Man 6 is still as good as it gets in many respects . "

Mega Man 6 is occasionally seen as " redundant " to the series . GameSpot editors Christian Nutt and Justin Speer labeled Mega Man 6 the " cheesiest " among the NES titles : " If you 're looking for mega @-@ laughs , you might want to try this one out . " 1UP.com contributors likewise found that the game 's " inane " storyline and villains both insult fans of the series and outweigh the game 's good soundtrack and interesting power @-@ ups . The four members of the Electronic Gaming Monthly review panel all voiced similar opinions regarding the game 's familiar 8 @-@ bit presentation and its addition to the already repetitive nature of the series . One reviewer commented , " OK , Mega Man was fun and original back in the days when the letters ' N E S ' meant something . Now the game is just getting redundant . Oh sure , Mega Man may learn a few new tricks here and there but this series has to end soon . "

Elements of the game made their way into the Mega Man series from Archie Comics prior to it going on indefinite hiatus . Some notable liberties were taken , such as introducing a creator character for Plant Man , Dr. Pedro Astil , and introducing the X Foundation @-@ renamed the X Corporation @-@ at the conclusion of the Mega Man 3 adapt . The latter concept notably featured Mr. X as a separate character from Dr. Wily and as a future version of Xander Payne , a character exclusive to the comics who became involved in time travel after being part of an anti @-@ robot extremist group known as the Emerald Spears . A view of the events of Mega Man 6 in the series ' final issue prior to the hiatus hinted as Xander 's overthrow and Wily 's seizure of his resources and alias . The X Corporation 's resources also provide Wily with the means of laying the groundwork for

other schemes , including the abduction of Kalinka Cossack leading into Mega Man 4 . Its membership was shown to include numerous identically costumed grunts and Madame Y , a character based on an " alternate universe " concept by Mega Man artist Hideki Ishikawa .