

= Mega Man 2 =

Mega Man 2 , known in Japan as Rockman 2 : Dr. Wily no Nazo ( ??????2 Dr.?????? , Rokkuman 2 Dr. Wair? no Nazo , lit . " Rockman 2 : The Mystery of Dr. Wily " ) , is a action @-@ platform game developed and published by Capcom for the Nintendo Entertainment System . It is the second installment in the original Mega Man series . The game was released in Japan in 1988 , and in North America and PAL regions the following years . Mega Man 2 continues the titular protagonist 's battle against the evil Dr. Wily and his rogue robots . The game features graphical and gameplay changes from the first Mega Man game , many of which have remained throughout the series .

Although sales for Mega Man were unimpressive , Capcom allowed the Rockman team to create a sequel . They worked concurrently on other Capcom projects , using their free time to develop the game . Unused content from the previous title was integrated into Mega Man 2 . Takashi Tateishi composed the soundtrack , with Yoshihiro Sakaguchi serving as a sound programmer .

With more than 1 @.@ 5 million copies sold , the game is the best @-@ selling Mega Man title . Critics praised its audio , visuals and gameplay as an improvement over the first game . Many publications rank Mega Man 2 as the best title in the series , and as one of the greatest video games of all time . The game has been re @-@ released on several consoles and mobile phones .

= = Plot = =

Mega Man 2 takes place after the original Mega Man , which is set in an unspecified year during the 21st century ( the year 2004 , as seen in the opening shot on the PlayStation 2 15th Anniversary Collection version ) . Dr. Wily , the series ' main antagonist , builds a new fortress and army of robotic henchmen , led by eight new Robot Masters of his design : Metal Man , Air Man , Bubble Man , Quick Man , Crash Man , Flash Man , Heat Man , and Wood Man . Mega Man is sent by his creator , Dr. Light , to defeat Dr. Wily and his Robot Masters . Mega Man crushes the eight new Robot Masters and then challenges Wily himself . In the final fight , Mega Man defeats Dr. Wily 's holographic projection device . After the scientist begs for mercy , Mega Man spares Wily and returns home .

= = Gameplay = =

Mega Man 2 is a platform and action game like its predecessor , Mega Man . The player controls Mega Man as he traverses eight stages to defeat the bosses , Dr. Wily 's Robot Masters : Metal Man , Air Man , Bubble Man , Quick Man , Crash Man , Flash Man , Heat Man , and Wood Man . Each Robot Master features a unique weapon and a stage related to their weapon 's power . For example , Air Man shoots small tornadoes and is fought in a sky @-@ themed level , while Wood Man can use a shield of leaves and is found in a forest @-@ themed stage . After defeating a boss , their signature weapon becomes available to the player . The Robot Masters have weaknesses to the weapons of certain other Robot Masters ; therefore , choosing the order in which the levels are played is a vital component of the gameplay . After completing certain stages , Mega Man receives a special item . These items create platforms that allow Mega Man to access areas that he otherwise could not .

After defeating the eight Robot Masters , the player proceeds to Dr. Wily 's fortress , which consists of six levels that are played linearly . As in the first title , the player is required to fight each Robot Master a second time in Dr. Wily 's fortress . However , these battles take place in a single room rather than a series of linearly connected rooms . The room contains teleportation devices that lead to each Robot Master . The devices can be entered in any order , but are not labeled . Once the bosses are defeated again , the player must fight Dr. Wily .

Mega Man 2 features a few gameplay changes from the original Mega Man . A new item , the Energy Tank , allows a player to refill Mega Man 's health at any time . Also introduced is a password system . After defeating each Robot Master a password is displayed , allowing the player to return to that particular point in the game after restarting the system . The password stores the

particular list of completed Robot Masters , as well as the number of accumulated Energy Tanks . Unlike the first game , Mega Man 2 does not feature a score counter , and the player is unable to return to Robot Master levels once completed .

= = Development = =

Mega Man 2 was developed and published by Capcom . In retrospect , series producer Keiji Inafune , who was credited as Inafking , described the game 's development as a " rogue effort " . The first Mega Man game ? released in 1987 ? was not successful enough to justify the immediate development of a sequel . Capcom allowed the development team to create a sequel on the condition that they work concurrently on other projects as well . The staff spent their own time on the project to improve upon the original by adding more levels and weapons , as well as improving the graphics . The project supervisor of the first Mega Man invited Inafune to the sequel 's development crew ; Inafune was working on a separate game at the time . In the previous title , Inafune worked as an artist and character designer , but became more involved in the production process of the sequel . " Working on [ Mega Man 2 ] marked my second year at this , and I even got to mentor a ' new kid ' , which opened up a whole new world of stress for me , " Inafune recounted . The development time for the game was only three to four months .

Due to the limited amount of cartridge space available for the first game , content was omitted from the final product . The unused elements were later transferred to Mega Man 2 . The team was limited by the graphical capabilities of the console , and designed characters as pixel art to maintain consistency between the designs and final product ; some design elements , however , were lost in the transition . The gameplay system from the original game was kept for Mega Man 2 , but the team included more traps for the player to navigate . The game 's three support items were added to aid the player because of complaints from consumers and Capcom 's marketing department regarding the original game 's high difficulty . Inafune 's supervisor was " especially unsure " about the usefulness of the Energy Tanks . The developers allowed input from the public by including boss designs created by fans . Capcom received 8 @, @ 370 boss submissions for the game , although even the designs for the final eight Robot Masters were " tweaked " . Inafune intended his artwork for Mega Man 2 to be more " anime @-@ ish " than in the first game . A second difficulty setting was added for the North American release . The original version was labeled " difficult " , and a " normal " setting was created that made the " arm cannon " and boss weapons more powerful .

The soundtrack for Mega Man 2 was composed by Takashi Tateishi ( credited as Ogeretsu Kun ) , with Mega Man composer Manami Matsumae ( credited as Manami Ietel ) co @-@ composing a minor part of the melody for Air Man 's stage . As with the previous game , the sound programming was handled by Yoshihiro Sakaguchi , credited as Yuukichan 's Papa .

Veteran video game cover illustrator Marc Ericksen painted the North American box art , which included Mega Man firing a pistol instead of his trademark Mega Buster . Ericksen explained , " I didn 't know anything about Mega Man , and [ after looking at the character in action ] I said to the art director , ' What is he shooting with ? ' ... He said , ' Well , he must have a pistol , because I don 't see a rifle . ' ... I said , ' So , a pistol ? Do you want me to do a pistol ? ' And he said , ' Yeah , let 's put a pistol in there . ' So I did what I was told and I put the pistol in there . Add to the fact that they only had , like , a day and a half for me to do the painting and what you wound up with was not the greatest result . But certainly a result that was not my fault . I mean , they told me to put the pistol in his hand ! "

= = Reception = =

Though the first Mega Man game had relatively low sales , Mega Man 2 was a huge success . Since its 1988 release , Mega Man 2 has sold over 1 @. @ 5 million copies worldwide . The game is the highest selling in the Mega Man series and is Capcom 's 30th highest selling title . Mega Man 2 was well received by critics . Electronic Gaming Monthly 's four reviewers ? Steve Harris , Ed Semrad , Donn Nauert , and Jim Allee ? rated the game favorably . They stated that it was better

than the first Mega Man , citing the improved audio @-@ visuals , new power @-@ ups , and password system . Nauert and Allee , however , expressed disappointment that the game was less difficult than the first game . Nadia Oxford of 1UP.com complimented its aesthetics and gameplay . She further stated that Mega Man 2 improved the gameplay of its predecessor by removing excessively difficult elements . Mean Machines ' two reviewers , Julian Rignall and Matt Regan , praised several aspects of the game . Rignall lauded the gameplay , citing its addictiveness and the puzzles . Regan praised the difficulty and called the gameplay balanced . Both reviewers complimented the graphics , calling them detailed and stunning , and described it as a great platform game . Retro Gamer editor Richard Burton described it as a " must @-@ have " title for the system , comments echoed by two of Electronic Gaming Monthly 's reviewers . Zach Miller writing for Game Informer attributed the success of the game to the players ' option to defeat the stages in the order of their choosing . He praised the simple control scheme and variety of weapons and items . GamesRadar ranked it the second @-@ best NES game ever made , calling it " the pinnacle " of the 8 @-@ bit Mega Man games .

The game 's soundtrack has been well received by critics . Joey Becht of IGN listed three stage themes from Mega Man 2 along with the main title song among the best in the series . In 2008 , Game Informer listed Mega Man 2 's introduction sequence as the fifth @-@ best video game opening , citing the build up of excitement that the music and appearance of the character instills . The " Doctor Wily Stage Theme " was ranked second in ScrewAttack 's " Top 10 Video Game Themes Ever " video . Nintendo Power ' editorial staff praised the music in 2008 , stating it is among the best on the platform . In 2009 , Gamasutra 's Brandon Sheffield describe the music as easily recognizable , and lamented that contemporary video game music lacked that trait .

Mega Man 2 is a favorite among Mega Man fans , with many calling it the best in the series . Critics have also referred to the game as the series ' best title . Oxford considered it one of the most memorable titles in the series , and Burton called the game the best in the series . IGN 's Levi Buchanan listed three of the game 's bosses among the " Top 10 Mega Man Robot Masters " . Several publications consider the game a critical success and have listed it high on " top game " lists . At the end of 1989 , it was the top ranked game on Nintendo Power 's Top 30 list . In August 2008 , Nintendo Power listed Mega Man 2 as the third best Nintendo Entertainment System video game . The editorial staff praised the polished improvements over the previous game . GameSpot named Mega Man 2 as one of " The Greatest Games of All Time " . It ranked number 33 in Nintendo Power 's " Top 200 Nintendo Games Ever " list and number 60 in Official Nintendo Magazine 's " 100 Best Nintendo Games " list . Miller considered it one of the greatest games of all time . In 2007 , IGN 's three editorial offices ? United States , United Kingdom , and Australia ? compiled a list of top 100 games . They listed Mega Man 2 as number 67 , citing the action and strategic elements along with the impact it had on the series . Mega Man 2 was placed 4th on IGN 's list of the Top 100 NES Games . " Mega Man 2 " was the first game on the cover of Electronic Gaming Monthly . .

= = Legacy = =

Keiji Inafune claims the success of Mega Man 2 is what made the Mega Man series a hit that continues to spawn sequels . 1UP.com commented that the game helped establish the series as a prominent and commercially successful video game franchise . IGN cited Mega Man 2 as a title that helped define the action @-@ platforming genre . Retro Gamer credited it with helping the series obtain the global presence that allowed spin @-@ offs and more sequels to be created . Many of the conventions of the original Mega Man series were defined by the first title , but Mega Man 2 added conventions that were retained . The traditional number of Robot Masters for the series is eight as used in Mega Man 2 , rather than the six used in the original . It was the first in the series to include an opening cinematic . Mega Man 2 also introduced the Energy Tank item , special movement items , teleporter room , and password system , which became staples in future titles . The Energy Tank became the series ' iconic health refill item and later served as inspiration for a promotional " Rockman E @-@ Can " drink . In developing Mega Man 9 , producer Inafune and Hironobu Takeshita looked to the first two games in the series for inspiration , with Mega Man 2 serving as a

standard to surpass in order to meet fans ' expectations . Mega Man Universe was to feature a remake of Mega Man 2 's story campaign , as well as feature customizable characters and levels . However , Capcom has officially announced the game 's cancellation due to " various circumstances . " In Super Smash Bros. for Nintendo 3DS and Wii U , Wily Castle , as depicted in Mega Man 2 , appears as a selectable stage in both versions of the game .

= = = Rereleases and adaptations = = =

In 1990 , Tiger Electronics produced a handheld electronic version with abridged gameplay . Mega Man 2 was remade in 1994 for the Sega Genesis game Mega Man : The Wily Wars , featuring updated graphics and sound . In 1999 , Mega Man 2 was rereleased for the PlayStation as the second of six Rockman Complete Works discs , though only in Japan and under the original title Rockman 2 . It is largely identical to the original NES release , but had a number of bonuses , such as a " navi mode " for beginners that presents the player with a slightly re @-@ made version of the game , detailed encyclopedic content , image galleries , and remixed music . Mega Man 2 was included with nine other games in the series in Mega Man Anniversary Collection for the PlayStation 2 , GameCube , and Xbox , released between 2004 and 2005 . The game 's emulation is identical to the rerelease contained in Rockman Complete Works . Also in 2005 , Mega Man 2 was released alongside other Capcom games as part of a " Plug It In & Play TV Games " peripheral by Jakks Pacific . Mega Man 2 made its way to mobile phones in 2007 . The game was added as a part of the Wii Virtual Console service in PAL regions on December 14 , 2007 . In celebration of the ninth title 's release in September 2008 , Capcom Japan released the game in Japan on August 26 , 2008 and a North American release on September 15 , 2008 . In March 2009 , Capcom released the game for iOS , while in September of the same year the Complete Works version of Mega Man 2 was released on the Japanese PlayStation Store , making it available for download on the PlayStation 3 and PlayStation Portable . Inafune expressed a desire to remake Mega Man 2 , similar to Mega Man Powered Up , but stated that such a project was dependent on the commercial success of the latter . A tech demo for the Nintendo 3DS called Classic Games was shown at E3 2010 , displaying more than a dozen classic games , including Mega Man 2 , using 3D effects . Reggie Fils @-@ Aime announced that the titles were slated for release on the 3DS and would possibly use the 3DS ' features , such as 3D effects , analog control , or camera support . The game was released on the 3DS via the Virtual Console in Japan on August 8 , 2012 and was released in Europe and North America on February 7 , 2013 .

Mega Man 2 was novelized in the Worlds of Power series published by Scholastic in 1990 . The novel mostly follows the game , even offering game hints at the end of some chapters . Besides the added dialogue , the one major variation in the novel is that Dr. Light fears Mega Man 's chances against Dr. Wily 's more powerful new robots and while attempting to duplicate him , accidentally turns him into a human being , a difficulty Mega Man must endure throughout the story . The book 's cover also lacks the gun depicted on the North American boxart of the game , due to a " no weapons " policy that Worlds of Power writers had to abide by .

The game was also adapted into the third story arc for the Archie Comics Mega Man comic , " The Return of Dr. Wily . " In the arc , the Robot Masters are intended to either defeat Mega Man or infect him with a virus bit by bit as he absorbs their Special Weapons . All the Robot Masters are defeated but Mega Man ends up under Dr. Wily 's control , until the Mega Man Powered Up Robot Masters come to his rescue . Dr. Wily manages to escape and sets his course for the Lanfront Ruins in South America , foreshadowing an adaptation of Super Adventure Rockman .