

= Mega Man (video game) =

Mega Man , known as Rockman (????? , Rokkuman) in Japan , is an action @-@ platform video game developed and published by Capcom for the Nintendo Entertainment System (NES) . The first game of the Mega Man franchise and original video game series , it was released on December 17 , 1987 in Japan , and localized for North America in December 1987 and Europe in May 1990 , respectively . Mega Man was produced by a small team specifically for the home console market , a first for Capcom , who previously focused on arcade titles .

The game begins the struggle of the humanoid robot and player @-@ character Mega Man against the mad scientist Dr. Wily and the six Robot Masters under his control . Mega Man 's nonlinear gameplay lets the player choose the order in which to complete its initial six stages . Each culminates in a " Robot Master " boss battle that awards the player @-@ character a unique weapon .

Critics praised Mega Man for its overall design , though the game was not a commercial success . Mega Man established many of the gameplay , story , and graphical conventions that define the ensuing sequels , subseries , and spin @-@ offs . It is also known for its high difficulty . The game has since been included in game compilations and rereleased on mobile phones , console emulation services , and PlayStation Portable (PSP) .

= = Plot = =

In the year 200X , robots developed to assist mankind are commonplace thanks to the efforts of renowned robot designer Dr. Light . However , one day these robots go out of control and start attacking the populace , among them six advanced humanoid robots made by Dr. Light for industrial purposes : Cut Man , Guts Man , Ice Man , Bomb Man , Fire Man , and Elec Man . He realizes the culprit is his old rival Dr. Wily (who plots to take over the world) , but is unsure of what to do . His helper robot Rock , having a strong sense of justice , offers to be converted into a fighting robot to stop Dr. Wily 's plan , becoming Mega Man . In time , he defeats the six robots and recovers their central cores , then confronts Dr. Wily within his Pacific @-@ based robot factory (which happens to be mass @-@ producing Light 's robots) . After a final showdown , Wily is defeated and Mega Man returns to his family .

The initial Western release of the game , while keeping the basic plot the same , significantly changed some details from the original Japanese manual . In this version , Dr. Light and Dr. Wily (here Light 's assistant turned disloyal) co @-@ create the humanoid robot Mega Man alongside the six advanced robots , each of whom were designed for the benefit of Monsteropolis 's citizens (no such place existed in the original plot) . Dr. Wily grows disloyal of his partner and reprograms these six robots to aid himself in taking control of the world . Dr. Light sends Mega Man to defeat his fellow creations and stop Dr. Wily .

= = Gameplay = =

Mega Man consists of six side @-@ scrolling platformer levels freely chosen by the player . In each level , the player @-@ character , Mega Man , fights through various enemies and obstacles before facing a " Robot Master " boss at the level 's end . Upon defeating the boss , the player assimilates the Robot Master 's signature attack , or " Special Weapon " , into Mega Man 's arsenal for the rest of the game . Unlike the standard Mega Buster , the Robot Master powers have limited ammunition replenished by collecting ammunition cells dropped by defeated enemies at random . Enemies also drop energy cells that replenish Mega Man 's health gauge . While the player is free to proceed through the game in any order , each Robot Master is especially vulnerable to a specific weapon , which encourages the player to complete certain stages before others . The player can also revisit cleared levels .

Besides the weapons taken from the Robot Masters , the player is able to pick up a platform generator item known as the " Magnet Beam " in Elec Man 's stage . Mega Man also features a

scoring system where players score points for defeating enemies , and earn extra points for collecting power @-@ ups from fallen enemies and for clearing each stage . When all six Robot Master stages are completed , the seventh and last stage appears in the middle of the stage select menu . This stage , in which the player traverses Dr. Wily 's robot factory , is a chain of four regular stages linked together , each containing at least one new boss . During these final stages , the six Robot Masters must also be fought again in a predetermined order before the final confrontation against Dr. Wily .

= = Development = =

Before Mega Man , Capcom primarily made arcade games , and their console releases were mostly ports of these titles . In the mid @-@ 1980s , Capcom made plans to develop Mega Man specifically for the Japanese home console market . They decided to bring in fresh , young talent for the small team , including artist Keiji Inafune , a recent college graduate who started on the Street Fighter team . Inafune recalled that the Mega Man development team worked extremely hard to complete the final product , with a project supervisor and lead designer who sought perfection in every possible aspect of the game .

The development team for Mega Man consisted of only six people . Inafune (credited as " Inafuning ") designed and illustrated nearly all of the game 's characters and enemies , as well as the Japanese Rockman logo , box art , and instruction manual . He was also responsible for rendering these designs into graphical sprite form . " We didn ' t have [a lot of] people , so after drawing character designs , I was actually doing the dotting (pixelation) for the Nintendo , " Inafune stated . " Back then , people weren ' t specialized and we had to do a lot of different things because there was so few people , so I really ended up doing all the characters . " Inafune was influenced by the eponymous protagonist of Osamu Tezuka 's manga Astro Boy in his Mega Man designs . Mega Man is colored blue due to the NES console 's technical limitations : the color has the most shades in the console 's limited 56 @-@ color palette , and the expanded selection was used to enhance Mega Man 's detail . Although he is often credited for designing the character , Inafune insists that he " only did half of the job in creating him " , as his mentor developed the basic character concept before Inafune 's arrival . The basic sprites for Roll and Dr. Light were created before Inafune joined the project , and the designs for Cut Man , Ice Man , Fire Man , and Guts Man were in process . Aside from normal enemies , Inafune 's first character was Elec Man , inspired by American comic book characters . The artist has commented that Elec Man has always been his favorite design . The designs for Dr. Light and Dr. Wily were based on Santa Claus and Albert Einstein , respectively ; the latter character was meant to represent an archetypal " mad scientist " .

The team decided to incorporate anime elements for the game 's animation . Inafune explained , " [Mega Man 's] hand transforms into a gun and you can actually see it come out of his arm . We wanted to make sure that the animation and the motion was realistic and actually made sense . So with Mega Man , we had this perfect blending of game character with animation ideas . " The gameplay for Mega Man was inspired by the game rock @-@ paper @-@ scissors . The project supervisor wanted a simple system that offered " deep gameplay " . Each weapon deals a large amount of damage to one specific Robot Master , others have little to no effect against them , and there is no single weapon that dominates all the others . Mega Man was originally able to crouch , but the team decided against it since it made players ' ability to determine the height of onscreen projectiles more difficult . Naoya Tomita (credited as " Tom Pon ") began work on the Mega Man 's scenic backgrounds immediately after his Capcom training . Tomita proved himself amongst his peers by overcoming the challenges of the console 's limited power through maximizing the use of background elements .

Mega Man was scored by Manami Matsumae (credited as " Chanchacorin Manami ") , who composed the music , created the sound effects , and programmed the data in three months , using a sound driver programmed by Yoshihiro Sakaguchi (credited as " Yuukichan 's Papa ") . The musical notes were translated one by one into the computer language . Matsumae was challenged by the creative limits of three notes available at any one time , and when she was unable to write

songs , she created the sound effects . The production team chose a music motif when naming characters in Mega Man due to the worldwide recognition of music . They began with the main characters : the protagonist 's original name is Rock and his sister 's name is Roll , a play on the term " rock and roll " . This type of naming would later extended to many characters throughout the series . Before finalizing the name , Capcom had considered names such as " Mighty Kid " , " Knuckle Kid " , and " Rainbow Man " . When the game was localized for distribution in America , Capcom changed the title of the game from Rockman to Mega Man . This moniker was created by Capcom 's then @-@ Senior Vice President Joseph Marici , who claimed it was changed merely because he did not like the original name . " That title was horrible , " Marici said . " So I came up with Mega Man , and they liked it enough to keep using it for the U.S. games . " 1UP.com 's Nadia Oxford attributed this change to Capcom 's belief that American children would be more interested in a game with the latter title .

= = Reception = =

Critics received Mega Man well , though the game sold poorly . AllGame described the NES version of the game as a " near @-@ perfect blend of action , challenge and audio @-@ visual excellence " and awarded it five stars , their highest rating . Lucas M. Thomas of IGN described the game as an " undeniable classic " for the NES , noting its graphics , innovative weapon @-@ based platform gameplay , and music . IGN editor Matt Casamassina proclaimed , " Mega Man is one of the best examples of great graphics , amazing music and near @-@ perfect gameplay rolled into one cartridge " . GameSpot writers Christian Nutt and Justin Speer identified the game as a " winner in gameplay " granted its " low @-@ key presentation " . Jeremy Parish of 1UP.com likewise outlined it as a " charming (if slightly rough) start for the series " . Whether positive or negative , Mega Man has been commonly received as very difficult . IGN 's Casamassina found the game the hardest in the franchise , and among the hardest titles on the NES . IGN 's Thomas observed that its combination of high difficulty and short length hurt its replayability . According to 1UP.com , the " Nintendo @-@ hard " Mega Man bosses set the game apart from its two immediate and more popular sequels . Total ! retrospectively characterized the game as " an overhard and unenjoyably frustrating platform nightmare " .

Mega Man has additionally received various honors from video game journals and websites . IGN listed the game at number 30 on its " Top 100 NES Games of All Time " . Nintendo Power ranked Mega Man at number 20 on its " 100 Best Nintendo Games of All Time " in its September 1997 100th issue , then at number 61 in its " Top 200 Games " in its February 2006 200th issue . 1UP.com included it in their " Top 5 Overlooked Videogame Prequels " and as number 17 on its " Top 25 NES Games " list . British magazine The Games Machine awarded it the " Star Player " accolade after its launch in PAL regions .

= = Legacy = =

While Mega Man 's release sales were low overall , they were higher than Capcom 's expectations . Inafune blamed the game 's poor performance in North American markets on its region @-@ specific cover art , which visualized elements not found in the game : Mega Man himself resembles a middle @-@ aged man rather than a boy , his costume is colored yellow and blue instead of being entirely blue , and he is holding a handgun instead of having his arm cannon . Over the years , the cover art became infamous in the gaming community . It has been considered one of the worst game covers of all time by publications including GameSpy , Wired , and OC Weekly . The cancelled Mega Man Universe featured a " Bad Box Art " Mega Man playable character alongside the classic 8 @-@ bit Mega Man . The " Bad Box Art " Mega Man design has since become a playable character in Street Fighter X Tekken .

With little press coverage save for a full @-@ page advertisement in Nintendo Fun Club News , the game became a sleeper hit overseas spread by word of mouth . While Mega Man was not a large commercial accomplishment for Capcom , the company decided to allow the development team to

create a sequel , Mega Man 2 , for a 1988 Japanese release . Many of the design elements cut from the original Mega Man were included in the follow @-@ up game . Mega Man 2 proved to be such a success that it solidified Mega Man as one of Capcom 's longest @-@ running franchises . Due to " overwhelming demand " , Capcom reissued the original Mega Man in North America in September 1991 . Capcom carried the same 8 @-@ bit graphics and sprites present in the original Mega Man into the next five games in the main series . Even though the sequels feature more complex storylines , additional gameplay mechanics , and better graphics , the core elements initiated by Mega Man remain the same throughout the series . Mega Man 9 and Mega Man 10 would later revert to the familiar graphical style set forth by this title . The scoring system in Mega Man has not been present in any of its sequels .

According to GamesRadar , Mega Man was the first game to feature a nonlinear " level select " option , as a stark contrast to linear games like Super Mario Bros. and open world games like The Legend of Zelda and Metroid . GamesRadar credits the " level select " feature of Mega Man as the basis for the nonlinear mission structure found in most multi @-@ mission , open world , sidequest @-@ heavy games , such as Grand Theft Auto , Red Dead Redemption , and Spider @-@ Man : Shattered Dimensions .

= = Remakes and re @-@ releases = =

Mega Man has been re @-@ released several times since its 1987 debut . A version with enhanced graphics and arranged music was included alongside Mega Man 2 and Mega Man 3 in the Sega Mega Drive compilation Mega Man : The Wily Wars . Another adaptation of the game was released in Japan on the PlayStation as part of the Rockman Complete Works series in 1999 . This version also features arranged music in addition to a special " Navi Mode " that directs the player in certain portions of the levels . Mega Man was compiled with nine other games in the series in the North American Mega Man Anniversary Collection released for the PlayStation 2 and GameCube in 2004 and the Xbox in 2005 . A mobile phone rendition of Mega Man developed by Lavastorm was released for download in North America in 2004 . A separate , 2007 Japanese mobile phone release received a 2008 update adding the option to play as Roll . Mega Man for the NES was reissued on the Virtual Console service for three different systems : the Wii in Europe in 2007 and in North America and Japan in 2008 , the 3DS in 2012 , and for the Wii U in 2013 . The Complete Works version of the game was made available on the PlayStation Store in both Japan and North America .

An enhanced remake titled Mega Man Powered Up ? known as Rockman Rockman (?????? ??????) in Japan ? was released worldwide for the PSP in 2006 . The game features a graphical overhaul with 3D chibi @-@ style character models with large heads and small bodies . Inafune had originally planned to make Mega Man look this way , but could not due to the hardware constraints of the NES . Producer Tetsuya Kitabayashi stated that redesigning the character models was a result of the PSP 's 16 : 9 widescreen ratio . The larger heads on the characters allowed the development team to create visible facial expressions . " The concept for these designs was ' toys ' . We wanted cute designs geared towards little kids ... the kinds of characters that you 'd see hanging off of keychains and such , " character designer Tatsuya Yoshikawa explained . " Not only that , I made sure to tell the designers not to skimp on any of the original Mega Man details . We wanted their proportions and movements to be accurately reflected in these designs as well . " As the size of the remake 's stages are not proportional to those of the original , the widescreen ratio also presented the developers with more space to fill .

Mega Man Powered Up features two styles of gameplay : " Old Style " is comparable to the NES version aside from the updated presentation , and " New Style " uses the PSP 's entire widescreen and contains storyline cutscenes with voice acting , altered stage layouts , remixed music , and three difficulty modes for each stage . This mode also adds two new Robot Masters (Oil Man and Time Man) . The NES version was originally intended to have a total of eight Robot Masters , but was cut down to six due to a tight schedule . Additionally , the remake lets players unlock and play through the game as the eight Robot Masters , Roll , and Protoman . The New Style stages differ in

structure from that of Old Style , with some pathways only accessible to specific Robot Masters . Mega Man Powered Up also features a Challenge Mode with 100 challenges to complete , a level editor for creating custom stages , and an option to distribute fan @-@ made levels to the PlayStation Network online service . Mega Man Powered Up received generally positive reviews , with aggregate scores of 83 % on GameRankings and 82 out of 100 on Metacritic as of May 2010 . The remake sold poorly at retail , and was later released as a paid download on the Japanese PlayStation Network digital store and as a bundled with Mega Man Maverick Hunter X in Japan and North America . Capcom additionally translated Mega Man Powered Up into Chinese for release in Asia in 2008 .

= = Other media = =

= = = Archie Comics = = =

The first story arc of the Mega Man comic series adapts the original Mega Man game , though with certain artistic liberties , such as Dr. Wily 's robot factory reusing the design of Mega Man 2 's Wily Castle , Mega Man becoming obsessed with stopping the reprogrammed Robot Masters to the point of having an identity crisis , and Dr. Light mistaking a Sniper Joe controlled by Dr. Wily for Proto Man .