

= Mega Man 3 =

Mega Man 3 , known as Rockman 3 : Dr. Wily no Saigo ! ? (??????3 Dr.???????? ! ? , lit . " Rockman 3 : The End of Dr. Wily ! ? ") in Japan , is a action @-@ platform video game developed and published by Capcom for the Nintendo Entertainment System . It is the third game of the original Mega Man series and was originally released in Japan on September 28 , 1990 . The game localized in North America later in 1990 and in European regions in 1992 . Taking place after the events of Mega Man 2 , the plot follows the titular hero as he helps his creator , Dr. Light , and a former villain , Dr. Wily , collect parts for a peace @-@ keeping robot by defeating several Robot Masters that have gone haywire .

A platform @-@ action game , Mega Man 3 follows the same format set forth by its two predecessors . The player , as Mega Man , must complete a series of stages in any order . Defeating a stage 's boss will earn the player its special weapon , which can be selected and used at will throughout the rest of the game . Mega Man 3 introduces new gameplay elements such as Mega Man 's canine sidekick Rush and the ability to slide along the ground . Unlike with the first two installments of the series , artist and designer Keiji Inafune has considered the creation of Mega Man 3 to be very stressful due to time constraints and his own increased responsibilities during its development .

Following the success of Mega Man 2 released two years earlier , Mega Man 3 has sold over one million copies and has been positively received in critical reviews . Its presentation and gameplay has been especially praised , although many sources found the game to be too difficult . Like other titles in the series , Mega Man 3 has been re @-@ released several times on other gaming platforms , on mobile phones , and as part of various Mega Man franchise compilations .

= = Plot = =

Mega Man 3 takes place during an unspecified year during the 21st century (200X) . The mad scientist Dr. Wily , having twice had plans for world domination dashed , claims to have reformed and begins work with Dr. Light on a project to build a peace @-@ keeping robot named " Gamma " . Robot Masters in charge of a set of " mining worlds " , however , go berserk and make off with Gamma 's eight power crystals . Mega Man is called into action , this time with a canine companion named Rush , to retrieve the crystals from the sites . Throughout his mission , the protagonist continuously encounters and spars with Break Man , a masked foe who has abilities comparable to Mega Man 's own . After Mega Man destroys the eight Robot Masters , he then revisits four of the mining sites to face off against eight " Doc Robots " , who possess the abilities of the Robot Masters from Mega Man 's previous mission . Once the crystals are retrieved , Wily reverts to his evil ways , steals Gamma , and retreats to his new fortress . To stop Wily 's newest plan to conquer the world , Mega Man destroys Gamma and defeats Wily in a final confrontation . As the fortress begins to crumble , Break Man appears in enough time to save Mega Man , but is too late to save Wily , who is seen being crushed under the rubble . When Mega Man regains consciousness in Dr. Light 's lab , his creator informs him that he must have been rescued by Proto Man , and his notes reveal that Proto Man is in fact Mega Man 's older brother .

= = Gameplay = =

Mega Man 3 retains the platforming and action game elements established by the two Mega Man games released before it . The player controls the protagonist Mega Man as he traverses eight selectable stages . The player 's primary blaster weapon is used to fend off the game 's numerous enemies . Several power @-@ ups can be picked up in each stage , including life energy , special weapon ammunition , extra lives , and " E @-@ Tanks " , which are stored and can be selected to completely refill the player 's life energy . At the end of every stage the player must defeat a Robot Master boss : Magnet Man , Hard Man , Top Man , Shadow Man , Spark Man , Snake Man , Gemini Man , or Needle Man . Each Robot Master features a unique weapon and stage related to the

weapon 's power . After defeating a boss , their signature weapon is added to Mega Man 's arsenal . The Robot Masters are weak to the weapons of certain other Robot Masters , allowing the player to ease the boss battles by clearing some stages before others .

Mega Man 3 is the first Mega Man game to feature the slide maneuver , which lets the player slip under enemy attacks and low @-@ level barriers . After completing certain stages , Mega Man can access new abilities in his robot dog companion Rush . Rush 's transformations include the " Rush Coil " for jumping higher , the " Rush Jet " for flying around the screen , and the " Rush Marine " for traveling underwater . Throughout the various stages the player encounters Proto Man (as Break Man) , a mini @-@ boss who , once defeated , will open passageways for the player to advance . Mega Man 3 also expands upon the two preceding games by having additional stages set between the initial eight Robot Masters and the linear stages of Dr. Wily 's fortress . A password system can be used to return to the game with most of the stages completed .

= = Development = =

Development on Mega Man 3 began at Capcom over a year after the release of Mega Man 2 . Akira Kitamura , the lead supervisor for the first two games quit his job at the company during that gap of time . Artist Keiji Inafune , credited as " Inafking " , considered Mega Man 3 as one of his least favorite entries in the series due to " [...] what went into the game and what was behind the release of the game . " He had " preset notions " about successful development because of the team 's good experience with Mega Man 2 and found that his new superior " didn 't really understand Mega Man the way his predecessor did " . During the game 's production , the developers lost the main planner , so Inafune had to take over that job for its completion . Inafune recalled the final two months of development as particularly turbulent , when he had to take responsibility for assessing and dividing up tasks among the team members who were not meeting deadlines . The team was forced to put Mega Man 3 on the market before they thought it was ready . Inafune concluded , " I knew that if we had more time to polish it , we could do a lot of things better , make it a better game , but the company said that we needed to release it . The whole environment behind what went into the production of the game is what I least favored . Numbers one and two ? I really wanted to make the games ; I was so excited about them . Number three ? it just turned very different . "

Mega Man 3 brought new characters and gameplay mechanics to the franchise . Though Inafune considers the gameplay to have lost some of its simplicity , he felt Mega Man 's slide ability was successfully implemented to enhance the player 's control while battling enemies . Mega Man 's sidekick dog Rush was designed by combining the functionality of three support tools from Mega Man 2 , which would ease the player 's navigation of stages . In addition to the Marine and Coil modes , Rush was originally intended to have a " drill " mode that would allow Mega Man to tunnel underground . Another new character , Proto Man , was introduced in a way that the player would be unable to tell if he was an ally or an enemy to Mega Man . His design was influenced by anime , and he was given both a scarf and shield to make him appear " tougher " than Mega Man . The design team wanted Proto Man to sport uncovered hair , but they instead opted for an open @-@ faced helmet illustration for both the television commercials and instruction manual . Proto Man 's original Japanese name , Blues , was changed by Capcom 's North American division despite Inafune 's protests . Capcom did this not only to be consistent with Rockman 's English name , but because they thought that the name Blues made no sense . Inafune attempted to defend it due to the name 's musical connotation to character names in the series . Though Rush and Proto Man were created solely by the developer , Capcom sought ideas from fans for the creation of the game 's Robot Masters as they had done with Mega Man 2 . The team received around 50 @,@ 000 design submissions for Mega Man 3 , only eight of which were used in the game . The soundtrack for Mega Man 3 was created by Capcom composer Yasuaki Fujita , also known as " Bun Bun " . His co @-@ worker Harumi Fujita , credited as " Mrs. Tarumi " , was the initial composer of the game , but she only completed two songs before giving birth and having to drop off the project .

= = Reception = =

Mega Man 3 has enjoyed a positive reception from print and online sources . Lucas M. Thomas of IGN , Christian Nutt and Justin Speer of GameSpot , Hartley , Patricia , and Kirk Lesser (" The Lessers ") of Dragon , Dan Whitehead of Eurogamer , Edward J. Semrad of The Milwaukee Journal and Electronic Gaming Monthly (EGM) , and the staff of Nintendo Power all mutually found the game to have impressive graphics , enjoyable music , and challenging gameplay . Nutt and Speer summarized Mega Man 3 as a " top @-@ notch game " and Capcom 's " pinnacle of NES effort " . IGN 's Colin Moriarty argued the game as a major improvement over the original Mega Man and that it even surpasses the critically acclaimed Mega Man 2 in quality . Moriarty justified this claim with the third installment 's attempt at better storytelling , its longer length than any other classic Mega Man game , and its inclusion of all eight Mega Man 2 Robot Masters in addition to its own . Brett Alan Weiss (AllGame) described it as doing what " a great sequel is supposed to do by recapturing the fun , spirit and excitement of its predecessors while adding new levels , characters and challenges . "

Some critics have judged Mega Man 3 to be excessively difficult . GamePro contributor McKinley Noble comically stated that actions such as " pulling teeth , lifting a car over your head or performing open @-@ heart surgery " are all significantly easier than beating Mega Man 3 . Whitehead noted , " Leaps must be precise , enemies must be dispatched rapidly and accurately , and there 's a constant state of delicious near @-@ panic as you wait to see what vicious demands the next room will place on your platforming skills . " The Lessers additionally saw considerable flicker when too many sprites appear onscreen at once . The writers mentioned that it detracted from the normally crisp graphics the few times it was noticed .

Since its 1990 release , Mega Man 3 has sold over one million copies worldwide , making it the 48th best @-@ selling Capcom game . EGM listed Mega Man 3 as " The Best Sequel to an Existing Game " in its 1991 Video Game Buyer 's Guide . The readers of Nintendo Power voted it the third @-@ best game of 1990 in the magazine 's " Nintendo Power Awards " for that year . The publication listed Mega Man 3 as the 11th best NES video game in their 20th anniversary issue in 2008 . IGN included it at number 16 on its " Top 100 NES Games of All Time " . Finally , GamePro ranked Mega Man 3 as the third @-@ greatest 8 @-@ bit video game of all time .

= = Legacy = =

Mega Man 3 has seen releases on many consoles and other devices since its 1990 debut on the NES . In the United States , it was made into a stripped @-@ down , handheld LCD game by Tiger Electronics and was included as part of Nintendo 's PlayChoice @-@ 10 arcade systems . Mega Man 3 was remade in 1994 for the Sega Genesis game Mega Man : The Wily Wars , featuring updated graphics and sound . Mega Man 3 was released on the Sony PlayStation in the Rockman Complete Works line in Japan in 1999 . This version has arranged music , artwork galleries , and a " navi " mode for beginner players . The NES edition of the game was also part of a North American compilation of ten titles in the series called Mega Man Anniversary Collection , which was released for the PlayStation 2 and Nintendo GameCube in 2004 , and the Xbox in 2005 . Also in 2005 , Mega Man 3 was bundled alongside other Capcom games as part of a Plug It In & Play TV Games peripheral by Jakks Pacific . Mega Man 3 was released by Capcom on mobile phones in Japan in 2005 and in North America in 2008 . The NES version made its way to the Nintendo Wii 's Virtual Console service worldwide in 2008 . Finally , the Complete Works version was released on the PlayStation Network (downloadable on PlayStation 3 and PlayStation Portable) in Japan in 2010 and in North America in 2011 . Mega Man 3 was made available for download on the Nintendo 3DS Virtual Console in Japan on September 26 , 2012 .

Many of the features introduced in Mega Man 3 have been carried on by the series . These include the characters Protoman and Rush , the player 's ability to slide , and extra stages set between the initial eight Robot Masters and Dr. Wily 's fortress . With the release of Mega Man 9 in 2008 , however , some of these elements and others implemented in the third through eighth installments

were forgone in favor of the more basic aspects of Mega Man and Mega Man 2 . The producers of Mega Man 9 have referred to the ninth game as " the new Mega Man 3 " because they wanted to surpass what they accomplished in Mega Man 2 .

The game was adapted into the Archie Comics Mega Man series over an extended period , with Gamma being introduced and having its power source stolen in the " Redemption " arc while the full adaptation takes place in " Legends of the Blue Bomber " and " The Ultimate Betrayal . " One of the biggest differences was that Super Adventure Rockman was adapted into the continuity prior to this game ; as such , the Mega Man 3 Robot Masters debut in that adaptation . This also results in Shadow Man 's ruins of origin being made the Lanfront Ruins of Super Adventure Rockman and connecting his history to that of Ra Moon ; a flashback featured in the " Legends of the Blue Bomber " arc reveals that his history is also connected with the mysterious robot who fights Duo in the beginning of Mega Man 8 . Additionally , there is but a single " DOC Robot " featured in the game , equipped with the weapons and personality data of the Mega Man 2 Robot Masters .