

Mega Man Official Complete Works

Mega Man

the Mega Man X, Mega Man Zero, Mega Man ZX, and the Mega Man Legends series. This timeline excludes the spin-off Mega Man Battle Network and Mega Man Star

Mega Man (known as Rockman in Japan) is a video game franchise developed and published by Capcom, featuring the protagonist of the same name. The original game was released for the Nintendo Entertainment System in 1987, and spawned a franchise that expanded to over 50 games on multiple systems. As of March 2025, the series had sold 43 million units worldwide.

Mega Man has been popular among gamers and has been reimagined and evolved as a video game character for over 30 years.

The main series consists of eleven games, the standalone Mega Man & Bass, the spin-off Game Boy series (released in Japan as Rockman World), and various ports, remakes, and compilations. The core games in the franchise have all been set in a single continuity; the storyline of the "classic" series is succeeded by the...

Mega Man X

2011. Mega Fun staff (14 October 1996). "Mega Man X2". Mega Fun (in German). Computec Verlag: 30. ISSN 0946-6282. Mega Man X: Official Complete Works. Udon

Mega Man X is a series of action-platform games released by Capcom. It is a sub-series of the Mega Man franchise previously developed by the same group, with Keiji Inafune acting as one of the main staff members. The first game was released on 17 December 1993 in Japan on the Super Famicom and the following month on the Super NES in North America. Most of the sequels were ported to Microsoft Windows. The gameplay introduces new elements to the Mega Man franchise in the form of Mega Man's successor X, including his new skills and power-ups in the form of armors while retaining the ability to decide which boss to fight first.

Set 100 years after the original games, the story follows X, the last creation of Dr. Light whose free-willed programming and intelligence allows for countless other free...

List of Mega Man video games

of the Rockman Complete Works games (albeit with most of the special features removed), together with ports of Mega Man 7 and Mega Man 8 and the two elusive

There are over 130 titles in the Mega Man series. In all cases, the English title is given first, as well as the initial release date.

Mega Man (character)

(2010). Mega Man X Official Complete Works. Udon Entertainment. pp. 6–15.

ISBN 978-1-897376-80-5. Capcom (2008a). Mega Man Zero Official Complete Works. Udon

Mega Man, known as Rockman (Japanese: ロックマン, Hepburn: Rokkuman) in Japan, is the title character and the main protagonist of the Mega Man series by Capcom. He was created by Akira Kitamura for the first Mega Man game released in 1987, with artist Keiji Inafune providing detailed character artwork based on Kitamura's pixel art design.

Mega Man's role in the original story was to be an assistant to his creator Dr. Light. When Light's colleague goes mad, Dr. Light repurposes Mega Man to battle the mad scientist Dr. Wily and his ever-growing army of robots, and stop them from taking over the planet by using their own special abilities against them. Utilizing his Mega Buster arm cannon and his ability to copy the special weapons of the boss robots he defeats, Mega Man must travel the world and traverse...

Mega Man X8

21. Mega Man X: Official Complete Works. Udon Entertainment. January 6, 2010. pp. 69–77. ISBN 978-1-897376-80-5. Mega Man X Official Complete Works. UDON

Mega Man X8, known as Rockman X8 (ロックマンX8) in Japan, is a 2004 action-platform game developed by Capcom for the PlayStation 2. It is the eighth game in the Mega Man X series. It was first released in North America on December 7, 2004. The PS2 version, as well as a Windows iteration, were released in Japan and Europe the following year. Although Mega Man X8 uses 3D graphics like Mega Man X7, the development team chose not to opt for 3D gameplay, instead opting for sidescrolling action.

The plot of Mega Man X8 focuses on the abduction of a next-generation "Reploid" from the construction site of a space elevator, and the subsequent pursuit of his captors. During the course of game play the motivations of these captors comes into focus, and it is up to the heroes of "Maverick Hunters", led by X...

Mega Man Anniversary Collection

originally introduced in the PlayStation (Rockman Complete Works) re-releases of the first six Mega Man games. Navi Mode adds helpers that provide game

Mega Man Anniversary Collection is a compilation of video games developed by Atomic Planet Entertainment and published by Capcom. It was released in North America on June 23, 2004 for the PlayStation 2 and GameCube and on March 15, 2005 for the Xbox. The Anniversary Collection contains the first eight games in the original Mega Man series, which debuted on the NES with the first six games, moved to the Super NES with the seventh game, and moved to the PlayStation and Sega Saturn with the eighth game, plus two bonus arcade games. The plot follows the robotic protagonist Mega Man in his continuing adventures battling the evil Dr. Wily and his army of Robot Masters. A similar set of compilations, Mega Man Legacy Collection and Mega Man Legacy Collection 2, were released in 2015 and 2017 respectively...

Mega Man & Bass

'Rockman & Forte' Sources MM25: Mega Man & Mega Man X Official Complete Works. Udon Entertainment. August 2013.

pp. 96–99. "MEGA MAN KICKS OFF 15TH ANNIVERSARY

Mega Man & Bass is a 1998 action-platform game developed and published by Capcom. It is a spin-off game in the original Mega Man series, and was originally released in Japan for the Super Famicom on April 24, 1998. It was later ported to the Game Boy Advance in 2002, and released internationally the following year.

After defeating the evil Dr. Wily many times, the robot hero Mega Man is called into action once again when a powerful robot known as King steals the blueprints to the creations of Dr. Wily and Dr. Light in order to create an army for robotic dominance over humans. Having learned of the threat, Mega Man's rival Bass decides to take matters into his own hands. Gameplay is similar to previous entries in the series, in which the player advances by completing stages and defeating bosses...

Sigma (Mega Man X)

Retrieved October 19, 2020. Mega Man X Official Complete Works. UDON Entertainment Corp. 2009. p. 93. Mega Man X Official Complete Works. UDON Entertainment Corp

Sigma (Japanese: シグマ, Hepburn: Shiguma) is a fictional character and the main antagonist of the Mega Man X video game series. Created by Dr. Cain, Sigma was considered the finest of the Reploids and was the first leader of the Maverick Hunters, peacekeeping androids who defend humans against their renegade counterparts. Although he was once respectable, Sigma unexpectedly goes berserk during Mega Man X and rebels against humankind after coming into contact with the Maverick Virus. He defects to the Mavericks and assumes the role of their leader. Due to the virus integrated into his circuits, he can survive seemingly anything, and constantly returns to menace the world.

Sigma has appeared in almost every Mega Man X video game since his first appearance in the 1993 title Mega Man X. He has received...

Mega Man (1987 video game)

(PDF) on June 11, 2014. Retrieved August 9, 2015. MM25: Mega Man & Mega Man X Official Complete Works. Udon Entertainment. August 2013. pp. 30–33. Wee, Lim

Mega Man, known as Rockman in Japan, is a 1987 action-platform game developed and published by Capcom for the Nintendo Entertainment System. The first installment in the Mega Man franchise and the original video game series, Mega Man was produced by a small team specifically for the home console market, a first for Capcom, which up until that point focused on arcade video games. It was directed by Akira Kitamura, with Nobuyuki Matsushima as lead programmer.

The game follows the humanoid robot and player-character Mega Man and his quest to save the world from 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 boss battle against one of the Robot...

Mega Man X5

ISBN 978-1-897376-80-5. Mega Man X: Official Complete Works. Udon Entertainment. January 6, 2010. p. 42. ISBN 978-1-897376-80-5. Mega Man

X: Official Complete Works. Udon

Mega Man X5, known as Rockman X5 (ロックマンX5) in Japan, is a 2000 action-platform game and the fifth main installment in the Mega Man X series. Developed by Capcom, it was first released for the PlayStation in Japan on November 30, 2000, and in North America and PAL territories the following year. In 2002, the game was ported to Microsoft Windows as retail packages in both Japan and North America.

Players control X and Zero, heroes who traverse eight selectable stages and acquire the special weapon of each stage's boss. Mega Man X5 was intended to be the final game in its series, according to Capcom producer Keiji Inafune. Its story is set in the 22nd century, in a world where humans coexist with androids called "Reploids". X and Zero once again face their nemesis Sigma who aims to destroy the...

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