



DEMO INSTRUCTION MANUAL

A Special Message From LM TEAM

Thank you for selecting **Mega Man Y+1** the latest addition to the **Captain Commando “Challenge Series”** and the ever-growing library of Mega Man fangame titles. Following such hits as **Mega Man Royale** and **Mega Man SFR**, **Mega Man Y+1** continues the tradition of action-packed family oriented fangames for your Personal Computer.

Mega man Y+1 features colourful state-of-the-art high resolution graphics. We at LM Team are proud to bring you this thrilling new addition to your fangame library.

SAFETY PRECAUTIONS

While we have taken significant action to tone down screen flash effects in Mega Man Y+1, the game still contains some bright and/or flashing imagery, particularly in the filter functionality. If you have a history of epilepsy or a similar condition, we advise that you do not play Mega Man Y+1, and we advise that you practice common caution regardless. Please, take care of yourselves.

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NOTE: In the interest of product improvement, Mega Man Y+1 is subject to have updates released without notice.

GETTING STARTED

1. Extract the **MEGA MAN Y+1 SAGE 2020**.zip file into its own folder. Then, open the **Mega Man Y+1 @ SAGE2020**.exe file.
2. When the title screen appears, press **ENTER** to open the main menu.
3. From the main menu, you can choose to begin a new game, use a saved file to continue a previous game, or change your game's settings.

To begin a new game, move the arrow next to **NEW GAME** using the arrow keys, then press the **ENTER** button.

To continue a previous game, move your arrow next to **LOAD GAME** using the arrow keys, then press the **ENTER** button.

To alter your settings, please read the section entitled "*CUSTOMISING YOUR GAME*".

4. When the next screen appears, Mega Man will be faced with three of the haywire Robot Masters. Use the arrow keys to select the robot you wish to battle, and press **ENTER** to start the action!
5. To end the game at any time, simply close the executable. However, we recommend saving your game before closing the executable by selecting **MENU** from the stage select screen, selecting **SAVE GAME**, and then saving your game to an unused save slot using the **ENTER** button.

A NEW THREAT..?

“Yo, Rock, it’s me, Roll. I’m sure you already know what’s going on by now, but Dr. Light wanted me to fill you in anyway.”

“To cut to the chase, Monstropolis is mad crazy right now. A couple of months back, a new series of Robot Masters were built, nothing too exciting. But just now, they’ve all suddenly launched a co-ordinated attack on their workplaces. Sounds to me like they’re just looking for trouble; you know what to do.”

“Dr. Light says that the Double Gear system isn’t safe, and I can’t convince him to give it back, so you’re going to be relying on your fundamentals for this mission. You’ve got your Mega Buster, your Variable Weapons System, and Rush, so you’ll be fine.”

“Between you and me, this is obviously Wily’s doing, so be ready to cover your ears once you’ve cleaned up this mess.”



CONTROLLING MEGA MAN

To Move Left or Right

Press **LEFT ARROW KEY** or **RIGHT ARROW KEY**.

To Climb Up or Down

Press **UP ARROW KEY** or **DOWN ARROW KEY**.

Jump

Press **Z**.

Slide

Press **C**, or hold **DOWN ARROW KEY** and press **Z**. Mega Man will slide in the direction he is facing.

Fire your Weapon

Press **X**. Hold down **X** to energize the Mega Buster.

Quick Weapon Swap

Press **A** or **S**.

Pause/Select

Press **Enter**.

To change these controls, please read the section entitled "*CUSTOMISING YOUR GAME*".

BLASTIN' THROUGH OPPONENTS!

Monstropolis has been thrown into chaos as the overwhelming robotic army continues their assault. It's now up to you to assume the role of Rock's alter-ego, Mega Man, and push back with unrelenting force to save the city!

Keeping his strength up with power-up items, Mega Man must locate the final resting place of the maze master – but don't expect this to be a walk in the park! These metallic monsters won't go down without a fight, and they've got just as much bite as they have bark! Unleash your entire arsenal of weaponry against the robot rebel until they're finally defeated, then grab their weapon and give it a quick test-fire. Once you've done that, you're ready to move onto the next gear-grinding guardian!

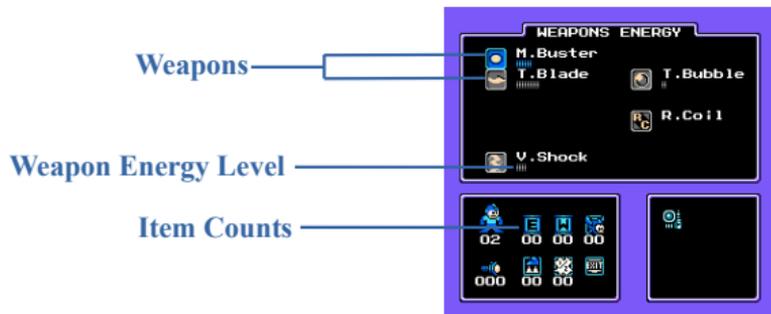
Weapon Energy Level

Life Energy Level



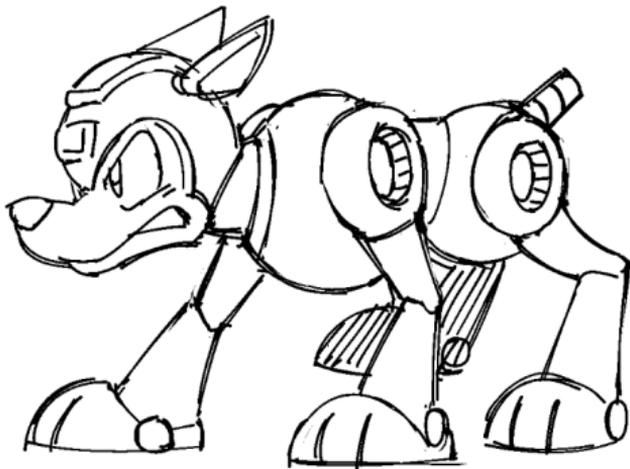
POWER UP!

With each of the destructive ‘droids you defeat, you will gain their special weapon and add it to your arsenal. You can view the various weapons you have collected by pressing **ENTER**. When the weapon box appears, you can see all of the special weapons, energy tanks, weapon tanks, extra lives, and other goodies you have collected so far. Move the cursor in any direction to select the weapon or item you wish to activate, then press **ENTER**. When you return to action, Mega Man will be armed with the power that he selected.

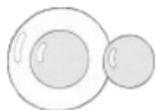


ROBOT'S BEST FRIEND

Meet R.U.S.H., your Robotic Utility and Support Hound. By selecting **R. COIL** on the pause menu, you can summon him at will. Walk up to him and pet him, or jump on his back and watch as man's best friend transforms into a super springboard to launch you high in the sky. Be careful not to summon him in a dangerous place; brave as he may be, R.U.S.H. is not invincible.



SPECIAL ITEMS



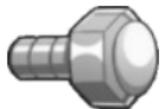
Energy Pellets:

These pellets increase Mega Man's energy level.



Weapon Capsules:

These capsules increase the energy level of Mega Man's current special weapon. If Mega Man's current special weapon does not need energy, it will instead increase the energy level of whichever special weapon you have the least energy for.



Screws:

These screws increase Mega Man's screw count. You'd normally be able to exchange these for items at the shop, but Eddie is on holiday on Kosovo, so you can't spend your screws.



1-Up:

A 1-Up gives Mega Man 25 screws. However, if you have enabled limited lives, it will instead give Mega Man one more chance to complete his mission.



Energy Tanks:

These tanks of energy refill Mega Man's energy supply. Mega Man can store these tanks in the weapon box until needed.

CUSTOMISING YOUR GAME

To change the settings of your game, go to the main menu, move your arrow next to **OPTIONS**, and press **ENTER**.

From here, select any of the options based on what you want to change.

CONTROL CONFIG

Allows you to change the game's controls.

GAME & ACCESSIBILITY

Allows you to enable/disable certain gameplay features, such as automatic charging and limited lives.

MUSIC & SOUNDS

Allows you to alter the volume of the game, or swap to the Complete Works soundtrack.

WINDOW & DISPLAY

Allows you to alter the size of the game window, or enable/disable Vsync.

MISCELLANEOUS

Allows you to enable an on-screen timer or an on-screen controller display.

ROBOT MASTERS

TIMBER MAN

Trees, beware! Timber Man is one of the finest Robot Masters in a long line of lumberjack robots. Boasting a finely crafted and always well-polished Ceratanium chainsaw, and just as scary a temper, Timber Man has been trusted with the management of the grandest lumber mill in Monstropolis. Some say that the duties of leadership have caused him to spend less time making paper and more time filling out papers, leading to him taking his anger out on his underlings.

TIMBER BLADE

POWER: A
AMMO: A
RANGE: D
SPECIAL: C

Who needs lemons when you've got chainsaws? Equip Timber Blade, and tear through opponents with ease! Just like the buster, you can also charge it for additional strength and range. Just be sure you don't get too hot-headed – its low range puts you at risk of getting hurt!

SERIAL NUMBER: IRN-001 | **BIRTHDAY:** August 12th

HEIGHT: 176cm | **WEIGHT:** 142kg

Good Point: Hard worker

Bad Point: Short fuse

Likes: Wild flowers

Dislikes: Bureaucracy



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ROBOT MASTERS (cont.)

VOLT MAN

Built with state-of-the-art technology, such as a Super ReSynthesised Personality Core Module and a wireless body that can split in two, Volt Man was created to maintain and regulate the Monstropolis power plant. Such a task is no small order, and Volt Man works long hours night and day to ensure that everything's running smoothly. Even when he's off-duty, Volt Man's mind is often preoccupied with keeping track of what he'll need to do when he gets back to work.

VOLT SHOCK

POWER: D
AMMO: D
RANGE: S
SPECIAL: A

Need a panic button? Volt Shock is there for you. While it might not be the most powerful or cost-effective weapon, it hits everything on screen at once, and anything that survives its initial blast gets stunned for a short period of time!

SERIAL NUMBER: IRN-005 | **BIRTHDAY:** April 13th

HEIGHT: 146cm | **WEIGHT:** 92kg

Good Point: Attractive

Bad Point: Worrywart

Likes: Yoga

Dislikes: Pests



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ROBOT MASTERS (cont.)

TOXIC MAN

Despite his imposing figure and seemingly powerful buster, Toxic Man was only created for the safe transportation, study, and disposal of various unknown chemicals – in fact, his body is mostly hollow, so that he can store as much liquid inside of himself as possible! Even if he's treated decently well by his manager and co-workers, his entire life from creation has been spent in the same underground laboratory, a fact that leaves him wistfully wondering what's above the surface.

TOXIC BUBBLE

POWER: B
AMMO: S
RANGE: B
SPECIAL: F

Mega Man's always had trouble with aiming up, but Toxic Bubble is here to fix that. The weapon fires a barrage of bubbles that tear through anything above the player for dirt cheap! Just don't expect it to be good for much else – it only reaches its full power when the bubbles get big enough!

SERIAL NUMBER: IRN-007 | **BIRTHDAY:** June 26th

HEIGHT: 201cm | **WEIGHT:** 157kg

Good Point: Cold hands

Bad Point: Mute

Likes: Smooth jazz

Dislikes: Depressing surroundings



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ROCK ‘N’ ROLL’S ADVICE

“Sup, Rock. Heard you need some tips. I was just gonna say “get good” and send you on your way, but Dr. Light gave me an earful when he found out. Let’s see here...”

1. “Everybody’s scared of something, Rock. That includes the Robot Masters you need to take down. If one of them is giving you a bit too much trouble, come back when you’ve got something that’ll really scare ‘em.”
2. “When you take damage, you’ll be completely invincible for a moment. Take the opportunity, and make the most of that mercy time. Can’t say I’d recommend pushing your luck, though.”
3. “Timber Man’s a tough nut to crack, huh? You’ve gotta stand your ground, Rock. Keep running away, and of course he’s gonna corner you – take the fight to him! Just, uh, don’t take the fight so close to him that he can replace your face.”
4. “Struggling with platforming? This is no blue hedgehog game, you’ve gotta be careful. If you’re struggling too much, though, try using Rush Jet. He’ll let you fly over everything in styl-wait... forget I said anything.”
5. “Don’t count on lucking your way through the Time Trials, Rock. Stuff tends to happen exactly the same way every time you try them, and enemies will never drop power-ups to boot. If you’re struggling, you can hit both Quick Weapon Switch buttons, shoot, and jump at once to restart.”

NOTES

LM. TEAM

Game Counselors available on our Discord server
discord.gg/VdX3ATp