

Mega Man 10 - General Tips

General Information about

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Misc Movement (Mega Man 10)

Hold A on Beam In

At stage start (or other beam ins, like the teleporter room), hold A to immediately jump right (or left). Holding the direction creates a few frames of "start up" walking animation. "Buffering" the jump saves a few seconds across the run.

Jump At Ladder Tops

Same principle as above - at the top of the ladder, jump to start moving instead of walking to start moving sooner. Just don't press jump too early and fall.

RNG and Global Timers

Mega Man 10's RNG is *mostly** determined by time since stage start. This means some randomness can be pre-determined by how long it takes to reach a point in the stage by the frame. Since frame perfect movement over long periods of time is nearly impossible, there are 3 points in the game this is relevant.

* Some of it is also depends on destroyed enemies

- Sheep Man - Block Patterns
- Wily 1 - Archive Manipulation
- Wily 5 - Wily Capsule Manip

Weapon Switching and Canceling

Quick Weapon Swap Wheel

Mega Man 10 features fast weapon swaps with L and R. This functions like most other Mega Man (Classic and X) games, where pushing both L+R puts Mega Man back onto buster. Unlike most others, Mega Man can use L and R to access Rush Coil and Jet.

Weapon Cancelling

When a weapon is on screen, you can use the quick swap to change weapons and IMMEDIATELY remove weapons from the screen. This can be used to remove Solar from the screen quickly against Chill, or remove Pump Shield without damaging other things on the screen.