

# Wily 4

- Wily 4 - Stage
- Boss - Wily Machine 11 and Capsule

# Wily 4 - Stage

## Screens 1 and 2

They happen

## Screen 3

This is the long screen with platforms on tracks.

It starts with a platform approaching a shaft. You can use the Speed Gear and Rush Jet to catch this first cycle.

Many runners fire Bounce Balls in the vertical shaft because of the 2018 Twitch Rivals event for Mega Man 11. There is no other reason to do this other than it's a lot of fun.

Once the platform reaches the top, you can use Impact to cross the spike pit.

Once you're inside the walls, move as fast as possible, using Rush Coil to tray and jump ahead of platforms as you are able. You have to ride the last platform down and can't get around it, so every platform you skip past is seconds saved.

Remember to get off the platform as soon as you can and not ride it into the spikes.

There's optional drops on the left of the screen at the bottom.

# Boss - Wily Machine 11 and Capsule

This is one of the few areas of the game the run uses Acid Barrier. It's a somewhat awkward weapon to use, so be familiar with its use and interaction with Power Gear.

## Wily Machine