

Mega Man 11

- [Misc Techniques](#)
 - [Mega Man 11 Out Of Bounds \(OOB\)](#)
 - [About The Final Charge](#)
 - [Shop Prices](#)
 - [Route Information](#)
- [Wily 4](#)
 - [Wily 4 - Stage](#)
 - [Boss - Wily Machine 11 and Capsule](#)

Misc Techniques

General descriptions

Mega Man 11 Out Of Bounds (OOB)

From Discord - How do you get out of bounds (in Acid Man)?

The one in Acid specifically is a long one. **You use Rush Coil to get some height, then you use the Pile Driver to hit the wall. The recoil pushes Mega Man upward. At that moment, you go to the weapon menu and select another weapon, this lets Mega Man switch back to the Pile Driver and fire again before falling down. This process is repeated until you get enough height.**

When Mega Man stops colliding with the wall, he is officially out of bounds. Then it is just a matter of using the correct amount of Pile Drivers to move forward to skip some rooms without going too far. The Bounce Balls are then used more for a timing and consistency strat. If done correctly, Mega Man will land on the last water room. If he dies you failed to position him in a location where the game can detect him.

- *CocoaRTA*

I would add, it's not zips like NES games, gravity still affects Mega Man normally. If he gets too far away from the camera he actually dies. So there's a balancing act between getting ahead and bringing the camera along for the ride.

That's why you don't see OOB tricks in stages like Tundra or Torch. Its entirely possible to get OOB in both, but it's not really possible to save time with it.

- *Sage Hero*

About The Final Charge

The "Final Charge" is the extra-large buster shot Mega Man fires at the end of the Power Gear charge. It is most commonly seen in casual play when using the Double Gear Technique.

It does 8 damage and pierces/Passes-through all enemies(?). Without the double gear, firing this shot immediately over-heats the Double Gear system.

Charge Time

Without Double Gear, the Final Charge shot usually needs the entire time-limit of the Power Gear to build-up, and you only have a short time to fire it before over-heating.

In two scenarios, the Block Man fight, and the final room of Bounce/Rubber Man, this requires tight timing to get your shot fired at the right time.

For another, the Pickman Digger mid-boss of Impact Man, **the charge continues building while Mega Man walks through the door, even though the gear's time-limit does not proceed towards overheating during that time.** This makes it a little easier to time a hit and get the extra damage from the shot.

Misc Techniques

Shop Prices

The Mega Man 11 shop has a 20% discount on most consumable items on Weekends and Wednesdays, according to your console or PC's clock.

Runs may set the time to a "discount window" for their run to get 5 W Tanks for the price of 4.

Route Information

The route in Mega Man 11 is centered on getting Impact's weapon as soon as possible, then collecting useful weapons while maintaining some boss weaknesses. Collecting W-Tanks to continue using Pile Driver is also important.

Rush Jet is also given the player after any 4 robots, instead of a specific one. Later robot stages are intentionally in the second half of the route to fully utilize Rush Jet, most notably the vertical rooms in Bounce and Block.

Any%

The main points of this route are getting Impact early for speed, keeping the last 4 robots later to gain Rush Jet, and having the proper weapons to fight mid bosses and execute other strats in later stages.

Impact is an amazing speed weapon effectively giving Mega Man an air dash. Tundra can clear the screen and in general is a strong weapon anyway. Torch and Blast are great damage dealing weapons. Even including the big room in Impact's stage, Rush Jet saves the least time here (Or at least, any time lost to the Impact Coil strat instead of Jet is easily made up for by having Impact's weapon immediately).

Acid notably has no use in the run until Dr. Wily Himself, so Acid is typically completed last.

1. Impact / Pile (Buster Fight)
2. Tundra (Buster Fight)
3. Torch
4. Blast
5. Block
6. Bounce
7. Fuse
8. Acid

Weakness Order

Provided for reference. This is not generally used as a route in and of itself, and is here primarily to list weaknesses.

The Any% route fights 2 bosses with buster and intentionally saves some stages for after acquiring Rush Jet after defeating 4 robots.

1. Impact / Pile
2. Bounce / Rubber
3. Fuse
4. Tundra
5. Torch
6. Blast
7. Block
8. Acid

Wily 4

Wily 4

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.

Wily 4

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