

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.

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