

# 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
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