

# Routes

## Zips or Zipless

The major difference of the routes is zips. With zips, your route is focused on acquiring Item 1 as fast as possible. Without zips, item 1 is less important.

### Yes-Zips

1. Flash
2. Depends
  1. Fastest: Heat then Air
  2. More accessible: Air then Heat
3. See above
4. Crash
5. Quick
6. Metal
7. Wood
8. Bubble

This route is focused on getting Item 1 quickly. It starts with Flash to get Item 3, needed for the Heat Man zip. WR pace goes to Heat second and executes "Fast Air". Slightly slower overall (with a much slower Air and a much fast Heat) is Air second and Heat third, using item 2 to skip the Yoku Block section.

Wood could be significantly earlier, if you wish to try Dog Zips and "get them out of the way". Most important is having Crash for Quick, and Metal for Wood & Bubble.

### Zipless

1. Flash
2. Air
3. Quick
4. Metal
5. Bubble
6. Heat
7. Wood
8. Crash

Without Zips, the focus is on Item 2 for speed and flying over long sections.

# True Weaknesses?

Mega Man 2's bosses often take extra damage from multiple weapons, so this is debatable. Much of this is not useful in the actual route, so check the individual stage pages. However...

Flash > Quick > Metal > Bubble > Heat > Wood > Air > Crash > Who Knows

- Crash is effective against Quick as well
- Bubbles are somewhat effective on Flash
- Metal is effective against Flash, and of course, Metal himself
- Wood Man is weak do just about everything.

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Revision #1

Created 21 July 2024 02:13:42 by mrcab55

Updated 21 July 2024 02:51:50 by mrcab55