Music Cancel

Why Cancel the Music?

Mega Man 3's soundtrack, while amazing, generates lag. By removing the background music, the game simply runs faster.

Technique

By taking a spike death on the exact same frame as a screen transition, the "Mega Man dying" sound also causes the background music to stop.

This can be done in

- Doc Shadow (reliable)
- Dos Spark (50/50 or 75/25)

Other locations nobody goes for it

- End of Doc Gemini (no known setup, saves frames)

Other Music Cancel Locations

These use other one-off techniques of canceling music, at least partially for the same desired "no music = less lag" effect.

1. Gemini Man - The Proto Man skip

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