

Wily 3

- Start and Ammo Routing
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Start and Ammo Routing

There is a free e-tank at the stage start if desired

Screen 1

Your route to this point needs either just Ring ammo and possibly Dust ammo. Keep in mind there is a spare ammo drop on the top right if needed, but most runners should only need Ring ammo on the bottom left.

If needed, Ring and Dust Ammo is collected more in a few screens. The current WR route does not collect extra dust ammo here at all.

Screen 2

Take the damage boost and proceed. Fall against the left wall to collect ammo on screen 3, but don't try to collect the small health drops. (They don't impact the route, they just lose time and shouldn't be necessary)

Screen 3

Hold left as you fall in to collect some small drops.

- New route only gets enough Ring to finish and stays on Ring.
- Old route switches to Dust for some more dust ammo and stays on dust.

Screen 4

If you have Dust out, kill the enemies

If not, dodge them

Screen 5 & 6

Slide to the gate. Get the health if desired.

Remember it's hard to jump under a ladder out of a slide.

MM4 Refight Route

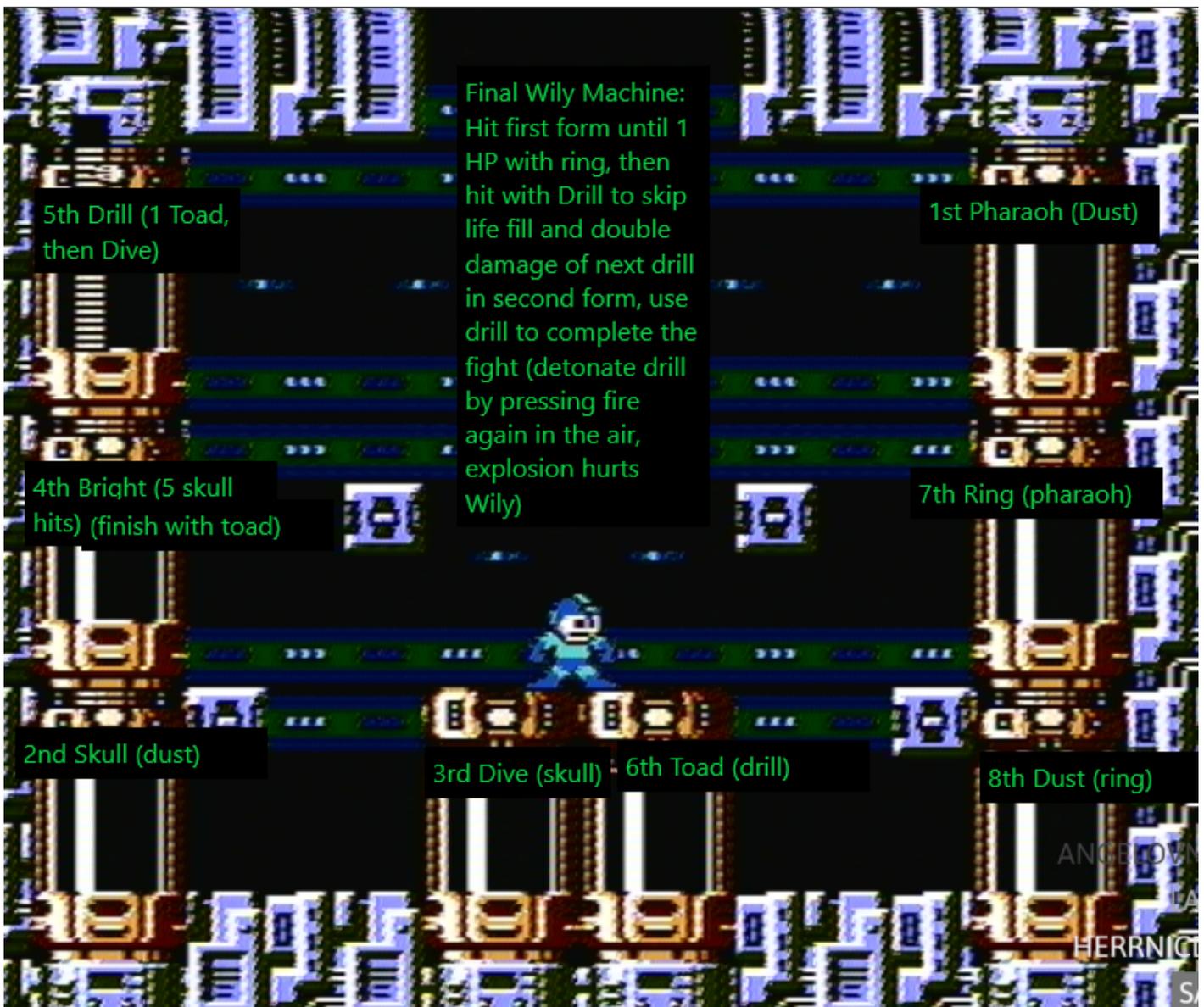
Both refight routes follow some basic principles

- Reduce weapon swaps as much as possible (less pauses)
- Make use of soft weaknesses
- In stages, it is preferred to kill bosses in the middle of the room to reduce explosion lag. In refights, it is preferred to position Mega Man on the teleport exit to leave the room as soon as possible
 - Remember collecting health is not required to exit, so if you WANT the health, get away from the exit before finishing the boss.

New Route

1. Enter the teleporter room with Ring equipped from collecting ammo earlier in the stage
2. Dust first since Ring is equipped
3. ???
4. Profit

Old Route



1. Enter the teleporter room with Dust equipped from collecting ammo
2. Pharaoh First
 - Pharaoh takes 2 damage from Dust
3. Skull second
 - You can go over the middle two teleporters, but it's slightly faster to slide through them. This is a somewhat tight slide to avoid getting teleported - start from almost inside the glass
4. Switch to Skull, Dive third
5. Bright Fourth
 - Skull does 2 damage to Bright
 - As earlier, your goal is to avoid getting flashed. Hit Bright with either 3 or 5 Flashes
 - Switch to Toad to finish the fight.
6. If you have more Toad, keep it equipped and go to Drill
 - Using one Toad does 1 damage, as Dive missiles leave Drill with 1 health left after 9 shots
 - Switch to Dive for the rest of the fight
7. Switch to Drill, fight Toad

8. Switch to Pharaoh, fight Ring
 - You cannot enter this fight with a charge overhead, so adjust accordingly. Typically this means the opening charge shot is a normal shot, and you need one extra uncharged pharaoh shot at the end
9. Switch to Ring, fight Dust
10. Keep Ring equipped, advance to Wily Machine.
- 11.

MM4 Wily Machine

Ring and Drill

Phase 1

Use Ring and enjoy that wonderful dink sound.

Ring does 3 damage, leaving the machine with 1 HP left. At this point, switch to drill to finish the machine with a high shot. This will do damage to phase 2, making the life meter fill instantly.

Phase 2

Use Drill, but remember Drill itself will not connect. You need to detonate the drill bombs with B just in front of the weak spot to do damage.

It takes 7 drills to defeat. (Keep in mind the last drill from phase 1 should count towards this. If it did connect, the life meter will fill to full, and the next drill will appear to do 8 damage.)

The Soft Lock

After the Machine explodes, it is possible to kill Wily's escape capsule with Toad's Rain Flush. This soft locks the game.