Boss Kill Locations

In Mega Man 4, the boss fanfare and weapon get animation do not trigger until all bubbles leave the screen. This means the location of your kill can affect your stage time by up to 2 seconds.

> In the case of Dive Man, this includes Mega Man's periodic Air Bubble. You can jump to make it spawn higher up, but remember a new one spawns right after it despawns at the top.

The closer you kill a robot to the center of the screen (true center at that), the more time you save. Depending on the robot master, this means you should be drawing the robot master to the center of the screen if possible.

Bright, Skull, Dive, and Toad are easy to manipulate to a specific position. Ring can also be killed in the center but is a higher degree of difficulty than the other 4. High level strategies for these bosses take this kill position into consideration.

Pharaoh, Drill, and Dust are jerks who will do whatever they want. In all cases, if you can kill, get the kill. Don't wait for them to move.

- Pharaoh jumps around as he pleases, but stay in the middle so if he jumps to your position, it's centered.
- Dust can only be in three positions. It's optimal to get him in the middle, but not worth waiting for him to go there.
- Drill will do whatever he wants, but keep in mind Drill's position if he dives. Drill will come up around where Mega Man is, so keep in mind for the final hits you can make Drill pop out of the ground in the center of the room.

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