

Boss Magic Pixels

Being perfectly centered (X-coordinate, so height doesn't matter*) in an 8 Robots boss room, looking either way, results in skipping some of the "weapon get" animation where Mega Man jumps to the middle of the room and "absorbs" the explosion bubbles.

By skipping the jump animation, you save roughly 2 seconds per stage, so these are the free-est 16 seconds you can save in the run.

If you can't get perfectly centered and always feel "off by one", you can slide and "back-cancel" to sort of reset Mega Man to get onto the correct pixel.

Pixel Locations

Images to be collected and posted here.

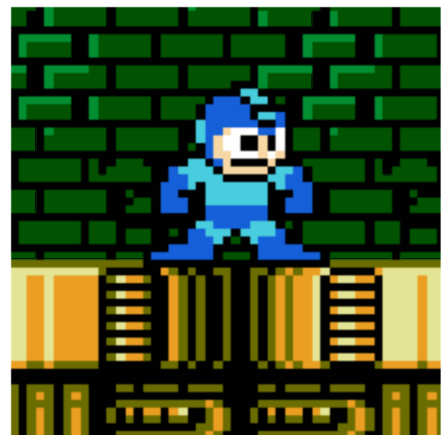
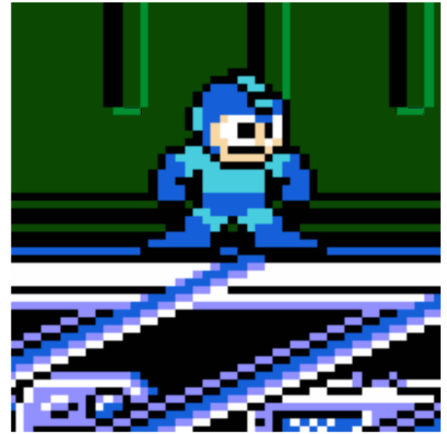
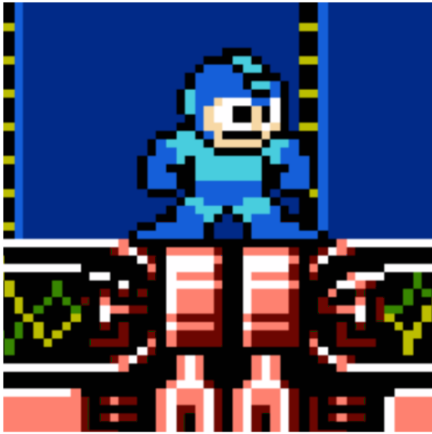
Dive and Pharaoh

In these two stages, you can additionally be in the air when the animation triggers. If done correctly, you will see the white bubble spin in the middle of the screen when Mega Man passes through the actual center (X and Y coordinate) of the screen. This saves a little more time over just being on the correct X-Coordinate.

These are the only two robots this saves time on, as they are the only two Mega Man can easily access the middle of the screen.

Right Facing Pixels

As posted by t1redMonkey in Discord.



Revision #2

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