

General Techniques

- Slide Canceling
- Switching to Rush
- Yamato Spear Behavior
- Knight Crusher
- Boss Explosion Lag Reduction

Slide Canceling

Mega Man cannot jump out of a slide in Mega Man 6. Whether underwater or not.

Pressing A again in a slide will make Mega Man stand up. This leads to two ways to cancel your slides.

- "Back cancel", by "pushing left" (assuming you are sliding right)
- "A-Cancel", by pushing A

This behavior makes the game require fancy finger gymnastic to perform quick slides and jumps, such as the "Clutch Jumps" in Wind Man's stage.

It also makes identifying platforms where a single full slide can be made extra important. Several such "Raiden" slides are noted in guides.

Switching to Rush

Hold Start when swapping to Rush Power or Jet. This will immediately end the cutscene.

Yamato Spear Behavior

- The spear always fires on a slight angle, up or down. Shots alternate between them
- The spear travels 6 pixels per frame, making Mechasaurus rather interesting.

Knight Crusher

- Knight can be fired on diagonals
- Knight will pass through enemies it defeats with more than the needed damage.

Boss Explosion Lag Reduction

Nobody, not even the TASers, know why, but jumping against the right wall of a boss's chamber will reduce the lag of the explosion. As such, it is ideal to end most boss battles close to the right hand wall.