

# Mega Man 6

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# General Information

# Route Information

Mega Man 6 routes are mostly centered on acquiring Flame. It is a very powerful weapon and makes short work of normal enemies.

1. Wind First (the current WR Route)
2. Flame First
3. Knight First

All routes proceed to follow weakness order:

1. Wind
2. Flame
3. Blizzard
4. Plant
5. Tomahawk
6. Yamato
7. Knight
8. Centaur

## Why Wind First

Wind's stage is not really helped by having any weapons, so it is a prime candidate to go first. While Flame's stage is not either, the fight against Flame is severely hampered by not having a weapon, where as the Wind fight is not. As such, Wind first wins out.

Knight First is viable, however the Knight stage is aided by weapons and items. The fight itself is also significantly easier with Yamato, which Knight cannot block with his shield.

Flame First and Knight First were also recommended by Nintendo Power and Game Pro, respectively

# General Techniques

# 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.

# Centaur Man

# Boss - Centaur Man

## Damage Values

Buster	1:1:3
Knight	4

## Strat

The old saying was "if Centaur Flashes you, you did something wrong."

"Something Wrong" is if both you and Centaur are not in invincibility frames after a Centaur Teleport. As long as you are quick to hit Centaur, you should never get flashed.

# Wily 1

Oh My God It's Wily...again!

Wily 1

# Mechasaurus

Mechasaurus infamously has a "strange" hitbox. Many seeming direct hits will simply not do damage and dink off it.

The problem lies in the behavior of the Yamato spear. The spear travels 6 pixels per frame, but the boss's hit box is only 4 pixels wide, meaning it can be skipped.

As such, there are techniques to always land your shot. Specifically, walking off the platforms as they hit the ceiling, and firing two spears (to cover both angles) so one connects.