

Intro Stage

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Intro Cutscene

This honestly is only in its own page to not be missed.

This is 2 minutes long and there is no button pushing to be done. Listen to the cool music and enjoy Mega Man's Met Helmet.

Intro Stage - Movement

There are 2 sections of this stage to really platform in.

1. The first long section without pits, but with enemies, before the steamroller
2. the broken highway with pits after the steamroller

Both should be lots of sliding.

Prepping for the Bass

The final confrontation with Bess ends when Mega Man gets hit with low HP. As such, there are usually intentional hits taken along the way to the steam roller.

Intro Stage - Steam Roller

This page is a stub

It has a name. Buster it in the head. Take a bunch of damage but not tooooo much damage.

Intro Stage - Bass

Bass is at the end of the intro stage. The confrontation is designed to end after either doing a lot of damage to Bass or when Mega Man takes damage and reaches low health.

Given it is faster to take intentional damage from the many enemies in this stage before this point, the speedrun opts to take damage. Just make sure you have enough health to take the hit.