Turbo Man

- Boss - Turbo man

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Turbo Man is weak to Noise Crush. The fight without it can be laggy and annoying, but the standard Noise Crush fight is simple with audio cues.

There is also a quick kill for the main stage.

Noise Crush Quick Kill

As mentioned here - https://goodboyrush.net/books/mega-man-7/page/noise-crush-quick-kills

"*Mega Man must fire the noise crush as he moves into the gate, making the noise crush spawn on the other side of the gate and bounce around the room.*"

It is possible for Noise Crush to miss, so don't put the controller down until it's over.

> This method only works in the stage, not in the Wily 4 Refights

Standard Noise Crush Fight

Noise Crush can be "charged" by bouncing it off a wall into Mega Man. You can also shoot-slide into it, but in the confines of this arena that should not be necessary.

Look at the nearest wall, fire Noise Crush into it to build the charge, then turn and fire at Turbo Man. Using charged Noise Crush puts Turbo Man into a flinch animation loop for a consistent kill.

Turn and shoot against the wall to charge Noise Crush again, then move about a quarter of the way across the screen to jump over.

This leaves the only RNG as when to jump over him. You will hear the screeching tires before the engine revs with a roar. That VROOOOOOOOM is the cue to jump over Turbo Man. I do not know of any visual cue if the audio can not be heard.

Buster Fight

There are 100% routes that fight Turbo 5th with Buster. Notes have not yet been written for this route.