

Weapon Notes

The Mega Buster

The charge speed is kinda awful. Lemons out DPS it against bosses (though if you do have free time to charge, do it).

Wild Coil (Spring)

This weapon can be charged. Charged springs do more damage (perhaps obviously), but can also bounce higher. Hold up when releasing Y to get a high bounce. This is extremely useful when fighting Shade Man and the Wily Capsule.

Freeze Cracker

Has 6 directional fire, hold up or down to fire diagonally.

If you use it against Freeze Man, it will heal him to full HP.

Rush Jet and Coil

Rush can get hit in this game. If Rush takes damage, he will cease being a platform for Rush Jet, so be careful.

Danger Wrap (Burst)

If you hold down when firing, the bubble will not spawn, and Mega Man will simply put a bomb on the floor. This is extremely useful to make the Cloud fight faster.

The bubble also flies up at a steeper angle if you hold up.

Noise Crush (Shade)

This weapon can be charged by firing a shot off a wall to bounce back into Mega Man.

It really only needs Mega Man inside the weapons' hit box to make Mega Man absorb the shot and charge the weapon. This can be done with a quick "shot slide". This technique is used often, especially when a wall is not available such as the boss of Wily 3.

Junk Shield

It's really strong, but super laggy

Fast Swap Weapon Wheel

This section is not complete

Pressing L+R at the same time resets Mega Man to the buster (just like most games).

Jet, Coil, Rush Search, the Super Adaptor, and the Proto Shield are not part of the rotation.

Otherwise, pressing R will select the next weapon on this list that Mega Man has available. Pressing L similarly goes backwards through the list to the next (previous?) available weapon.

Buster - Freeze.....Spring

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