

# Wily 3

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# Wily 3 - Part 1

## First Screen

Ice Wave

## Second Screen - Climb

Ball jumping.

Use the middle mine after the first floating time bomb to jump up instead of ball jumping the full distance, to save a mega ball for later.

## Second Screen - Long Spike Passage

The money jump timing is tight. Be on your game.

**Know Your Backups** - Remember the intended strat is to jump on the last "guts man" rock. Don't kill Guts Man or destroy his rock. You can use Tornado Hold in a pinch, but you have to be able to jump to it.

# Wily 3 - Bass

info

# Wily 3 - Part 2

First Screen

Second Screen

Wily 3 Boss - Green "Jello"  
Devil