

# Wily Stage 1

Wily Stage one is primarily a Jet Sled reprise of Frost Man, with some fancy Thunder Beam grappling at the end.

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# Part 1 - Jump Jump

There are no checkpoints on the sled, so be careful.

Remember from Frost Man's stage - you can ball jump on the sled with minimal effort.

New to this sled section - you can use Astro Crush to pause Mega Man's decent. Keep this and Ball Jumping in mind as backups if things get crazy.

The jumps in this section feel tighter than the sled sections of Frost Man's stage. Use extra abilities as needed to help reach the end, and practice timing until you have something that works for you.



Remember, this is an auto scroller, so nothing you do "as a safety" makes things slower....although it is preferred to have at least 6 Mega Balls and 4 Thunder Claws for the final section.

# Wily 1 - After the Sled

You must have Thunder Claws for this section

You want to have an extra life going into Wily 2. If for some reason you have 0 Lives left, collect the 1up over the boss door.

After getting off the sled, swap to ice wave, slide four times, then use an ice wave.

If you are confident in your weapon swapping, quickly switch to Mega Ball, ball jump once, switch to thunder claw in your jump, and grapple the peg. If you are not confident, just proceed to the peg normally to grapple it.



Destroy the cannon on the next high platform. You can grapple the next peg from a standing position on the far right of the platform, though if you hesitate too much, you are likely to get sniped out of the air during this.



The fancy way to proceed through "section 3" is a shot hop to mega ball the tread enemy's head, two mega balls fired quickly in the next jump to both destroy the torch enemy and ball jump, then more ball jumps as needed to proceed.

From here just grapple to the end. Remember the 1up is there if you need it for Wily 2.

DO collect the party ball's ammo drop if you used any mega balls.

# Wily 1 Boss - Atetemino

From The Compendium



HP: 40

Damage Chart:

M. Buster	M. Ball	T. Hold	F. Bomb	I. Wave	T. Claw
1:1:2	6	1:0	1	1	1

A. Crush	W. Balloon	F. Sword	H. Sniper	R. Bike	R. Bomber
0	1	0	0	---	2

Damage Values:

Contact	Green Box	Missile	Yellow Box	Purple Box
3	6	4	6	6

Purple Bomb	Mini Atetemino	Fake Atetemino	Shockwave
4	5	6	6

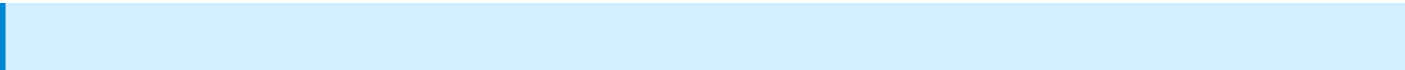
Note that optimizing this fight requires destroying all four components of the boss as quickly as possible, as the next set will begin to spawn only after all elements of the previous set are gone.

Your speed and other factors when hitting the boss door to Atetemino will determine how far Mega Man walks into the room. The further left you are, **the tighter the window for getting early hit. To do the early hit**, place the right side of Mega Man’s helmet on the red line, and mash square while holding up.



# Notes

Nobody knows how to pronounce its name



Remember you can hold up to kick a ball at a steeper angle than normal

As mentioned above, try to get the early hit. You likely need to move slightly to the left before quickly kicking a ball up at him. Atetemino always starts in "the third" slot (center-right).

Find places where you feel comfortable kicking balls into each slot. As mentioned you want to destroy things quickly anyway. You should be kicking balls into openings before he spawns each cycle to help this. This includes destroying the fake Atetemino bomb on the next to last cycle. You can collect weapon energy from the boxes, so feel free to spam shots.

The above red line image is good for hitting the "third" slot. The mirror of that from the right side kicking left can hit the "second"/center-left slot. Both edges can be hit with up-kicks from the center.

For the last hit, try to be kicking from the center and hope for an early hit. Being centered for the kill as usual gives a quicker teleport out of the stage.