

Wily Stage 4

Final Stage

- Wily 4 - Part 1 - Refights
- Wily Himself

Wily 4 - Part 1 - Refights

As is tradition, you must fight all 8 Robot Masters again here.

The teleporters are laid out the same as the stage select, with the first 4 on the left and the second 4 on the right. Order is not significantly important, though optimal movement involves using a full slide from one bottom capsule to the over on each side, jumping into those capsules to save the stand up animation's time.

The strats are largely the same except for the 2 you now possess a true weakness weapon for. Those and other notes are presented below, along with links to the pages for the original boss fights for reference.

Grenade Man

You now possess Strike Chain. It can reflect large Flash Bombs (though not the three shots he flings during long arcing jumps).

Note that if you destroy him after he deploys the Crazy Destroyer to destroy the floor, but before you fall, the original PS1 release does not drop health.

<https://goodboyrush.net/books/mega-man-8/page/grenade-man-boss-fight>

Astro Man

You now possess Homing Sniper, which can trivially stun lock Astro Man. Just wait for him to be low enough to jump and hit, then time your shots.

If Astro tries to use Astro Crush, fire Homing Snipers until he stops, then let him enter a new attack.

<https://goodboyrush.net/books/mega-man-8/page/astro-man-boss-fight>

Sword Man

The fight with Sword Man is the same. However, keep in mind this is a damage boost heavy fight when trying to minimize Fire Slashes. As such, we recommend going into Sword's capsule with full health, possibly even first overall. Keep in mind whoever you fight next, you will likely not have full health.

<https://goodboyrush.net/books/mega-man-8/page/sword-man-boss-fight>

The Rest

Frost Man <https://goodboyrush.net/books/mega-man-8/page/frost-man-boss-fight>

Tengu Man <https://goodboyrush.net/books/mega-man-8/page/tengu-man-boss-fight>

Clown Man <https://goodboyrush.net/books/mega-man-8/page/clown-man-boss-fight>

Aqua Man <https://goodboyrush.net/books/mega-man-8/page/aqua-man-boss-fight>

Search Man <https://goodboyrush.net/books/mega-man-8/page/search-man-boss-fight>

Wily Himself

Wily Machine 8

Wily Capsule 8

This is the most likely place a runner will need to call upon Rush Medic. This has a Red Cross on the PS1 version and is a white box on the Legacy Collection release. Summoning Rush Medic tends to lose about 8 seconds of time, but could save your run.