

Weapon Information

- You can see the damage tick intervals of the different weapons in the game [here](#). The main takeaway from this involves Flash Bomb - if you fire 2 Flash Bombs spaced apart at an interval of 3 frames, then since two weapons cannot both deal damage on the same frame, you only get the damage of a single Flash Bomb.
- **Thunder Claw** is a useful weapon for destroying enemies, as it will deal damage on every frame that it touches an enemy on the backswing.
- **Water Balloon** has no shot limit, and can be mashed at 30hz. This is very useful in a TAS setting, and minimally useful in RTA.
- **Homing Sniper** can be charged to target multiple enemies at once. This is useful for refighting Astro Man.
- For **Mega Buster** damage values listed on this site, the first value is the damage done by lemons, the second value is the damage done by half-charged shots, and the third value is damage done by fully-charged shots.
- For special weapons that can deal damage multiple times, the damage values listed on this site are for one tick of damage. The only exception to this is **Astro Crush**, since the weapon strikes multiple times on the entire screen.
- **Tornado Hold** is unique in that it has two separate parts that deal damage - the fan and the actual tornado. Below, the first number listed is the damage done by the fan, whereas the second is the damage done by the tornado.
- **Mega Ball** deals the same damage whether kicked or not. It is most often dropped directly into an enemy, or put in front of Mega Man to "dribble" like a real soccer ball into an enemy.
 - When moved into during a jump, the Mega Ball will get a decent bounce forward (slow motion gif below - press the special weapon button in mid air and move into the ball - no other inputs needed. You must NOT be holding Jump.)

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- Note after getting the **Hyper Slider**, Mega Man will out-run the Mega Ball
- **Mega Ball** can be kicked up at a steeper angle by holding "Up" while kicking it. This is most noticeable in the Atetemino (Wily 1) fight.
- For information on ball jumping, see <https://goodboyrush.net/books/mega-man-8/page/ball-jumping>
- Remember you have a dedicated Mega Buster button
 - Your charge level resets when switching weapons or using a special weapon
 - You can charge while another weapon is on screen, such as a Mega Ball being dribbled along

Revision #6

Created 20 November 2023 04:19:31 by mrcab55

Updated 24 February 2024 14:35:57 by mrcab55