

# Wily 2 - Section 1

Since this the rest of this stage is an autoscroller, this is your only chance to "go faster" in this stage.

Although part two does feature a death warp, remember that taking hits in part one will cost you some time, even if you needed to lose the health anyway.

## From The Compendium

Click [here](https://www.youtube.com/watch?v=3aFw2n1KfcU) ( <https://www.youtube.com/watch?v=3aFw2n1KfcU> ) for a video detailing beginner/advanced strats for the start of Wily 2.

## Stage Start

Slide once, fire a grenade at the turret. Slide twice. Ball jump up the ladder.

If you successfully quickly jump up the ladder, fire a Mega Ball into the Shield Attacker. It will be turning so this destroys it. Slide once to the left.

What follows is a semi-tricky Ball Jump Climb. You need to avoid the Shield Attackers on the way up and watch for the floor spine on the high platform. Use as many ball jumps as you feel comfortable with.

## Top Level

Kill Shield attackers and Joes with grenades and buster shots.

For the exploding boxes near the end, we recommend Flame Sword. Keep in mind if you jump and slash, you can destroy blocks below Mega Man...but if you hit a Shielding Sniper Joe with the attack, it will NOT destroy blocks below you.

Proceed to the next screen as quickly as possible. Slide to Rush Jet.

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