General Information

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Versions

Regions

The US and Japanese releases of this game play exactly the same, and both are accepted for runs.

Text on the Japanese cart takes approximately 0:28 seconds longer than the US version. Much of this is locked in stone, such as the passageway before Dark Moon, and the player cannot mash through any text boxes to adjust this.

The megaman leaderboard .net timing will adjust your time for region automatically to compare a US cart time to a Japanese cart time.

Hardware

The original release is a Super Gameboy enabled Game Boy Cart. The only other official releases are the 3DS Virtual Console, and the Switch Game Boy.

Each version is valid for runs, however the 3DS version has longer invincibility frames for enemies. This is apparent from the Jupiter/Electric Shot weapon get demo (as noticed by Brook)

If using Super Game Boy 1, note that your time will be adjusted by the leaderboard to be 102% of the original time due to speed differences. Super Game Boy 2 runs closer to the correct speed.

Game Cube Game Boy Player runs at an appropriate speed.

Weakness Order

This page is something of a troll, but it is true.

Neptune > Mars > Venus > **Jupiter** > **Saturn** > Mercury > **Pluto** > **Uranus** > ***Terra*** > Neptune

Bolded robots are in the second half of the game. As such, it is true you cannot use only weakness order.

Other Weaknesses

Dark Moon: Mars

Enker: Buster Only

Quint: Mars

Punk: Neptune

Ballade: Mars & Venus

Fists: Neptune

Wily Phase 2: Terra

Sunstar takes 1 point of damage from all attacks (Jupiter lasts long enough to hit twice)

Route

Suggested Route is

1. Neptune First
2. Mercury
3. Mars
4. Venus
5. *Dark Moon*
6. Pluto
7. Jupiter
8. Saturn
9. Uranus

Route Rationale

Neptune and Mercury have good early game weapons. Mercury's weapon does 2 points of damage a shot, and Mars is weak to Neptune.

Venus could conceivably be first, as the Bubble Bomb is a very effective weapon. Unfortunately it is also a laggy and awkward to use at range weapon. Feel free to try this route, as Venus is not a difficult buster fight, but it is likely slower overall.

Pluto's weapon is integral to Jupiter's stage.

Jupiter has the best weapon in the game, so that goes next.

Saturn has Rush Jet which is strangely not used in this run.

Other Notes

There is an enforced shopping trip after Dark Moon. If you want a W-Tank, this is the time to buy it.

If you are collecting all Crystals, note a revisit to one of Pluto or Uranus is required, as each blocks the other's crystal.

Drop Tables

Taken from work in discord posted by PJ - Drop tables for enemies, Eddie, and Proto Man. The enemy type, stage, and location of Eddie and Proto Man, all do not affect these tables.

What Affects Drops

One of the values that is used to determine item drops is simply a table of random values whose entry is based on the total number of enemies we've killed.

But...the other value that it looks at is unbelievably out of our control; every frame that any button or combination of buttons is pressed, it XORs that input's value (i.e. 0x20 for left, 0x02 for B, 0x22 for left+B) with the lower byte of the frame counter, swaps the digits, XOR's that with the upper byte of the frame counter, and increments the RNG byte by that amount.

- PJ

Normal Enemies

Drop	Odds	Probability
Nothing	91/256	35.55%
1up	1/256	0.39%
Big HP	3/256	1.17%
Small HP	24/256	9.38%
Big Ammo	10/256	3.91%
Small Ammo	32/256	12.50%
Small P-Chip	95/256	37.11%

Eddie

Drop	Odds	Probability
E-Tank	17/256	6.64%
1up	27/256	10.55%
Big Health	101/256	39.45%
Big Ammo	111/256	43.36%

Proto Man

Drop	Odds	Probability
S-Capsule	128/256	50%
E-Tank	32/256	12.5%
1up	32/256	12.5%
Big Health	32/256	12.5%
Big Ammo	32/256	12.5%