General Techniques

- Up Canceling Slides
- The Mega Arm
- Pluto Break Dash
- Mashing Text

Up Canceling Slides

That's it. Up canceling slides. In addition to the expected methods of slide canceling (back canceling and jumping out of slides), you can cancel slides with the up button.

There are a few places this is useful throughout the run, though it is also almost required to reach some of the awkwardly placed E-Tanks in stages (such as the end of Mercury's stage, where there are slides under interestingly spaced spikes).

This also works in Mega Man III and Mega Man IV.

The Mega Arm

Mega Man's charge shot is replaced by firing his entire fist.

Charge Shots

A "half charge" is about 30-69 frames of holding B. A full charge is then 70+ frames.

Half charges deal 2 damage, full charges 3. The fist after that returns to Mega Man, and the behavior is the same.

Snapback Damage

When Mega Man's fist returns, it can damage enemies it touches on the way back. This can be used to do extra damage to enemies, notably the end of Mercury's stage, as the fist deals as much damage as the initial charge shot (typically 3).

Pluto Break Dash

Pluto's Break Dash weapon works by charging.

- Uncharged fires a normal lemon
- 15-29 frames of charge is a very short dash that uses 0.5 energy
- 30-89 frames is a longer-but-still-short dash that uses 1 energy
- 90+ frames is a full charge long dash using 2 energy

At the end of the dash, Mega Man has invincibility as if he was hit by an attack (but without the knockback).

Mega Man is almost invincible during the dash itself - however Mercury's Grab Buster will still cause Mega Man to lose an item if he is hit while dashing.

Invincibility Abuse

The invincibility after dashing works similarly to NES Mega Man 4's Flash Stopper - your invincibility time does not decrease while you are sliding.

This means if you use break dash and chain slides, you can remain invincible for a long time. Unfortunately there are not many places this can be used in the run.

Notably, this is used in the Punk section of the Wily Star, and has some utility in the last screen of Jupiter's stage (typically extending it by a single slide).

Mashing Text

Most text in this game can be mashed forward with any button, including the D-pad (up/down/left/right). As such an effective way of advancing text is to spin your thumb around the D-pad.

Leaving the Shop

Since the D-pad advances text, you can mash left/right, without worrying about A or B triggering other shop text boxes. When you reach Dr. Light's prompt (and you can therefore use B to leave the shop), items will start scrolling since you are already pushing left/right.

When you see items move, Press B. advance text with left/right, then press A to confirm.