

# Wily Star

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# Wily Star - Enker section

## Platforming

The beginning section has several unmasked "Joes". Pluto Dash through them as able, but do NOT use your last Pluto ammo

At the end of the screen, across the pit leading to the lower section, are Uranus blocks you can jump on, in front of Pluto blocks you can dash through. Unless you are playing Buster Only, take the upper/right path. You only need to reveal the top Pluto block to break it and slide through.

Defeat the "Mets" on the middle screen, collect ammo if needed.

Be cautious of the bubbles with the crabs but bypass them with dashes and lemons. Save at least one dash for the Pluto Tank enemy.

## Enker

Just like Dr. Wily's Revenge, Enker is only damaged by the buster. Unlike DWR, Enker does not take damage when jumping across the room.

Enker can cross the room in one full jump, 2 jumps (landing midway across the screen), or by dashing on the ground.

Open the fight with a full charge shot into Enker, then get close. You should expect to take some damage. Use half charges for the best DPS.

# Wily Star - Quint Section

## The Drop

Fall straight down on the left third of the screen. There was some "hidden" rooms on the edges but none are required or overly useful. Keep in mind the right edge of the screen always has spikes at the end of these falls.

## Weapon Refills

There are two large weapon refills here. These are the only scripted drops we will see before refights, so choose carefully. In general, your priority for weapons here is

1. Pluto
2. Jupiter
3. Neptune
4. Mars
5. Mercury (for healing)
6. Anything else except Rush and Uranus

## Pluto Glitch

This is a room where you can use a short Pluto dash early and slide through the room without dodging until you have to jump up. Just dash through the next Joe again.

## Quint

Like Mega Man II, Quint's weak spot is his head. Use Mars Photon Missiles or half charges to get him down to 1 HP. Jump and wiggle towards him while avoiding the rocks he kicks up.

To save a Photon Missile, and because we want to switch to Pluto anyway, use a Pluto Lemon for the last hit.

# Wily Star - Punk Section

## The Drop

This drop is uneventful. Stay on the left.

## Falling Platforms

**You must have Pluto Ammo at the end of this screen - farm it from birds if absolutely necessary.**

The first screen has several birds and a nest. You can use a short Pluto Break Dash early and slide through the screen to extend iFrames all the way to the wall.

If you fall into the spikes, it is possible but very annoying to Rush Coil out. You might be better off taking the death if it's not a game over.

**The wall at the end of this screen is the only required switch away from Buster in the game.** You must either use Uranus to dig down, or Pluto to go right. Go right.

This spike ceiling screen has an E Tank that is tricky to grab. You should just slide through it as fast as possible.

The last screen (where the lower path meets up) can be slid through even without a Pluto Dash.

## Punk

Unlike Mega Man III, Punk is vulnerable to a weapon - Salt Water (Neptune).

Open the fight lobbing Salt Water at him holding right. Hope it splashes in front and lands a double hit but don't expect it.

Dodge Punk crossing the room, then continue to attack with salt water. His blades will deflect it.

Ultimately Punk is significantly less deadly in this game, just mind your Salt Water ammo.

# Wily Star - Balade Section

## The Drop

This is the move involved drop. Make a small hop off the starting ledge and hold right.

On the second screen, this should let you fall through quickly.

(more notes to be added)

## Horizontal Section

Use Pluto Lemons to shoot the Mets and dash through the stompers. Decide if large ammo drops are worth stopping for (Notably Mars and Neptune)

## Balade

Just like Mega Man IV, Balade will not body Mega Man standing against the left wall. So stand against it.

Balade is weak to both Mars Photon Missiles and Venus Bubble Bombs. Photon Missiles are slightly faster but your ammo is tighter. Bombs are effective but laggier.

## One More Drop

This last drop is mostly same, but there are moving spikes about halfway through. Don't forget to finish on the left side of the screen.

# Wily Star - Refights

## Weapon Equipping Synergy

This teleporter room is generally done top left, down to the bottom, ending with bottom right, top right, middle right. There are 3 weapon considerations for the route.

1. You could enter with Venus equipped from Balade. Unfortunately Jupiter is positioned in a middle height capsule, making it very awkward to move quickly to first. As such, don't worry about having it equipped. (Venus does not take damage from Bubble Bomb).
2. You are likely low on Neptune ammo. Mars has a soft weakness to Jupiter's Electric Shock. You may want to fight Saturn before Mars to ensure you have Jupiter Ammo for Saturn, as Saturn is the only truly annoying Buster Fight. Otherwise you will likely use Jupiter against Mars and keep it equipped into Saturn.
3. The last hit on Pluto can be a Lemon with Break Dash equipped, preparing for Uranus. After Uranus, you can keep Pluto equipped for Mercury.

## Fight Differences

As noted below, the following fights are different. The others follow the same strategy as their initial encounters

- Mercury
- Neptune
- Potentially Mars (ammo routing)
- If desired, Uranus swag strat (slower)

## The Route

The capsules are

1. Top left, Venus (use Mars and Buster)
2. Middle left, Jupiter (use Venus)
3. Bottom left - Mars
  - Fight Saturn first if low on Jupiter and Neptune in a race.
  - It's only really worth using Neptune if you have at least 2 shots of it
  - Neptune Ammo conservation means you might try to open this fight with a Neptune double hit, even though it is slightly laggy
  - Photon missiles cancel Electric Shock, so don't waste ammo
  - Keep Jupiter equipped after the fight to proceed to Saturn
4. center-left - Saturn (Use Jupiter)

5. center-right - Neptune (Use Earth)
  - Spark Chaser makes short work of Neptune. Fire it close to Neptune so it can keep up with him, then stay close to Neptune to avoid the laggy attack.
6. Bottom right - Pluto (Use Mercury)
7. top right - Uranus (Use Pluto)
  - You should use the same Pluto Quick Kill strat for a pure speedrun
  - You can carefully use Deep Digger to cause Uranus to fall into a pit, winning the fight. This is a swag strat that loses time to the main strat.
  - Keep Pluto equipped for Mercury
8. middle Right - Mercury (use Pluto then Saturn)
  - Mercury's Grab Buster has a bad habit of stealing your Weapon Tank if you have one. This can be avoid with precision use of Pluto.
  - If you use a full charge Break Dash, the grab buster will do no damage but will steal an item. While the fight is starting, you can hold B to start charging a dash, but release it at the "half charge" level. This will not lose the charge and not continue the charge, so Mega Man will immediately use it to start the fight. If done properly, you will be in iframes when the grab buster passes through you.
  - Use Saturn at close range to strike Mercury twice. Doing this twice ends the fight.
  - It is possible to pause cancel Saturn to hit three times with the opening pulse, and the third Black Hole's explosion will be the killing blow.

# Wily Star - Hands

# Wily Star - Wily Machine

The intended strategy for this boss is to push the time bombs against the body with buster, letting the explosions damage it. It takes 7 bombs. The bombs may jump back and forth over Mega Man. This is not the speedrun strat.

## Wily 2 Skip

For unknown reasons, killing phase 1 a specific way skips phase 2.

### Method 1

2 Neutral Slides will put Mega Man into position to use Saturn to damage the Wile Machine. (It will not look like there is room for the second slide - *neutral* slide again anyway)

Slide into position, use Saturn, then switch weapons (to cancel Saturn) then switch back to Saturn. Repeat for 4 hits.

### Method 2

This was the primary method until it was noticed you could just slide twice. It also works if you are somehow moved out of position.

Immediately use a Pluto Break Dash when the fight starts, and walk into the boss with your iframes. Pause the game, switch to Saturn Black Hole, use Saturn. This should do about 25% of Wily's health in damage.

Pause cancel Saturn, and repeat this technique. You may be able to pause and switch back to Saturn multiple times without needing another Pluto Dash.

## Super Game Boy Oddity

Super Game Boy (one and two) seems to pause significantly faster than other versions here. This has not been thoroughly investigated.

## Notes on the Intended Fight

Wily machine will loop through 3 attacks.

The first one is 3 missiles in the air that spin around then attack Mega Man. Slide across the floor to avoid them.

Second, a snail head will make Mega Man float up to the (non-fatal) ceiling spikes. Shoot the snail head once you are level with it until it is destroyed.

Third, a time bomb will appear. use lemons to shoot it into the wily machine. It will not explode on impact, keep pushing it there. It will explode when the number on it ticks down to zero. Some bombs have long fuses (large numbers) and will jump over Mega Man every few seconds, slide under them when they jump.

It will take 7 time bombs.

## Phase 2 Notes

You should skip phase two in the speedrun, but if you end up here...

The ceiling spikes are not instantly fatal. Use Earth Spark Chaser to end Wily fast.

# Wily Star - Sunstar

This fight is 3 phases. Sunstar takes 1 damage from all hits (even Jupiter, though 1 shot can hit him twice). As such, we recommend using Pluto lemons so you can weave break dashes in to dodge attacks.

## Phase 1

Sunstar will fire a large laser then dash across the screen. Fire a lemon at him, then either jump over him or Break Dash through him. Continue firing lemons at him until you have done 6 damage.

Sunstar will jump and launch a fireball at the floor, destroying it. use a break dash both to dodge the fireball and avoid damage from burning floor, and fall to the next screen.

## Phase 2

Set up just left of the middle of the screen, facing left. Sunstar will drop down and start firing large buster shots at you.

As soon as Sunstar appears, fire lemons to hit twice, then use a short Break Dash to dodge a shot. Do this again (2 lemons, break dash), and then a third time. This will do 6 damage, triggering another floor burning.

## Phase 3

Shoot Sunstar once as soon as he lands. Sunstar will then cross the room with a buzz saw attack. it crosses the room three times. It doesn't matter specifically how you dodge it - you should learn to dodge it without Pluto, but using Pluto to dodge the third pass makes it easier to set up to attack.

Sunstar's pattern will be to jump high, and "use rain flush" to burn away the floor, forcing another screen transition. This can be avoided by hitting sunstar with a lemon in the air. Once hit in the air, Sunstar immediately falls to the ground and usually crosses the room again.

You want to hit Sunstar once on the ground before he jumps, once in the air, then again on the ground after the jump. This does 3 damage.

If you got the initial hit in and these 3 (totaling 4 damage), Sunstar should have 3 HP left. He will cross the room. Repeat the strat and do another 3 damage to end the fight and the game. Time is on the last hit.