

Mega Man V

- General Information
 - Versions
 - Weakness Order
 - Route
- General Techniques
 - Up Canceling Slides
 - The Mega Arm
 - Pluto Break Dash
 - Mashing Text
- Game Start and Stage Select Notes
- Neptune
 - Neptune - Sub Surface
- Mercury
 - Mercury Fight
- Mars
- Venus
- Dark Moon
- Pluto
- Jupiter
 - Jupiter - Screens 1 & 2
 - Jupiter Screens 3-4-5-6-7
 - Jupiter Screen 8-9-10-11

- Jupiter Screens 12-13-14
- Jupiter Screen 15 & The Energy Crystal
- Jupiter Screen 16
- Jupiter - Boss

- Saturn
- Uranus
- Terra (Earth)
- Space Flight
- Wily Star
 - Wily Star - Enker section
 - Wily Star - Quint Section
 - Wily Star - Punk Section
 - Wily Star - Balade Section
 - Wily Star - Refights
 - Wily Star - Hands
 - Wily Star - Wily Machine
 - Wily Star - Sunstar

General Information

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.

General Information

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.

General Techniques

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 30-89 frames of holding B. A full charge is then 90+ 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.

Game Start and Stage Select Notes

This game has an opening Cutscene you can press start through. Most game timing allows soft resetting before timing, as the cutscene will not play on a soft reset.

The stage select only respects left and right presses. Both screens of 4 start you in the top left.

In the first set, you can just always use left for the route. Left twice, twice, once, twice.

Mercury	Venus
Mars	Neptune

In the second set, it's left once, then right once, once and right once again

Jupiter	Saturn
Pluto	Uranus

Neptune

First Stardroid in the route

Neptune - Sub Surface

The first few screens are on the top of a rising and falling sub. There are 2 helicopter enemies with 9 HP each, which is the focus of moving through this screen quickly.

The strats for this screen rely on being able to follow the rise and fall of the sub. You need to be able to move when the sub is at its bottom or peak of movement, and optimally more.

First Two Screens

Slide, bullet slide, bullet slide, and charge to get through the first screen. This should get you to the screen transition at the peak of the sub's movement.

Optimal Strat - Jump through the screen transition and shoot on the other side. This connects with the chopper for 3 damage. Slide under it while charging and jump and hit it again. Avoid the missile shot while getting a third charge ready.

Alternate Strat - Use Venus bubbles if you somehow have them.

Second Chopper

Use more bullet slides on the next Mets, then charge and get to the end of the screen.

With the sub being one tile lower here, you usually cannot jump and hit the chopper, except at the very top of the sub's movement at the very peak of Mega Man's jump.

Optimally you jump at the top of the sub and hit the screen transition at the top of Mega Man's jump, releasing the charge immediately to hit the chopper the first time. After that, just land the second 2 hits.

Four second slower you can wait for the sub to be at its lowest, then trigger the screen transition. The sub continues bobbing up and down through the transition, letting you jump on the next screen at the peak of the sub's movement. This avoids the big jumpy enemy on the previous screen.

Alternate Strat - Venus Bubbles also work here, if you somehow have it.

Last Sub Screen

Just get past the mets and jump through the transition.

Mercury

Second robot in the route

Mercury

Mercury Fight

Movement Patterns

Mercury has two ways of moving across the room that depend on his remaining HP. As a note, a full meter has 19 HP.

Even - slow hopping across the room

Odd - the fast slide across the room

Buster Fight

In Mercury's stage, you fight with the buster. The optimal fight is 4 full charges, then 2 half charges for 2 damage each, then a full charge to finish the fight.

This results in a room movement pattern of

- Slow hops
- Fast
- Slow hops
- Fast
- Fast
- Fast
- Dead

This is about 2 seconds faster than going for all fast patterns (all half charges)

Refight

Saving Your W Tank?

If you have an item you want to retain, it is critical to avoid Mercury's first attack. If you came here immediately after Uranus, and have Pluto Break Dash available, you can use this to avoid the attack.

While the fight is starting, Hold B until you see a charge start, **and release it** immediately even before you gain control.

This will make Mega Man immediately use the Break Dash, and get into iframes. This avoids the attack. **If you are in a full on break dash as from a Full Charge, you can still lose the item.**

Actually Damaging Mercury

In the refights, you will have Saturn available. It takes damage both from the top and the spread of the Black Hole. It only takes 2 black holes to end it.

You can also pause cancel the attack after the initial damage (switching to any other weapon), then switch back to Saturn and do it again, preventing Mercury from moving at all.

Mars

Venus

Dark Moon

From this point on, you do not regain weapon energy/ammo between stages. Any ammo used in this fight is not restored before the following stage (without refilling it at the shop, or continuing from password or game over)

The Dark moon fight starts with this Yellow Devil like enemy flying across the screen left to right. Remember you can press up to slide cancel if needed.

After Dark Moon crosses the screen, it will take 5 steps and open its eye. There are 3 general strategies from here.

- Safe & Slow - 2 cycle fight
- One Cycle - Tremane Method
- One Cycle - Nooblar method

The two cycle is fairly consistent as long as you land at least 4 hits on each side. The one cycle fight (either method) is extremely tight, and relies on good timing of iframes.

One cycle may not be possible on 3DS Virtual Console due to iframe differences
(see Jupiter Weapon Get).

Dark Moon is weak to Mars's Photon Missile. It takes 7 Missiles to kill.

Safe And Slow

The two cycle fight is very consistent, but loses about 20 seconds to a one cycle fight.

Stand in approximately the middle of the screen. Around the time the eye opens, jump to the left (always away from Dark moon), circle back right, and fire a single missile at the peak of the jump. You can land 5 hits in the cycle, though only 4 are needed to two cycle.

The weaving back and forth is to misdirect and dodge Dark Moon's shots.

Dark Moon will cross the screen, then repeat this on the left side of the screen (mirroring the jump pattern to jump "away" from Dark moon).

Dark Moon Crossing

For all subsequent screen crossings, the order of Dark Moon's pieces is the same, but the top pieces bounce. As such, the center of the screen is not safe.

One Cycle - Tremane Method

This method relies on very precise positioning and Photon Missile usage. The key thing that happens are the two jumps you fire two missiles - you must immediately hit with one, then place the second missile far back enough that it "wind up" before firing across the screen is enough to miss Dark moon's iframes.

1. Stand with Mega Man about in Dark Moon's toe. You must be positioned so you are not hit by Dark Moon's body, but a Photon Missile shot immediately hits the eye.
2. Jump up to shoot the eye immediately. (1 hit total)
3. Immediately on landing, jump again and "plant" a second missile into the eye. Then Wiggle away from Dark Moon in mid air, and place a second missile in the air, while landing at your original position. This lets the second missile (of this step) pause and strike after the iframes wear off. (3 hits total)
4. Repeat step 3 (5 hits total)
5. Do 2 jumps with one hit. (7 hits total)

Remember you must act fast - your window to one cycle is very tight.

Pluto

Jupiter

Jupiter's Stage is 6th in the any% route, primarily so you have Pluto for the stage. His weakness is Venus.

Jupiter's stage is probably the most technical stage in the game. It requires precise jump heights and knowledge of Pluto's Break Dash.

Jupiter - Screens 1 & 2

If you're looking for this stage's Gem, it's near the end

This stage uses Pluto's Break Dash properties A LOT. Be familiar with its mechanics if going for better times.

Screen 1

This is the start screen. Just be near the ground at the transition. Depending on how you handle the first enemy on the next screen, you may want to charge the buster.

Screen 2

This screen has Low Gravity, slowing Mega Man's falling speed for jumps and increasing your max jump height.

First Two Pits

There are two ways to deal with the first pit with the floating "Magnet" looking enemy.

Easy Way - Slight time loss. Charge the buster and Jump high to shoot the enemy while jumping the pit

Optimal Speed - Short slide to gain distance fast then, not the smallest hop possible, but a very small hop to the second platform. Your falling speed is slow enough that jumping too high will get you bonked into the pit. The smallest hop possible will not clear the pit.

Once you pass the enemy, switch to Pluto and continue doing mini slide jumps. Do not fully charge Pluto.

About "Jupiter Joes"

As you approach the third jump an enemy that stands and charges electric attacks will appear. These enemies are invincible while charging their attack, have 4 HP when they are vulnerable, and

fire a shot that will hit the 2nd and third tiles off the ground (from their standing position).

(I'm not sure of their real name, just acknowledging their behavior resembles Sniper Joe)

In all situations, you can simply wait these enemies out and kill them without ruining the route. However, killing them is always slower.

In general, you want to Pluto Break Dash through them.

Third Pit

Before you jump, you should be weapon-switched to Break Dash. Fire a lemon on the way down from your jump to start charging, and as soon as you land, release to dash into the Joe. It will do no damage and end your dash (regardless of the charge level, but you will have invincibility frames to proceed).

While there is no difference in Mega Man's movement and HP from charging Pluto longer than needed, it will use more ammo. Since you don't get ammo back between stages, always using 2 ammo full charges will make you require more ammo drops.

After Dashing, slide to the next ledge and begin another Pluto short charge. You can either jump from there to the pillar and land on the left ledge, or dash up to the pillar - either way, let the shot from the magnet enemy land so it goes left instead of right, and use Pluto's iframes to get through it.

Fourth Pit

You can slide-jump from the top of the pillar or the lower ledge - either way clear the gap.

Jump to the top of the structure and use a Pluto Short Charge to get through the Joe. Then start sliding.

You can either slide again when you reach the ground to extend the Pluto iframes enough to get through the magnet enemy's shot, or use another pluto short charge (make sure the shot travels left if you do!)

Pits 5 and 6

The rest of this section should be fairly obvious, just keep moving. Jump the pits, and use Pluto Short Charges to bypass the Joes. Make sure you move quickly enough

Jupiter Screens 3-4-5-6-7

Screen 3

This single screen is simple - use a Break Dash to iframe through the enemy attack, and proceed.

Be on the ground for the screen transition.

Screen 4

Ceiling Enemy

Your initial movement on this screen manipulates the ceiling enemy.

Safe Way - Slid across the first pit, and wait out the enemy's shots to jump up to the ledge. This prevents the enemy from dropping to the floor.

Quicker Way - Charge Pluto and jump halfway through. This will make the enemy drop. Use your break dash to destroy the enemy.

Screen 4 Joe

There are two jumps with a two tile wide platform before a Joe at the end of the screen.

To go fast, you need iframes, but the two tile platform is a very small space for a pluto dash - this must be a minimum charge. Begin charging on the jump down to the platform, and dash from the left side so you have as much space as possible.

You can also land on the platform to destroy the Joe, or as a backup, full jump against the wall and just take the damage.

Screen 5

There is a sort of Bouncy Ball enemy and a raised central platform. You can slide and jump on top of the platform while charging a small Break Dash to get through. Alternatively you can use the break dash first then use the iframes to get through.

Screens 6 and 7

These screens are uneventful.

Screen 6 has a quarter e-tank. The top right wall is a secret area with drops accessible with Pluto, and not needed for the Speedrun.

Screen 7 has a large health drop and a bee. Slide through it.

For both screens, the only reason not to collect the drops is the time loss to collect them. The health drop in particular is a nice safety - use two lemons with Pluto equipped to destroy the bee if desired.

Jupiter

Jupiter Screen 8-9-10-11

This screen requires very tight movement.

First 3 enemies

Land on the top platform, and use a Pluto Break Dash through the Joe. Completely ignore the Hammer enemy on the bottom.

Your goal from here is to either use the Pluto iframes to get through the magnet enemy, or just destroy it.

Optimal Strat (Difficult)

Move quickly enough to let Pluto iframes absorb the magnet enemy's shot. Proceed quickly before the Magnet enemy returns.

Old Strat (Slower)

After break Dashing through the Joe, switch to Neptune. Hold up and Right on the shot (?) to launch Salt Water at the magnet enemy to destroy it.

Checkpoint Joe

The last enemy on this screen is also the last enemy before the checkpoint. Falling in the pit here sends you all the way back.

Many strats here boil down to damage boosting on the right side of the Joe, so you don't get bonked back into the pit.

Alternatively, this Joe may be worth switching to Buster and shooting the Joe. Keep in mind its shot will hit you if you "just stand there".

Screen 9

Checkpoint screen.

Screen 10

There is another bouncy ball enemy and a ladder at the top right.

You can use Neptune or the Mega Buster on the ball enemy, or Pluto to bypass it.

Screen 11

There's a Joe guarding some items trapped behind blocks. Climb the ladder and move on. You can do the "drop off the ladder to jump up faster" technique here if desired.

There is no reason not to collect the items other than the time it takes to collect them.

Jupiter Screens 12-13-14

Screen 12

If you are low on health, this is a good screen to switch to Mercury's Grab Buster to defeat enemies and absorb health. This is slower than other strats, but is a nice safety for new players. The hammer enemies take 2 hits from Grab Buster.

You can also kill them with lemons to try and farm weapon drops, or prevent them from creating surprise drops.

Be wary of drops from the Hammer enemies if you kill them with break dash so your timing is not thrown off by a refill.

Fast Method

Have Pluto's Break Dash Equipped. Use a Break Dash to get through the hammer enemy, then slide and jump to the next platform. It is imperative you slide and jump through the next platform under the ceiling enemy - the slide extends the iframes to make it without taking damage.

Have a small Pluto charged for the last hammer enemy to break dash through. You can just kill it with lemons if you need to save Pluto ammo.

Slow Method 1

Use Pluto Lemons to kill the first hammer enemy specifically to better line up your break dashes and slides, without worrying about unexpected drops.

Slow Method 2

Use Venus Bubble Bombs.

The bombs will travel along the ceiling to take out the ceiling enemy. They also are very effective against the hammer enemies at close range, two hits to kill.

The main drawback to this method is the lag from bubble bombs. They are really laggy. That and the time needed to weapon switch.

Screens 13 & 14

Both of these are single screens.

Use lemons to kill the bee on screen 13 and proceed.

You can use lemons or a break dash to pass the hammer enemy on screen 14. Use lemons if you need to save ammo.

Jupiter

Jupiter Screen 15 & The Energy Crystal

Screen 15

This screen is outside again - Low Gravity

Give the hammer enemy a moment to walk down so it does not stop to use its hammer. Then either use a small break dash through it, or kill it (such as if you are saving Pluto ammo, or using Mercury for health)

Getting through the next Jupiter Joe is very tight, you may want to simply jump over it and damage boost to the right.

Slide over the top of the platform and proceed to...

Any% - Go right

100% Route Variance

If you are collecting the Gems, climb the ladder up.

There is an E-Tank if you climb ALL the way up

Go back down the ladder (immediately or after collecting items), and the right passage will be sealed.

Go down the new pit and hold left to avoid spikes, and go left through a screen transition to the Gem's screen. You will need either the Magnet Hand to grab it through the blocks, or another weapon to collect it.

After collecting it, go to the right. You will soon find yourself on the same Screen 16 as the any% route.

Jupiter

Jupiter Screen 16

This screen heavily uses Pluto's Break Dash knowledge of extending i-Frames.

First Joe

Optimally you can Break Dash through the first hammer enemy, slide, jump to the Jupiter Joe's spot, then slide through it before iframes wear off.

Backup - Optionally, you can kill the first hammer enemy with lemons, and even the Joe itself. Remember to slide under the Joe's shot if you stand to fight it. Either/both of them can be killed with Grab Buster to heal as well.

Second Joe

The middle of the screen is a boxed in room with a bouncy ball enemy. Use a short break dash on the top of the center platform to get through it with iframes.

On the last wide platform before the last Joe, use a short Pluto Dash, slide, then hop to the platform, and immediately slide again. You'll see Mega Man stop flashing but continue to slide through to the boss gate - that's the iframes getting extended.

Backup - As with all of the Joes, slide under the shot and shoot the Joe with lemons.

Jupiter

Jupiter - Boss

Jupiter has a simple pattern, but can deal a lot of damage. Fortunately, it is impossible to be here without his weakness, and Venus Bubble Bombs are very effective.

This Room Has Ice Physics in Jupiter's stage. (but not in the refight)

Your goal is to hit Jupiter with 2 bubbles before his first super laser, then 5 bubbles after. The 7 hits deal enough damage to defeat him.

A secondary objective is to be centered after the fight for time saving.

Saturn

Uranus

Terra (Earth)

Terra's arena is lined with blocks usable with Uranus's Deep Digger.

Pattern Info

Terra has 3 actions

If Mega Man gets to the center 2 blocks of the screen, Terra will jump away and teleport. This loses time and should be avoided.

Terra can otherwise either shoot a small laser (The Spark Chaser), or a 3 ball shot that freezes Mega Man.

The Fight

Open the fight by charging the Mega Arm. Walk towards Terra and use a full charge shot. As soon as it hits, switch to Uranus.

You want to stand between blocks so Mega Man does not fall into the gap, and grab blocks from the left so you can continue to walk right while throwing blocks. Optimally, Terra never teleports and you don't have to jump.

Space Flight

This stage is a side scrolling space shooter in a Space Modified Rush Marine. It is largely an auto-scroller.

Controls

Obviously the Directional pad gives you four directional movement, and B fires lemons. You can also hold B to fire a traditional Mega Buster shot from Rush - the full charge does 3 damage, and the half charge only does 1 but also pierces enemies it destroys.

The A Button is a speed boost. It is not strictly needed for anything, but could make reacting easier.

Part 1 - Asteroids

The asteroid field has no RNG. Memorize it and get through it

Part 2 - Fighters

There are 8 "fighters" that appear from the edges of the screen. Each appears in a random location and moves at one of 3 speeds (randomly determined). Only 2 spawn at a time.

You must destroy all 8 to proceed. Try to land Full charges and finish them with lemons immediately. If you have the opportunity to use a charge to kill an enemy and strike a second, take it.

There is a strange interaction with firing lemons at the top of the screen at an enemy off the top of the screen. take advantage of it.

Part 3 - Super Laser

This is also zero RNG.

Part 4 - The Cannon

The Cannon is only vulnerably while exposed, and after firing. It goes up and down, then either launches 4 missiles, or fires 4 shots.

The TAS manages to connect with a full charge shot, a lemon, and follow it up with a second full charge in the same cycle. This is very tight but achieves a 3 cycle fight.

Humans generally connect with a full charge, then two lemons. The timing is still tight, but easily gets a 4 cycle fight.

End the fight near the middle right of the screen to exit quickly after the fanfare. (Same concept as being centered after any other boss to teleport out).

Wily Star

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

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

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

Wily Star - Hands

Wily Star

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.

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.

Phase 2 backup

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.