

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.

Revision #1

Created 2025-01-23 03:02:08 UTC by mrcab55

Updated 2025-01-23 03:16:32 UTC by mrcab55