

# 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.
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Revision #3

Created 17 April 2025 04:32:41 by mrcab55

Updated 17 April 2025 04:49:16 by mrcab55