

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.

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