

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.

Revision #4

Created 2025-04-17 04:51:31 UTC by mrcab55

Updated 2026-05-24 14:52:53 UTC by mrcab55