

# General Techniques

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# Ice Wall Jumping

With proper timing, you can jump, create an ice wall, land on the created ice wall, and jump again. This is used in a variety of places across the speedrun, so it is a vital piece of tech. Screens can still be completed without it, but you will lose significant amounts of time.

you have to use the ice wall a short time after jumping, but also high enough to reach your destination.

## Multiple Ice Wall Jumps

Because pausing and switching weapons despawns attacks (including ice walls), it is possible to jump off an ice wall, pause, switch away from ice wall, and after unpausing immediately switch back to ice wall to wall-jump again.

This is slow, but can be useful for large vertical climbs or to ignore cycles.

# The Counter Attacker

The little flame item in the shop is "The counter attacker." This item makes all attacks do 2 extra damage whenever Mega Man is under 8 HP.

Beyond the obvious but annoying method of counting tiny bars on the screen, you can tell if your character is under 8 HP by their idle animation. If they are "breathing heavy" and grabbing their shoulder, you are in low health.

Because of this, a runner using Counter Attacker must be aware of enemy damage values when routing, and routing backup damage in the event of unexpected health drops.

## Select Enemy Damage Values

Sniper Joe - Contact	3
Big Rhinos - Contact	10
Astro Man Orbs	2

# All About Zipping

Most zipping in this game requires getting pushed into a wall by Ice Wall, then directing Mega Man up or down with Lightning or jumping.

## Getting Into The Wall

At a high level, to get pushed into a wall, you jump, use Ice Wall, then move Mega Man into the ice wall at the right time to get ejected back out into the wall. If successful, Mega Man will not be able to jump properly.

This involves jumping for a time, firing the ice wall, then holding the D-Pad TOWARDS the Ice Wall until Mega Man snaps AWAY from the ice wall (despite the player holding the opposite direction).

In practice, there are not great methods to determine what the best time is. There are not many magic "do it this way" methods available, nor are there large windows of timings for how high to jump, when to use ice, and when to start holding forward.

One thing to look for is Mega Man snapping back to the starting side despite holding the opposite direction, hopefully caught while pausing.

## Once You're In The Wall

### Going Up

The simplest zips, once in the wall, use Dynamo Lightning **while standing still** to go straight up. This requires no extra finesse - if you are stuck in the wall, just use lightning. Just keep in mind some places you can zip into a soft lock.

### Going Down

If you need to zip **down** (notably, in the King Zip, and the Wily stage Sisi Roll Zip), you need to use lightning **while jumping**. Despite not being able to gain height, you can use lightning "in the jump."

Since it is very likely going down very fast will zip you below the game's kill plane (it will assume you fell in a pit), you need to stop the downward movement by pausing (and canceling the lightning attack). You may need fancy finger positioning on your controller to push jump, attack, and pause in rapid succession.

Also keep in mind Mega Man's depth in the floor for things like the King Skip. You cannot slide in the floor if Mega Man does not have room to stand, or you will soft lock.

## Youtube Videos on Zipping

Don't forget to like and subscribe

- ClearTonic - [https://www.youtube.com/watch?v=6QC\\_pYdNug0](https://www.youtube.com/watch?v=6QC_pYdNug0)
- KLM - <https://www.youtube.com/watch?v=SDEffhb0szk>
- MrCab - <https://www.youtube.com/watch?v=d5TqW72EV9s>

## Other Zips

There are a few clips and zips that use ice wall, but not this exact method. These are covered in their stages.

- Pirate Man
- Astro and Dynamo Midboss skips