

# Wily 3

I can't believe it was Wily all along

- Wily Machine & Capsule

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## Attack Pattern

The Rockman & Forte Wily Machine has a fairly basic manipulable pattern. If you go under it, the machine stops what its doing and stomps the ground after a second, giving you time to slide or dash away. If you wait too long, it will shoot two missiles at you.

This lets you use Remote Mines and Buster shots as needed to shoot the machine in the eye. Just periodically make the machine stop moving by moving under it, and keep pummeling it in the eye.

If you want to attempt the quick kill, keep the machine alive with 1 HP. Manipulate it to smash the floor to prevent it from doing other attacks until it is in position.

## Wily Quick Kill

The quick kill requires the Damage Converter, which restores ammo for your equipped weapon if you take damage. This is available in the shop.

The quick kill works because when you shoot with no ammo in Rockman & Forte, you shoot a lemon that does 1 damage. **You must have Ground Mines with 0 ammo remaining.**

The setup for this is to have the Machine down to 1 HP, with it's rear thruster flame just entering the back wall. Make the machine stomp down by sliding/dashing under it, then immediately retreat to the left edge of the screen. **Make sure Ground Man's weapon is equipped and you have the Damage Converter equipped.** Let the machine start moving again, and when you see a missile coming , full jump and shoot. Your goal is to land the lemon as the last hit on the Wily, but also take damage and fire a remote mine before that lemon connects. You will get the ammo for the remote mine by getting hit by the missile with Damage Converter equipped. **Hold up to get the mine to go high on the wall, close to where Wily Capsule will spawn.**

**The screen will go white when Wily Machine explodes. The moment that extra brightness completely fades, detonate the mine.** Wily Capsule will spawn into it, begin to fill its life meter with the explosion active, and take 1 damage. That 1 damage will "reduce it to 0" and the game will count it as destroyed.

## Wily Capsule

If you fail the quick kill, or just don't want to do it, these general tricks work on the Capsule.

**If you unequipped damage converter to attempt the quick kill, put it back on.**

The weakness is Magic Card, but it is difficult to land hits. Charge buster can be more forgiving.

The spot on the ground about 3/4 to the right is generally safe if you stand still (to the left of the bottom right corner spawn spot).

If you think you cannot avoid an attack, use Lightning. You are invincible in the animation so the shots will miss (and the lightning might do 1 damage to Wily). Just remember to pause cancel once the shots disappear if you are charging buster shots.