

# A Route for MML1 Any% Easy:

Also consider looking at [BlueMetal's tutorial](#).

*Focuses on the high points and overarching route, and less so the minutia, micro-optimizations, boss strategies, etc. It is mostly focused around what I personally do, so there might be slight differences from the “usual” route Blue and others use in the tutorial.*

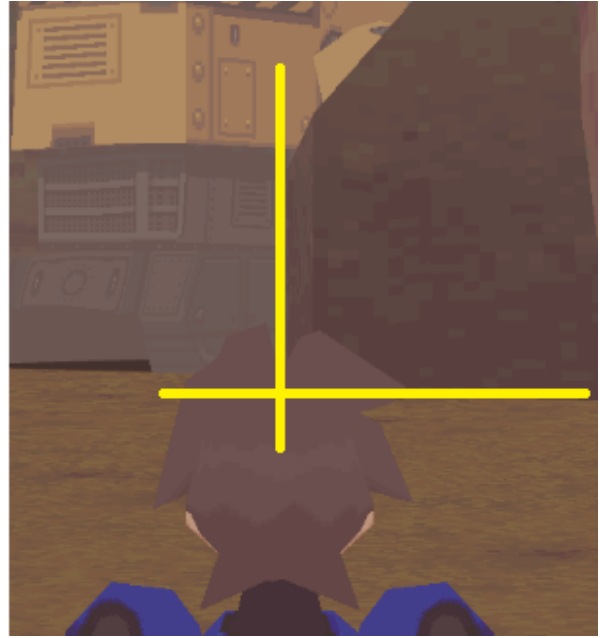
**Difficulties at JP title screen:** (load an Easy file and return to menu to get the options)

<u>Difficulty</u>	<u>Japanese</u>	<u>Color (Most Ports / PC)</u>
Easy	かんたん	orange / blue
Normal	ふつう	pink / purple
Hard	むずかしい	green / green

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## Abbreviated Route Description:

- **Ocean Tower:**
  - Equip Skates and Buster Max, then jump forward.
  - Complete dungeon as usual.
- **Portal 1:** Perform Mine Skip here.
- Buy Energy Canteen (650 Z) on the way to Downtown if wanted.
- **Downtown:**
  - **Blumebears:** Immediately circle and fire on the blue one.
  - **Feldynaught:** Walk up & left a few steps and fire on the broken leg.
- **City Hall:**
  - Turn left and kill the blue flyer.
  - Turn around and kill the pink flyer.
  - Turn around and approach the yellow tank as you kill it.
  - Turn around and, if it approaches you, kill the orange flyer.
  - Kill the other tanks, and then the orange flyer if needed.
  - Kill Bon (stand-and-fire for a bit, then go forward or circle around)
- **Skate to Marlwolf.**
  - Fire at hatch from ground level.
  - Use Mega Man's hair prior to shooting for visual cue.
  - Aim a bit up from here:



- **Cardon Sub-Gate:**
  - **City Hall:** Exit, get in the van, and warp to Cardon.
  - **Cardon:** Approach the southern cave, skip the cutscene, and enter Portal 2.
  - **Portal 2:** Skate through the corner in the wall, and go straight into Cardon.
  - **Cardon Sub-Gate:** Complete as usual; get the Jump Springs.
- **Lake Jyun Sub-Gate:**
  - **Cardon:** Enter the van. Invent stuff, and go to Downtown.
  - **Downtown:** Go left a bit, turn around, and skate into Uptown.
  - **Uptown:** Equip Springs, call Roll, exit, repair the boat, and start the autoscroller.
  - **Autoscroller:** 0-cycle visual cues. Fully zoomed in (not the default zoom).



- **Lake Jyun Sub-Gate:** Get the keys and refractor as usual.
- **Dorito King Skip:** You want to have turned *just* enough so that the doors can open, and then skate diagonally up+right/up+left (parallel to your wall). Then exit as normal.
- **Clozer Woods Sub-Gate:**
  - **Uptown:** Enter the van.
  - **Flutter:** Leave Roll's room. Talk to Gramps (decline twice), and get the Bomb Schematic from his room. Invent & equip it (scroll up). Go to Clozer.
  - **Clozer:** Equip the Grand Grenade from the menu at some point, and complete it as usual.
  - **Bashes:** The line in front of the door is where you want to stand to avoid getting hit. Hit them with 2 grenades, then 1 after they fall.

- **Air Battles:**
  - **Draches:** Go forward, look up, throw a grenade as they're about to line up, then Buster the rest.
  - **Gesellschaft:** Shoot the wings and hull until they explode.
  - **Skull:** Get to the edge of the Flutter, look all the way up, and throw a grenade at it as the eyes disappear from the screen. Then Buster it.
  - **Fokkerwolf:** Free-aim and lead your shots in front of it heavily.
- **Main Gate & Bruno:**
  - **Flutter:** Leave Mega Man's room, talk to Gramps, and call Roll. Go to Main Gate.
  - **Main Gate:** Skate down the spiral, go into the second door, activate the Sub-Cities. Exit and start the Bruno fight.
  - **Bruno:** Shoot for a second, then run-and-dodge-roll to the Sub-City entrance. After the second laser, jump up and Buster Bruno's spine. Blow up the corner of the fence with a grenade as he dies.
- **Sub-Cities:**
  - Do Old City → Downtown → Uptown.
  - Each is fairly straightforward.
- **Main Gate 2 & Juno:**
  - After Uptown, fast travel to the Main Gate. Skate down and get to Juno.
  - Don't bother with grenades.
  - Invincibility trick is generally not worth it.