

## **Intro**

**Hey there everyone! Welcome to a special edition of Time Skimmer!**

**In Episode 2 of Time Skimmer, we ran into some Space-Time turbulence that forced a detour of our journey through the timeline.**

**But based on my readings, it looks like the time stream has settled enough for us to enter that time period with little resistance. With MegaMan 11 now a stable part of the timeline, let's dig in!**

**As a quick refresher this episode covers information that would take place after the events of MegaMan 10 but before the "Post-Roboenza and Pre-X series" events I discussed in Episode 2 and then pick up again in Time Skimmer Episode 3.**

**It also covers information that takes place BEFORE the events of MegaMan 1, so be aware of whether or not we're in the past or the future!**

**Sit tight, strap in, and let's go for a ride in the Time Stream!**

## **Body**

**MegaMan 11 follows the story of Dr. Wily and Dr. Light once again settling their old grudge.**

**A Japanese developer document shows a basic outline of the MegaMan timeline, starting from Pre-MegaMan 1 and ending with the start of the X series.**

**In this document, it shows that Dr. Light and Dr. Wily were once colleagues together and split for unknown reasons.**

**With MegaMan 11 finally here however, we have a definitive answer for why Dr. Light and Wily split up.**

**Starting well before the events of MegaMan 1, Dr. Wily is presenting a case to the Robotics Committee, which is apparently some sort of governing body in the MegaMan universe which controls the distribution of funding and resources into various branches of robotics research.**

**[https://megaman.fandom.com/wiki/Mega\\_Man\\_11](https://megaman.fandom.com/wiki/Mega_Man_11)**

**Wily proposes that his Double Gear system is a more worthwhile endeavor than Dr. Light's proposal to explore research into Robots which possess independent thought.**

**Wily however seems to push the argument too far as he is met with resistance from Dr. Light and the rest of the Robotics Committee who are in unanimous agreement that Light's field of research would be far more useful, or at least more scientifically appealing than Wily's.**

**Wily's argument seems to be that using his Double Gear system, any robot could be instantaneously upgraded beyond their normal capabilities to perform tasks which were previously beyond them.**

**He also argues that until his Double Gear system is implemented, all that robots will ever be are tools to humans. Intelligent or not, without power, their use is limited. But by using his Double Gear system, robots can be elevated beyond tools and perhaps even become a "hero" to mankind.**

**Dr. Light however argues that such amazing power should not be handed out to every single robot, and that proper judgment for when to use that power**

**needs to be properly considered. Power without control is dangerous, and therefore research into the Double Gear system should be halted immediately, and subsequently, research into more intelligent robots who can make those judgment calls should begin instead.**

**Furious with his dream project being blocked by Light and the Committee, Wily storms out of the room and leaves behind his broken Double Gear system. It seems this sort of outcome has likely happened to Wily many times before, but this was the final straw.**

**This unyielding sense of righteousness to a fault will follow Wily to his grave, as his previous intentions of doing good for the world have been replaced with only a single minded obsession to prove his underappreciated genius.**

**Meanwhile, the push for Light's field of research lays the groundwork for what would become ProtoMan, and eventually the entire line of Robot Masters.**

**This is where things pick up for MegaMan 1.**

**Fast Forward to years later, as we catch up to the present day of the Classic era:**

**Light is performing routine annual checkups on a handful of robots. All is going well until Dr. Wily breaks in, fueled by a recurring dream he had of the Robotics Committee incident, and steals the robots Light is working on, dropping hints that his Double Gear system is what will make him succeed this time around.**

**Light picks up on Wily's intentions and repairs the old Double Gear system he held onto all those years ago that Wily had left behind, and installs it into MegaMan, warning that while the Double Gear system provides immense power and speed, it also comes at great risk to the user if over utilized.**

**With a Double Gear system of his own to even the score, MegaMan sets out to defeat the 8 robots Wily stole from Dr. Light who have also been equipped with their own special gear systems, similar to the Double Gear system, though typically only granting them either speed or power, but not both as is the case for MegaMan.**

**I think it's important to take this time to point out a number of crucial lore connections to the X series the**

**game has. While we're still on the topic of the Double Gear system, let's go over what it can do:**

**The Double Gear system seems to grant either immense speed or immense strength, resulting in some very useful powers.**

**When the speed gear is active, MegaMan can run, jump, slide, shoot, and generally perform well above his typical specifications. Activating the speed gear also grants him a set of three blue after images, to indicate his increased acceleration.**

**This effect is also seen in the X series, whenever X or Zero uses their dash system. Whether or not this is related remains to be seen, but it could be argued that perhaps X, Zero, and reploids in general all possess some descendant of the Speed gear in their general layout.**

**While it's true this is not visible in the SNES era X series games, this could either be a technological limitation or a foresight limitation, as I doubt anyone developing MegaMan X1 for SNES was even considering connecting the game to a Classic era game being released in the real world year of 2018.**

**The Power half of the Double gear system also grants MegaMan an interesting ability: The power to fire two charge shots at once.**

**After reaching full charge, MegaMan will fire one regular charge shot, and one super powered charge shot which appears red in color. This is quite similar to the way X can fire a normal and special charge shot in X2 when he equips the armor from that game. Could Dr. Light have implemented this technology into his armors for X?**

**MegaMan can even charge up beyond this into an “over charged” state, where he can fire off a MASSIVE charge shot which deals an incredible amount of damage.**

**X also gains this ability with most X-Buster upgrades, being able to charge up beyond his normal three shot levels to a fourth one which is more powerful than usual.**

**Interestingly, X internalizes this ability in later X games. For instance, in X8, without any additional powerups, X can charge his buster beyond the typical three levels of shot, and go directly to what would**

normally be reserved for a “Super Shot” which is basically just an even larger charge shot.

Adding the X-Buster Armor upgrade to this doesn't add a “fifth” level of shot, so much as it augments the fourth level to be something unique, such as a 3 way shot, or a massive laser beam in place of the default he gets with no armor.

Speaking of higher charge levels, X seems to be able to charge up special weapons he acquires from Bosses when he acquires an X-buster upgrade.

Similarly, MegaMan **ALSO** seems to be able to fire off more powerful, and sometimes augmented versions of existing boss weapons, just like X can with his X-Buster upgrades. Could this be a further connection to the X series?

One *disconnect* from the X series however, is that MegaMan 11's weaponry seems to imbue MegaMan with physical attributes that match the weapon, typically in his arm and helmet, rather than merely changing color as he has in the past. But this does not carry over to his successor in the future, X. This could very well be a side effect of the Double Gear system on MegaMan. And since X seemingly doesn't



**have a Double Gear, it would explain why he retains only the traditional ability of changing color only.**

**If the armor upgrade abilities were derivative of the Double Gear system, it's possible that the reason X discards his armor upgrades and weapons is that they really do put a strain on his body as the Double Gear system does for MegaMan.**

**Alternatively, a new source was discovered for MegaMan X2 in Japan which states that X actually turns in his armor and weapons to a Dr. Light Capsule at the end of MegaMan X1.**

**[https://megaman.fandom.com/wiki/Armor\\_Parts#cite\\_note-Ch%C5%8DHyakka-3](https://megaman.fandom.com/wiki/Armor_Parts#cite_note-Ch%C5%8DHyakka-3)**

**Dr. Light then developed the Second Armor from the combat data gathered from the First Armor.**

**This is backed up even further by MegaMan X-Dive, which in a video showcasing the Third Armor states that X indeed turned in his armor and weapons to Dr. Light at the end of X2, and developed the Third Armor from it.**

<https://www.youtube.com/watch?v=FIZAGYKRzrl&t=28s>

**It can be assumed the same thing happened for the Fourth Armor as well, as all of the armors from X1 to X4 are all named based on the order in which X received them, which means that instead of 4 distinct armors, they are all the same armor, incrementally upgraded over time.**

**That would certainly explain why some features of a previous armor appear in the next one.**

**Dashing becomes Air Dashing.**

**Air Dashing becomes Upwards Dashing**

**Upwards Dashing becomes hovering.**

**A super charge shot becomes Double Charge Shots**

**Double Charge Shots becomes QUADRUPLE Charged Shots**

**OR**

**Double Charge Shots combine into an even BIGGER Charge shot, becomes a PLASMA Shot.**

**I could go on and on, but I think you get the idea.**

**Regarding the discarding of armor, I have an interesting side note regarding that:**

**Recently, a newly translated interview with the developers of MegaMan X4 have noted that the reason they think X loses all of his upgrades and weapons between games is that he hates fighting and as a result does not want to hold onto weapons of war.**

**<https://shmuplations.com/megamanx4/>**

**In that same interview however, they make several mistakes in answering questions about the X series which are factually wrong, or have been proven to be untrue as the games have come out.**

**For instance, they imply the X series might be just a POSSIBLE future to the Classic series, and it might exist on its own, disconnected from the Classic era.**

**This may have been a possibility at some point, but with all the connection to the classic series that exist**

**now, and the fact MegaMan Zero, ZX, and Legends all appear connected to one another, it is highly unlikely the X series is the exception to this. Everything is connected, leading up to Legends, as confirmed in the MegaMan Zero Official Complete works.**

**If you ask me, I think both can be true. X does not want to hold onto weapons of war, so he turns them in to Dr. Light, who then, unfortunately, must upgrade X for his next battle.**

**There may be an even more subtle connection to the X series besides MegaMan's new power set. One of the key features of MegaMan 11 is MegaMan's new look.**

**Up until now, the majority of robots have been built using the "squishy joints" design aesthetic, and featured very little paneling or details. In MegaMan 7, we see Bass, who begins to adopt this more modern design aesthetic, with him being a more recent robot after all, and then even more in MegaMan 8's Robot Master designs.**

**But finally in MegaMan 11, Rock himself has seemingly adopted some key features of the X series design aesthetic.**

**Take note of MegaMan's new wrist and ankle joints, or lack thereof. He now sports the segmented wrist and ankles of his successor, X.**

**And not just MegaMan, but Sniper Joe enemies as well have adopted this segmented, seemingly more "armored" design. While not directly the same, most of the recurring enemies of MegaMan 11 seem to be upgraded versions of existing enemies, indicating that perhaps a bigger technological shift is at hand....**

**Another interesting fact that has come to light as well, regarding how all these Robot Masters are produced. As it turns out, despite having the DWN model number attached to them, most, if not all of the robot masters were not created by Wily at all, which seems to indicate that the DWN serial numbers are attached as a mark of ownership and not to indicate who created them.**

**For instance, the most diverse creation in the list of Robot Masters would probably be Tundra Man, who was designed by Dr. Light, Manufactured by Dr. Cossack, and stolen for use by Dr. Wily.**

**Several other robot masters in this game are even produced by companies and organizations we know**

**nothing about! It would be very interesting to see who these companies are and their significance, if any, in the MegaMan world.**

**Getting back to the plot, after defeating all 8 Robot Masters and conquering Wily's Fortress, defended by many fortress bosses equipped with their own Gear System, MegaMan finally reaches Wily.**

**Interestingly, in the room right before the final confrontation, you can see 8 capsules looking vaguely similar to the ones seen in the MegaMan 7 intro cutscene.**

**Heading inside, MegaMan confronts and defeats Dr. Wily, whereupon he begs MegaMan for forgiveness, but is approached by Dr. Light, who has somehow made it into the fortress, presumably with the help of Auto.**

**He tries to reason with Wily who is upset that MegaMan's use of the Double Gear system is what led to his own demise, accusing Light of stealing his credit.**

**Light argues that MegaMan was only able to succeed because of both Light and Wily's efforts culminated**

**into MegaMan, a robot born from Light's research, and given power by Wily's invention. The hero robot Wily sought to create was right under his nose the whole time.**

**But Wily seemingly misses the point, blinded with anger, and can only see how MegaMan is just the instrument of his downfall, and not the collaborative effort Light tried to paint him as.**

**Escaping in his UFO, Wily lives to fight another day. As the fortress crumbles, Light, Auto, and MegaMan all escape back to the lab where Light fixes up the damaged Robot Masters MegaMan had defeated, claiming they still have so much good they could do, and it would be a shame to see them discarded just because they were misused by Wily.**

**This seems to echo the law established in MegaMan 9 where the Robot Masters were intended to be discarded, both because their mandatory life span had been met, and again for their involvement with Wily. Only by Light stepping in and sparing them were they able to find new jobs and extend their life spans. It seems once again, Light has stepped in to do something similar.**

**With that sentiment, Auto is seen carrying the Robot Masters around the lab to be repaired making use of the Power Gear. It would seem the Double Gear system is not gone yet, and whether or not it will be utilized in future installments has yet to be seen.**

## **Outro**

**It might have been nice to see Wily turning over a new leaf after his latest defeat, but as we all know, for the future to exist as we know it, Wily inevitably culminates his genius into his final creation, and the collaborative effort we wish to see between these old friends is unfortunately not meant to be.**

**Thanks for tuning in, and I'll see you all next time, on Time Skimmer.**