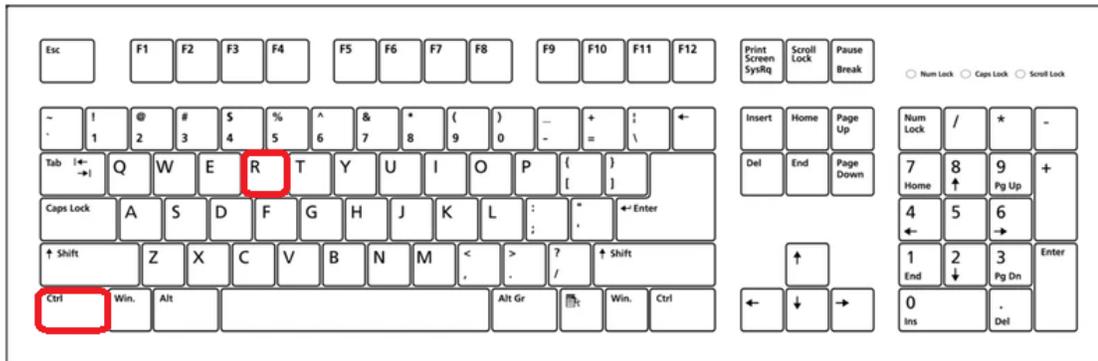


Mega Man Maker's "QUICK RESET" feature!

For those that don't know, Mega Man Maker has a few ways to "RESET FROM CHECKPOINT" which can save time if death is imminent and can even shorten the death animation. Below are all of the options, whether on keyboard or controller.

1. CTRL + R (on keyboard)



2. Jump + Left Weapon Switch + Right Weapon Switch + Start (on controller)



Please note that these images assume default controls

3. Start > press "C.POINT"



RETRY will restart the level from the beginning

OPTIMAL SETUP FOR CONTROLLER:

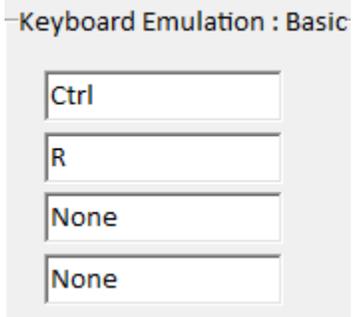
This optional setup may help players be more efficient in a race setting. Players may bind “CTRL + R” to an unused button using the program **Joy2Key** linked below.

<https://joytokey.net/en/download>

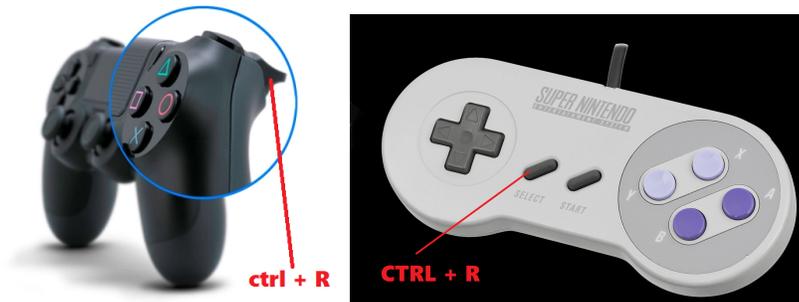
1. Download Joy2Key.
2. Create a “profile”.
3. Select what button you want to be the reset button.
(In this case it shows “BUTTON 11” which is left trigger [L2])

Button 11 Ctrl, R

4. Bind CTRL + R to button 11.



5. Leave the application open/minimized.
6. Now when you press “left trigger” it resets from checkpoint with only one button.



(You can use other button mapping programs as well such as, padmapper, xpadder and more)

If you have any questions regarding set up, please reach out to Mega Marino on

discord.  <https://discord.gg/nMpM9QQ>