

Misc Movement (Mega Man 10)

Hold A on Beam In

At stage start (or other beam ins, like the teleporter room), hold A to immediately jump right (or left). Holding the direction creates a few frames of "start up" walking animation. "Buffering" the jump saves a few seconds across the run.

Jump At Ladder Tops

Same principle as above - at the top of the ladder, jump to start moving instead of walking to start moving sooner. Just don't press jump too early and fall.

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