Flash Man

- Flash Man - Stage
- Boss - Flash Man

Flash Man - Stage

Flash Man's stage is at best minimally sped up by items and weapons, and Flash Man's Time Stop is a very useful utility. As such, Flash is done early if not first in most routes.

A few notes on the stage:

- There are subtleties to the movement to avoid hits from turrets better explained by some better than me, especially the second cannon.
- For the fourth screen, falling down the left side to the mini-turret, position Mega Man in the middle of the gap falling straight down to avoid the shot.
- Remember on "Normal" the tin-can-man goes down in one, and on difficult you will need to dodge the cans.
- Take the right-side path down from the second mech to take the top path on the final long screen.
  - The top path here is the only place a Utility Item may be useful - Item 2 specifically. However you are unlikely to have it.
- For the very end, walk under the long platform with the mech on it, jump and barely move left onto the platform, then jump right to the corridor gate.

> There is an e-Tank on the top of the last screen, however it takes a very long walk to collect.

Boss - Flash Man

Damage Table

To Flash

Weapon	Normal	Difficult
Buster	4	2
Metal	8	4
Bubble	4	2
Quick	4	2

From Flash

Contact	
Shots	

Flash's Pattern

Flash Man walks around the room for a few seconds, then activates the time stop. This freeze Mega Man in place briefly, then releases a spray of bullets.

Every time Flash takes damage, he will jump if he is on the ground. As such, the strat is focused on predicting his movement and firing shots where he will jump.

Main Stage Strat

The early shots are specifically placed to tag Flash when he jumps and keep Flash getting pummeled, as it will take 14 shots to defeat him before he uses Flash. The more time Flash is jumping, the more you have time to fire more lemons.

Refights

The refight with Flash is on a flat surface, unlike the main stage fight. Simply firing Metal Blades at alternating heights, low-high-low-high(-low-high-low) is enough. Just remember to move off the teleporter if you need the health.