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.

Revision #1
Created 21 July 2024 02:04:40 by mrcab55
Updated 21 July 2024 02:51:50 by mrcab55