

# All About Rush Jet

- Rush Jet ammo/energy only gets used while Mega Man is on Rush. This is (some of) why players often jump on Rush Jet a lot.
- As with most things in this game, more sprites on the screen results in more lag. This is why in Snake and Doc-Needle, when Mega Man jumps to save ammo, we also jump off the top of the screen - one less sprite to draw.
  - When Mega Man jumps off the top of the screen, whether because of Rush Jet or Coil or something else, his hit-box screen wraps. This can result in
    - getting hit by enemies at the bottom of the screen (Doc-Needle Parashu)
    - collecting drops at the bottom of the screen (large energy drops, E-Tanks, enemy drops)

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