Proto Man Skip

The Strat

Speedruns of Gemini Man's stage often jump through the Cutscene screen.

By sliding onto the screen, the game doe snot remove control of Mega Man...until the slide ends. Use this slide distance to jump (**before** the slide ends) through the building and down the pit.

> The building does not actually have a hit box, so just jump through it. No extra tech needed, just pretend it doesn't exist.

Why Do This?

1. Skipping the cutscene all by itself is just faster
2. By skipping the cutscene, it also stops the Gemini Man music in favor of the Proto Man whistle. This consumes significantly less memory, causing the game to run faster as long as there is no music.

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