

Toad Man

- [Toad Screen 1](#)
- [Escaroo Snail Midbosses](#)
- [Toad - Last Long Screen](#)
- [Toad Man - Boss](#)

Toad Screen 1

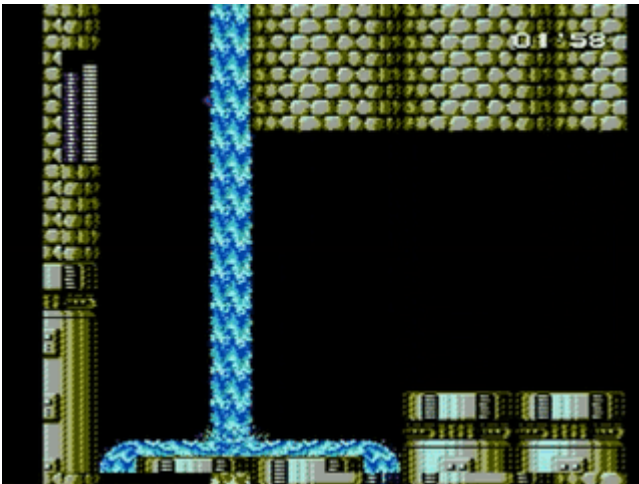
Use Bright and slide.

Be careful of the wind on this screen. It is easy to miss some jumps between platforms when it's pushing you back.

Escaroo Snail Midbosses

Use Bright BEFORE the snail fully forms, then jump through the hitbox. On the first Escaroo, this is trivial.

On the second Escaroo, if you take a death, the second time you enter the screen, there is a frame perfect soft lock if you Flash/use Bright on the first frame you have control.



Optimally, you can tap right to Back-boost through the escaroo hitbox. If you get knocked to the left, it is recommended to hold left to make sure you don't fall in the pit.

Jumping through the screen transition saves a jump on the other side to the ledge, so you can immediately slide jump to the platform.

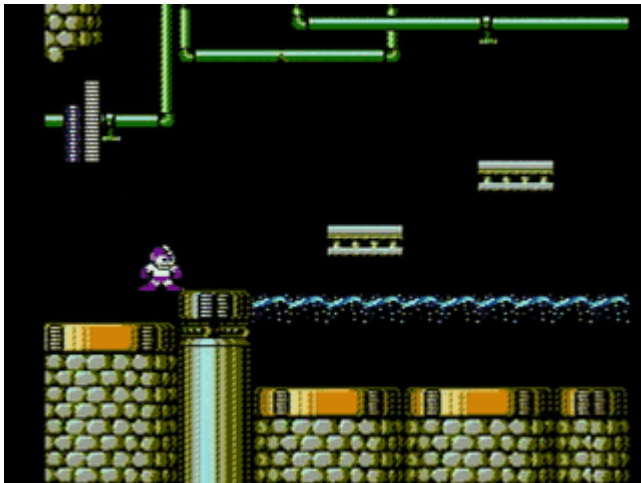
Toad - Last Long Screen

Use Bright, and slide as much as possible.

Remember you cannot jump out of a slide underwater

Shooting the last two fish prevents them from jumping out of the water when the flash ends. This is both convenient and reduces lag. If they miss, just continue. Jump directly out of the water to the last ledge if you get knocked back into the water.

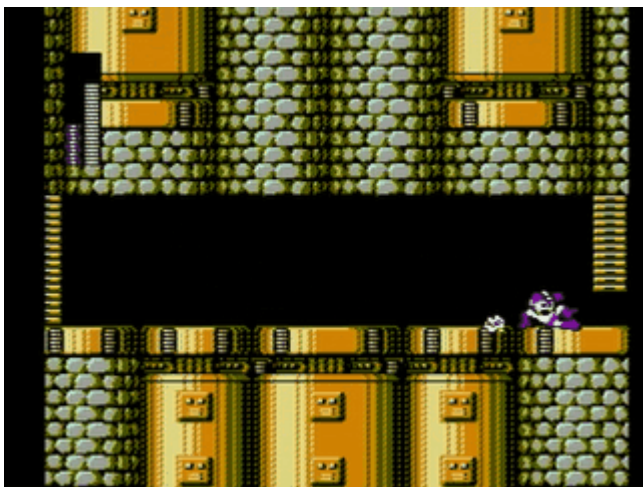
If you cleared Drill, Rush Jet is a backup.



Toad Man - Boss

Buster	1:1:3
Drill Bombs	4 (full contact)

Entering the Room



A very subtle free time save - Toad Man does not spawn until Mega Man touches the ground. By weapon switching inside the room to Drill, the game thinks Mega Man is on the ground, making him spawn faster.

Boss Fight

Toad Man infamously is the easiest robot master in the game, recommended as the first robot by Nintendo Power and many an old magazine.

The buster fight involves mashing B until there is no more Toad Man. Just slide under him as needed.

The Drill Bomb Fight opens with jumping at Toad and shooting. Space out the 3 Drill bombs to delay Toad jumping. Position yourself in the center of the room so Toad dies there, letting the bubbles leave the screen quickly to start the fanfare. (You do not need to detonate the bombs.

The only difference in refights is you don't care about manipulating Toad to the room's center. Only positioning Mega Man on the teleporter to immediately beam out (assuming

you don't need the health)

