

# Bright Checkpoint Screen - Grasshoppers

The checkpoint screen of Bright is the infamous grasshopper screen. There are two strats through here.

There is a ladder going down to a side room with an E-Tank. This is completely ignored in the speedrun.

## Normal - No Balloons

Switch to Pharaoh Shot at this screen if you did Pharaoh First. Its primary use is killing the Totems in 3 shots instead of 8.

It is important to recognize when you are on a "slow" grasshopper vs. a "fast" grasshopper. Jump distances will be different if not unmakeable, and you may want to damage boost across spikes.

For the two long spike sections, look at the totems. If you have fast grasshoppers, destroy the totem as quickly as possible (8 lemons or 3 uncharged pharaoh shots). If you have slow grasshoppers, fire enough shots to almost kill them, but look for a shot to damage boost against. Look left to get boosted right, then slide across the spikes quickly to the next grasshopper. Note you are not guaranteed a shot, or may receive an unfavorable one (at the lowest height). In those cases, just destroy the totem and move on.

## Expert - Balloons

This strat is difficult to perform without losing time. This is due to the immense amount of lag it generates. Each balloon and each moving grasshopper create lag. Combined with not destroying the totems, things can go very slow very fast.

As an extra bonus, remember sliding on a balloon against the ceiling can easily kill Mega Man.

The goal of this strategy is to use balloons instead of grasshoppers whenever possible, eliminating the RNG of grasshopper speed. It does require some damage boosts on totems.

(To be added)

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