Bright Man - Last Long Screen

The last screen has a set of swooping platforms. It is likely to be played in the dark, as it is full of the enemies that turn off the lights.

The Enemies

The first enemy is a tight shot. Angle up with Pharaoh, or use a charged shot to hit it.

Other enemies can be defeated to reduce lag.

- When you land on the fourth platform, fire a shot to kill the next enemy.
- After the center safe platform, shoot (forward) slightly higher than Mega Man's standing position on the platform to shoot the next enemy
- After the last platform, jump low under the enemy. If you have Pharaoh, angle a shop up at it purely to reduce lag.

The Platforms

You can't walk off the front edge of these platforms while they are moving (once they stop, you will fall). As such, you can walk all the way up to the front. You can stop walking to stand on the ledge safely if you wish (the platform still falls).

Going from platform 2 to 3 can be troublesome. Jumping "normally" can have a weird interaction that triggers the platform early. However, there's also a "clip" that just bumps Mega Man from the front edge of platform 2 to 3 without jumping. You may get caught on the left edge of platform 3 in this scenario (see below).

> **If you get caught on the left edge of any platform, unable to walk forward, slide forward and hold right. You do not need to stop the slide or jump off early (Mega Man will walk against the right edge as long as the platform is moving in the same direction. This will get you to the right edge, able to jump to the next platform.**

Just slide to the door, shooting enemies on the way.

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