

Dust Man - Crusher Room

The screen after Eddie and the Checkpoint is a crusher room. Strategies for this room tend to be cycle based.

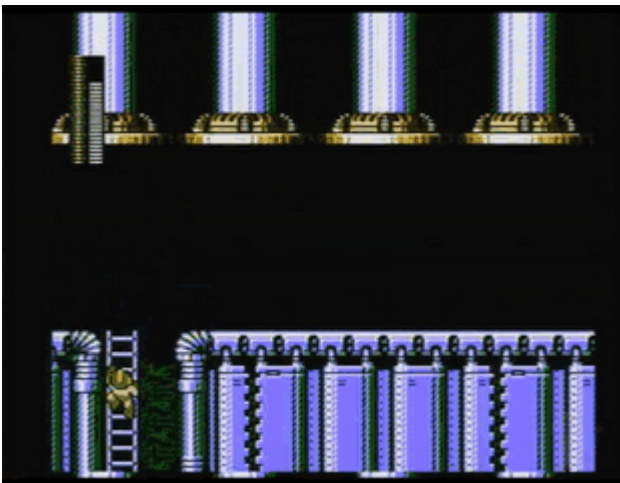
This room in particular is covered by Chelney's tutorial videos.

Note you should switch to the desired weapon in the checkpoint room.

Fastest Strat - Ring

Things to keep in mind about this strat

1. Jumping when the ring flies back causes the ring to snap back to Mega Man horizontally, destroying a second row of blocks as the crusher rises and falls.
2. For the first set of blocks, wait until you see the 4th row before sliding through. If you go too fast, you will hit the Met.
3. The last shoot-slide, made just as the crusher is about to get Mega Man, is safer than it looks (but not by much). Mega Man's sliding hitbox is tiny, and Mega Man's knees work in this game (he has a few frames after the ceiling touches him before exploding, unlike Mega Man 5).



Buster Strats

Climb the ladder with a full charge. Slide once towards the met, and when it is vulnerable release the charge shot. This will destroy a lot of blocks.

You'll mostly use Lemons for the rest.

Dust Zip

There is a zip in this section, however it is slower than the optimal Ring Strat.

Revision #3

Created 2024-07-06 23:29:43 UTC by mrcab55

Updated 2024-07-20 20:18:43 UTC by mrcab55