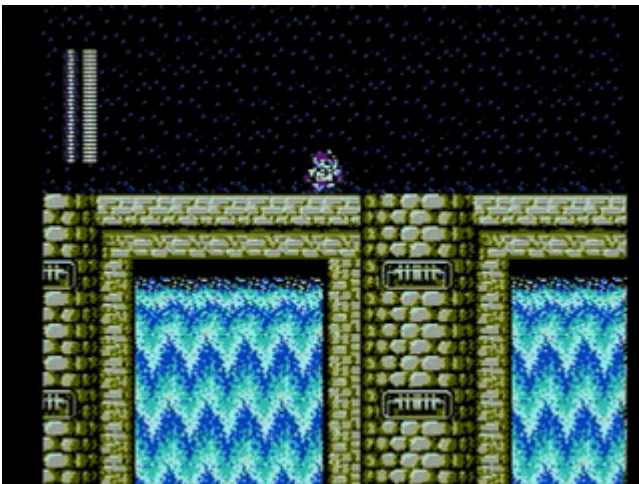


# Extending Flash Stopper Duration

If you pay attention, Bright Man's Flash Stopper lasts longer if you slide.

The "duration timer" does not count down while Mega Man is in a slide, so by extending the slide, you make the frozen enemy effects last longer. This allows long rooms, such as the last 2 long screens of Skull Man, and the last screen of Drill Man, to be completed in a single use of Flash at the top levels.

A good example of this is watching the white flash. The longer it does not flash, the longer the flash duration is extended. (It is still extended even after that, but the flashing background does not show it)



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