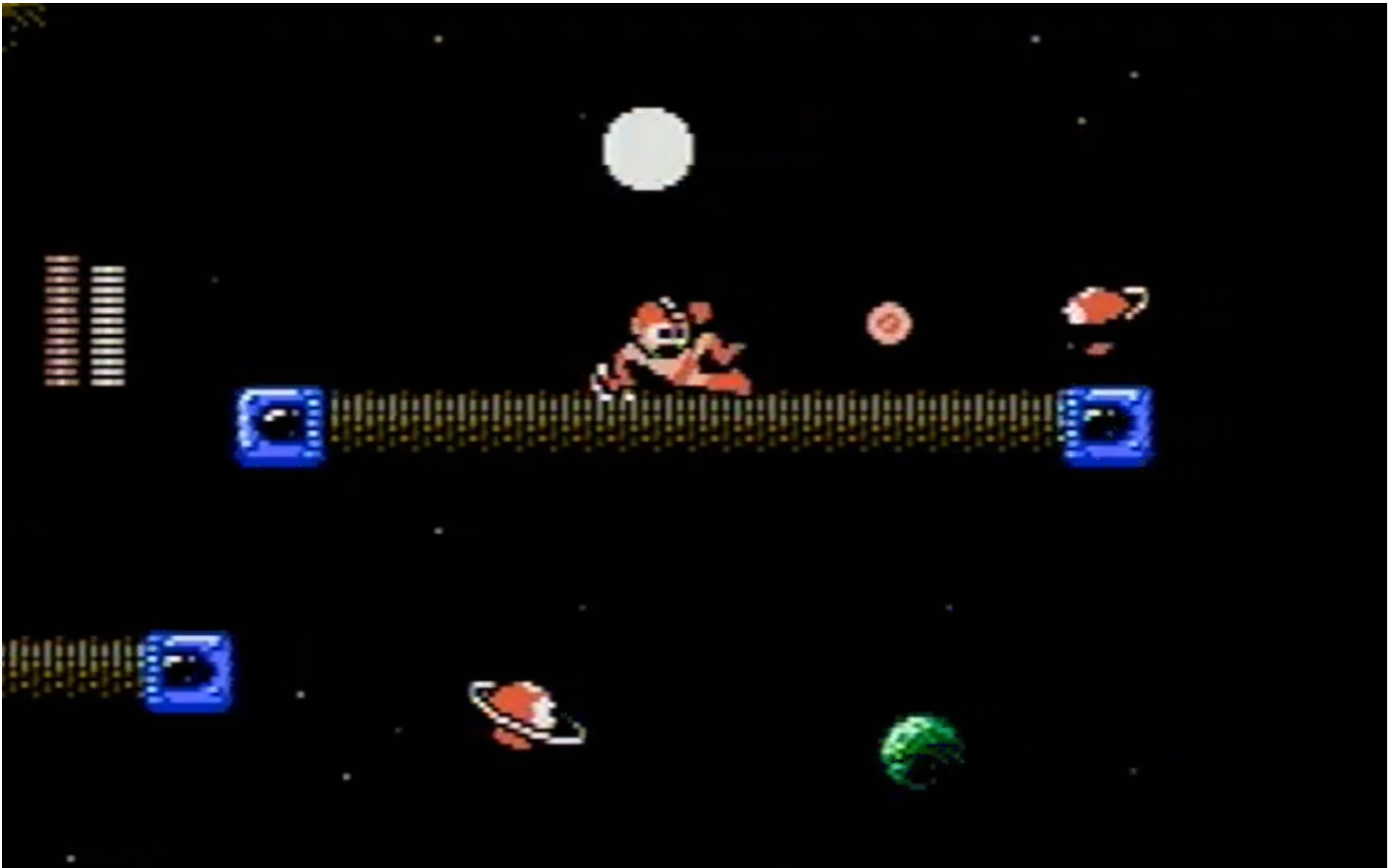


# Pharaoh Shot Mechanics

## Double Hits

You can hit an enemy with the charged orb over Mega Man's head, despawning the orb, and then still fire a full charged shot. Technically, you fire the same charge level the orb was when it despawned, so be aware of this against bosses (mainly Bright).

This also works for firing an uncharged shot - if an enemy is above Mega Man's head, it will take the damage from the uncharged shot on a B button tap. This is potentially useful in Ring Man's stage against the floating Saturn enemies, and the Hippo Mid Boss



## Saving Ammo

If you hit with the orb over Mega Man's head, it does not use ammo. You can then pause the game, and hold B while unpausing, to begin charging a new shot.

The primary use for this is if you are on your last Pharaoh shot against Dr. Wily's capsule and do not want to spend the ammo.

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