Pharoah - Checkpoint Screen

Note - this is also where you respawn after collecting Balloon.

Spike Platforms

The platforms fire shots in each direction until you jump on them, then float across the spikes. This makes the section somewhat auto-scroller-like, however you can save a small amount of time by reaching platforms before they fire shots. This saves lag frames from the bullets being on screen.

This is not needed at all for normal play, and does not otherwise affect the route beyond time saved, so it is safe to ignore this.

As Chelney explains in his tutorials, land on the left edge of each platform. When the next platform comes into view, "Neutral Slide" to the right (that is, slide while facing right, but to not push right while sliding). Mega Man should "land" on the right edge of the platform without falling off. The moment the following platform opens its eyes, jump to it. You *should* land before it fires shots. Repeat this for each platform. (The last platform can jumped off of as soon as it reaches the right edge).

The first to second platform may prove hardest depending on the bats position.

Spike Slide

> This is a WR tier strat which only saves a little time, and has a high potential of death or at least time loss.

At the last platform, it is possible to get a damage boost off the right side bullet, along Mega Man to slide on the spikes with invincibility frames. This is faster than riding the platform.

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