

Ring Screen 7 (After Hippo 1)

If you haven't already, switch to Pharaoh. Note ammo usage is extremely tight for the rest of the stage.

There is a large energy drop on this screen that can be collected between the platform spawning and regenerating, but you have to be quick. It is best to ignore this drop.

Movement vs. Lag Reduction

Most movement in this room looks simple - fire a Pharaoh Shot, then slide after it. There are only two Saturn-type enemies you must defeat to go through the screen (and perhaps the final buzz saw). The rest are all for lag reduction (and thus optional for beginners, or saving ammo).

Note that you want to hold B after shooting the third Saturn (the high one), so you can hold Down to release a fully charged shot at the final Buzz saw of the screen later.

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