

# Room 2 - Mono Roaders

This room is very short featuring 2 Mono Roaders 

Something special about this room is you need to wait otherwise you will take damage and wont be able to kill them in time. You **NEED** to have a charge shot prepared while entering this room, unless you wanna do the alternative easier strat.

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## Strategy

The plan here is quite simple, you dont need go very fast at all as you will have to bait the Top Mono Roder to go left to kill him to dodge the damage.



Here's a quick rundown:

- Kill the first mono roader.
- Walk until you reach the second dot of the middle ledge and prepare a second charge shot.

- Jump and grab the ladder then jump off of it
- Wait that the second mono roader opens
- Release the shot and go as fast as you can from here

## Different Strategy

In case you wanna use Bright's weapon on the third room of this stage, you can also switch it beforehand while grabbing the ladder in the first room.

Using Flash Stopper to kill the mono roaders here will save a tiny bit of time as you dont need to wait for them to open. The only hard part is to time your Bright shot in time at the start of the room. You can play it a bit safer by mashing during the transition to get an early Flash but you might loose time by getting an extra shot on the ladder.



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