Junk Man

Forgotten Factory

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Junk - Hundo Route Notes

This stage is best visited in 100% after Freeze Man. This is because acquiring the Letter for the Rush Super Adapter (the jetpack) requires freezing a lava pillar.

Junk - Screens 1, 2, and the Elevator

> This stage heavily utilizes the Thunder Strike. This is also Junk Man's weakness, so make sure you save enough for the boss.

Screen 1

Quick Swap to Thunder Strike. Slide, jump, and shoot/zap the first flying enemy.

Jump the pit and slide off the ledge, then shoot-slide. The bug should get zapped where a lemon would fly over its head.

Continue sliding to the end of the low floor, then full jump on top of the bug-junk-house. You don't need to destroy it and you can walk (and slide) on it.

Climb and fall down the ladder.

Screen 2

Slide through to the elevator door

The Elevator

Just hang out in the right corner and dodge things. Get through the door on the right as soon as you can.

Junk Scren 4 and 5 - The Hundo Split

> This is the checkpoint screen

Screen 4

Still with Thunder strike on, shoot slide and go right. Hop up to the ledge and continue going right as fast as you can (Don't slide into the lava). The initial thunderbold should strike a bug on the ground across the lava pits.

Jump the first lava pit, shoot slide a bug and jump to the next ledge.

> 100% uses Freeze cracker here to freeze the "lava-fall" and walk behind it. The Rush Super Adapter Plate is below. I believe the hundo strat is to collect it and take an intentional death to respawn on this screen, then proceed on the top path for Rush Jet.



Image showing the bottom right ladder going down behind the Lava-fall

Jump up the ladder and slide right. SLIDE OVER THE LAVA GAP HOLDING RIGHT - you'll make it and it's faster. Then hop onto the bug-house and slide off holding right to the next screen.

Screen 5

Slide to the bug house, jump on it for the extra height, then jump up the ladder.

Junk Screen 6 - Vertical Room

Start the Power

At the start of the screen, there is a innocuous looking machine in the background. Powering it causes the platforms to move, but importantly, the side you shoot it determines which way the platforms move.

> You MUST shoot it to collect Rush Jet on this screen.

SHOOT IT FROM THE LEFT SIDE.



To do this - climb the ladder enough to get onto the platform, then slide past the machine. When you right cancel to return, shoot-slide so you shoot it on the left side.

> Shoot slide back, since you need to move fast to catch the platform cycle.

Jump high up the ladder then get on top of the orange platform before it gets too far away. Otherwise, just wait for the next one (it will take a while).

Rush Jet

Once you are on the platform, pause and switch to Rush Coil.

After the left ladder stops and about midway up the right-side ladder, an orange platform should come down the left side (don't get crushed!). Cross to the left side and go up the ladder.

Summon Rush Coil quickly at the top (you can summon him slightly before reaching the top of the ladder). Coil to the high left ladder and get the Rush Jet box.

The Rest

Quickly get back down. If you're fast, you can use the right side platform to gain a little extra height up the ladder by sliding across it - just don't get crushed.

Climb all the way up, slide to the right, and jump up the ladder to the next screen. (You can use Rush Coil for a little extra height)

Junk - Screen ,8,9 - Trash Snakes

Safe Strat (Both Screens)

The safe strat through this room that doesn't lose too much time is Rush Jet. Pause, switch to Jet, and summon Rush at the top platform level. Move far enough down to not bonk Mega Man's head on the ceiling magnets, and proceed.

Don't look left, it will slow Rush down. At the end of the second screen, you can slide off Rush to get to the end faster, then fast swap back to Thunder bolt.

Fast Strat

Screen 7

This is best describe as quickly slide through the room. Eat the damage from the snakes, and just go.

Screen 8

> The ladder at the bottom of the screen is from the Alternate Rush Plate route

Slide up to the edge of the pit. Summon Rush at the edge. Double back left to despawn the block, then coil to the high floating enemy on the right of the pit.

Slide and damage boost through the snake, then coil up to the high platform. Shoot the falling block from the right side, and slide jump to it.

After that, slide to the end of the screen and drop down the ladder.

Screen 9

Switch to Thunder Striker. Slide left and to the right as you would expect. Use T Strike to destroy the green ceiling turret, and the final purple turret (jump over the Met at the end).

Boss - Junk Man

junk Man has some long annoying patterns. If you let him get into them, he can generate lag and have long invincibility. Fortunately, he also has a huge flinch animation to Thunder strike, which can trivialize the fight.

You should always enter this room with T. Strike equipped. These strats are the same in refights.

The Flinch Animation

Junk mam pops into the air when damaged by Thunder Strike. After landing, he jumps to the opposite side of the room, throwing a block of junk at you from mid-air. After landing, his attack sequence resets. His invincibility frames wear off about 90% of the way through the jump.

Simple Safe Strat

Open by shooting Junk Man with T-Strike. Junk Man will pop into the air (as described in Flinch Animation). Stand on the opposite side of the room, slide under his jump to dodge the attack, then repeat. Seven hits, and it's over.

Faster Strat

The premise of the faster strat is that there is a small window where you can hit Junk Man while he is still in i-frames, but the Split shots of T-Strike will hit him. This DOES NOT trigger the flinch animation, which while nice and easy to dodge, is slow.

> You want to jump and shoot at the same time coming out of your slide under Junk, staying close to him.

You want to hit Junk twice like this on the left, not triggering the flinch. **DO TRIGGER IT** on the third hit - if you do not reset Junk Man's pattern, he will enter an invincible attack sequence. High jump on the third hit too, since Junk is about to slam the floor stunning Mega Man.

Once he is on the other side of the room again, repeat hitting him three times without triggering i-frames. Note the 3rd of these is the 7th hit that will end the fight.

If at any point of this sequence you send Junk into a flinch animation, don't worry. You can resume the strat on either side having only lost time. Missing the hit is effectively falling back to the safe strat.