Burst Screens 1,2,3 - Bomb Skips

The early stages of Burt Man ask the player to activate some bomb platforms to clear space to advance. This is the usually safer if also slow option.

You can also use Rush Jet to maneuver between the bombs.

Screen 1

Screen 1 - First Skip



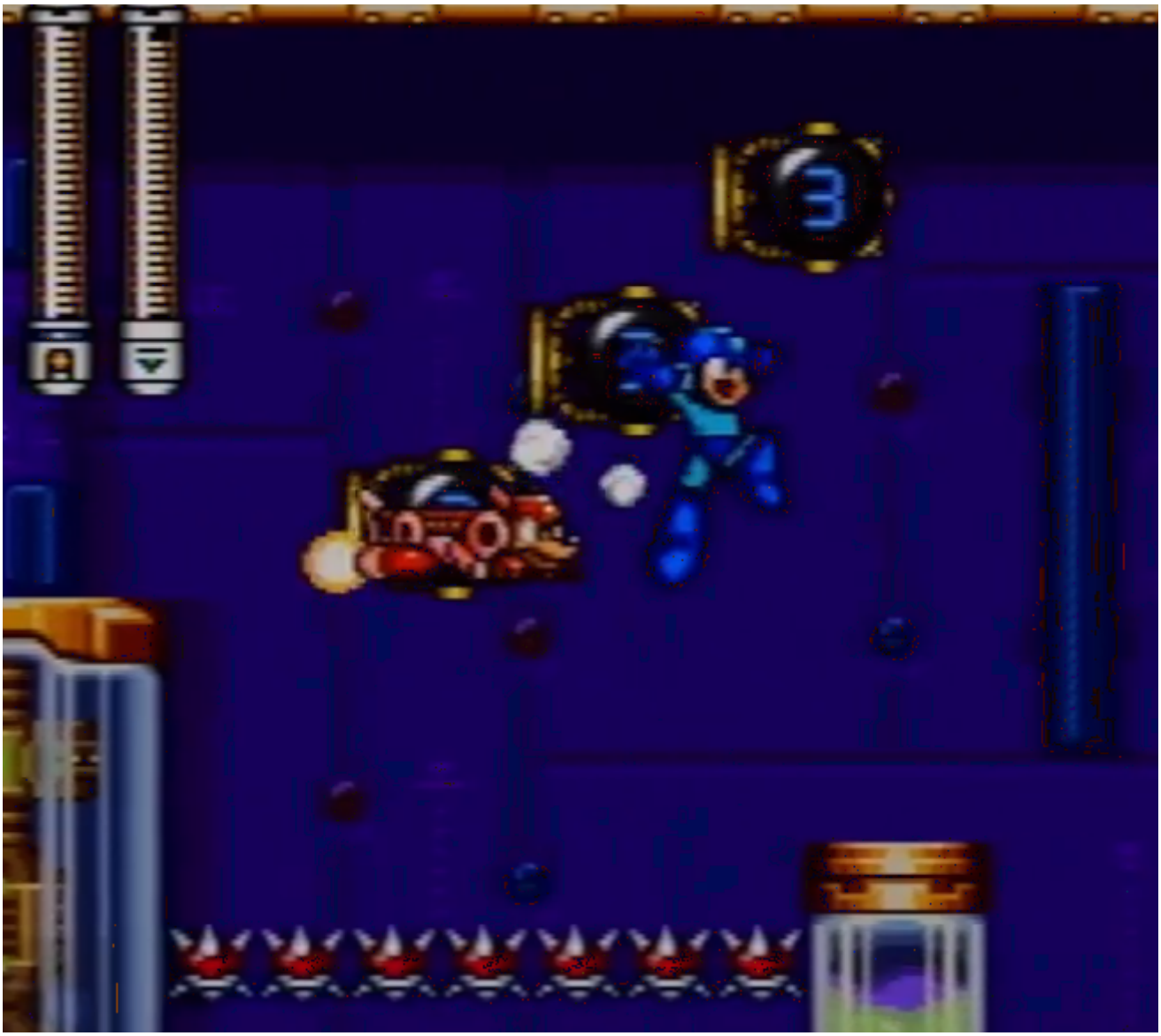
Jump onto the back half of rush from the left side of the platform, and HOLD DOWN the whole time. **DO NOT** press up or right or left.

When Rush gets to about the correct point, slide through the bombs.

Screen 2 - Second Skip

There are multiple methods to skip the second set of bombs.

Rush



Summon Rush on the left of the preceding platform, then steer Rush over the bomb then down through it. As Rush passes through it, slide and hold right to clear the spikes.

Damage Boost

You can get knocked back by the enemy, down to the spikes.

> Mega Man 7 iFrames are notoriously short, so work FAST

If you damage boosted directly onto the spikes, you may have enough time to slide far enough on the spikes to jump to the next platform.

Screen 2

The speed route drops down on the left.

> Note that there is an E-Tank if you drop on the right. You should skip the fast strat on screen 3 if you get the etank and trigger bombs as expected.

Screen 3



You want to summon Rush facing the bombs, then move Rush up and Down over the closer bomb. Mega Man should drop through. (If not, trigger the bomb(s) as normal.

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