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).

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