Aqua - Part One

> There are no bolts in the first half of this stage

Screen 1

Note that some of the movement here happens at specific moments because of swim mechanics. Pressing jump twice when Mega Man's toe crosses the two lines in the background makes Mega Man's swim strokes carry him over the clam with room for a long slide before jumping to the next ledge.

The rest of the squid kills boil down to the 2 grenade on screen limit, so some squids are left alive.

Screen 2 - Vertical Climb

Open with a tornado hold after moving forward slightly. This knocks the snail out of the water, and helps Mega Man go up faster.

Despite having Hyper Slider, the sliding-ball-jump on the next ledge up works without anything special. Just hold Jump.

Swimming through the spikes near the end of the screen is less tricky than it looks. Sliding off the ledge is relatively safe but do swim before touching the spikes.

Screen 3

Open with another tornado to defeat enemies and climb up faster.

Jump up out of the water with Mega Balls and wiggle to jump relatively straight up.

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