

# Astro Part 2 - General Tips

## Screen 1 - Yoku Blocks

Movement on this screen is very tight. Even missing a small slide (looking at you second pit platform) can result in being off cycle and having to adjust, and the enemies in pits are much less forgiving on this screen than the first one. If you end up off cycle, it might be best to wait and clear enemies before attempting to cross.

There is a bolt near the end of the screen.

## Screen 2 - The Maze

There is one bolt near the end of the maze.

## From the Compendium

Click [here](#) for a video guide through the second puzzle room.

## Notes

When using tornado to go through the narrow gap after the green switch, you can use the hollow brick in the floor as a visual cue. If Mega Man is standing still, his back foot (looking right) should be directly on the hollow spot to get the tornado to rise through.

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