Part 1 - Jump Jump

> There are no checkpoints on the sled, so be careful.

> Remember from Frost Man's stage - you can ball jump on the sled with minimal effort.

> New to this sled section - you can use Astro Crush to pause Mega Man's decent. Keep this and Ball Jumping in mind as backups if things get crazy.

The jumps in this section feel tighter than the sled sections of Frost Man's stage. Use extra abilities as needed to help reach the end, and practice timing until you have something that works for you.



Remember, this is an auto scroller, so nothing you do "as a safety" makes things slower....although it is preferred to have at least 6 Mega Balls and 4 Thunder Claws for the final section.

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