

# Tengu - Rush Jet

## General Jet Tips

With the exception of the mid boss, these are auto scroller sections. Nothing you do (such as enemy kill times, again except the mid boss) makes things faster or slower.

In the first half, Flash Grenade explosions "zoom off screen." In the second half, they don't.

There are 4 set party balls, 2 in each half of the stage. The friend you get from them is random. You can get more party balls to appear by dropping below half health.

You "lose" all friends between halves of the stage, and if you take a death.

**After the mid boss, once you get the bolt and are out of the ship, go to the bottom right corner of the screen for a free small time save going into the bubble climb.**

## Bolts

The visible bolt after the mid boss is the only bolt collected in the rush sections in any%

If a bolt is duplicated for 40 bolts, the bolt in the ceiling is skipped entirely.

## Friend Tier List

1. Beat - Hovers in front of you constantly doing lots of damage if you hold charge. Fastest way to kill the mid boss, since holding Beat in its hit box will immediately hit after i-frames wear off.
2. Eddie - Lobs bombs doing lots of damage if you hold charge. Second fastest way to kill the mid boss, only losing time to beat because of the timing of bomb launches.
3. Rush & Auto - Neither of these are suitable for the mid boss, due to reduced damage. i-frames generated from these friends take away the opportunity for something else to deal more damage.

In the first half of the stage, it doesn't matter which you take.

In the second half, you want beat and only beat. If you get Eddie out of the second party ball, he is a solid second choice to continue a run. If you see neither, the fastest strat is to take damage and

force a third party ball to spawn.

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