

Space Flight

This stage is a side scrolling space shooter in a Space Modified Rush Marine. It is largely an auto-scroller.

Controls

Obviously the Directional pad gives you four directional movement, and B fires lemons. You can also hold B to fire a traditional Mega Buster shot from Rush - the full charge does 3 damage, and the half charge only does 1 but also pierces enemies it destroys.

The A Button is a speed boost. It is not strictly needed for anything, but could make reacting easier.

Part 1 - Asteroids

The asteroid field has no RNG. Memorize it and get through it

Part 2 - Fighters

There are 8 "fighters" that appear from the edges of the screen. Each appears in a random location and moves at one of 3 speeds (randomly determined). Only 2 spawn at a time.

You must destroy all 8 to proceed. Try to land Full charges and finish them with lemons immediately. If you have the opportunity to use a charge to kill an enemy and strike a second, take it.

There is a strange interaction with firing lemons at the top of the screen at an enemy off the top of the screen. take advantage of it.

Part 3 - Super Laser

This is also zero RNG.

Part 4 - The Cannon

The Cannon is only vulnerably while exposed, and after firing. It goes up and down, then either launches 4 missiles, or fires 4 shots.

The TAS manages to connect with a full charge shot, a lemon, and follow it up with a second full charge in the same cycle. This is very tight but achieves a 3 cycle fight.

Humans generally connect with a full charge, then two lemons. The timing is still tight, but easily gets a 4 cycle fight.

End the fight near the middle right of the screen to exit quickly after the fanfare. (Same concept as being centered after any other boss to teleport out).

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