

General Tricks

- [Phantom Grab](#)
- [Iceless](#)
- [Dash Lemons](#)
- [Slope Jumping](#)

Phantom Grab

Also Known As

- Magic Carpet
- Booty Grab
- Neymar's Magic Platform Phantom Carpet Boeing UFO Grab Ride 77747™

What Is This?

In Mega Man X, if an item is collected off the Kwanger boomerang, during the same frame a new item enters the screen, the new item spawns on the boomerang. This has a few known applications.

1. "Magic Carpet" : Most famously in Storm Eagle's stage, you can collect the heart tank at ground level, and (re)spawn the first track platform at the same time. This puts the platform on the boomerang, letting X fly through the stage. by jumping off the platform, only for the boomerang to bring it back.
2. In "Chameleon Third", you farm a health or weapon drop to collect while bringing the heart tank onto the screen, negating the need to cross the chasm to it by any method.
3. "Booty Grab" - In Armadillo's stage, you can use a health or weapon drop to phantom grab the sub tank after the first decent into the stage. You theoretically have 2 attempts at this in 100%, since you will revisit the stage
4. Flame Mammoth heart tank - while it is not difficult to collect the heart tank anyway, phantom grabbing it is faster.

Iceless

The so-called "Iceless" jump is most known as a method of collecting the heart tank in Boomer Kwanger's stage. It is sometimes also referred to as a 7 pixel jump, as it requires jumping the maximum distance away from the wall the game allows, to extend the jump just far enough to jump to the heart tank without other items.

Similar jumps are made in Mega Man X3

Dash Lemons

A "dash lemon" refers to firing an uncharged buster shot while dashing. (Because the uncharged shots are small yellow ovals, like lemons).

Dash lemons deal double damage to enemies including bosses. As such, it is an effective way of doing more damage without building up to a full charge, especially when a full charge also only does 2 damage (such as every boss not named Penguin or Kwanger),

Slope Jumping

While mostly obviated by the dash, slope jumping is a thing that works across the game.

If Mega Man is walking downhill, and you jump, you gain slight extra speed and height from the jump.

This is primarily used in the Intro Highway and Chill Penguin's stage.