Guard Shell is Glitchy

I'm probably typing this wrong but it's gotta get written down - Cab

With Guard Shell out, Zero hits much more often with his saber (as in multiple times in one jump slash). This is useful to get through many stages slightly faster than usual.

- The robot cores in Mijinion's stage take immense damage from a single jump slash
- The minor enemies in many stages (such as Turtloid) go down in one jump slash instead of surviving the first attack

More importantly, bosses take immense damage if they have something that "dinks" the attack.

(gif of turtloid and wolfgang just dying here)

Activating Guard Shell

You may need to switch between Z-Saber and Guard shell in the menu repeatedly while standing still to get this thing to work.

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