

Jupiter

Jupiter's Stage is 6th in the any% route, primarily so you have Pluto for the stage. His weakness is Venus.

Jupiter's stage is probably the most technical stage in the game. It requires precise jump heights and knowledge of Pluto's Break Dash.

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Jupiter - Screens 1 & 2

If you're looking for this stage's Gem, it's near the end

This stage uses Pluto's Break Dash properties A LOT. Be familiar with its mechanics if going for better times.

Screen 1

This is the start screen. Just be near the ground at the transition. Depending on how you handle the first enemy on the next screen, you may want to charge the buster.

Screen 2

This screen has Low Gravity, slowing Mega Man's falling speed for jumps and increasing your max jump height.

First Two Pits

There are two ways to deal with the first pit with the floating "Magnet" looking enemy.

Easy Way - Slight time loss. Charge the buster and Jump high to shoot the enemy while jumping the pit

Optimal Speed - Short slide to gain distance fast then, not the smallest hop possible, but a very small hop to the second platform. Your falling speed is slow enough that jumping too high will get you bonked into the pit. The smallest hop possible will not clear the pit.

Once you pass the enemy, switch to Pluto and continue doing mini slide jumps. Do not fully charge Pluto.

About "Jupiter Joes"

As you approach the third jump an enemy that stands and charges electric attacks will appear. These enemies are invincible while charging their attack, have 4 HP when they are vulnerable, and fire a shot that will hit the 2nd and third tiles off the ground (from their standing position).

(I'm not sure of their real name, just acknowledging their behavior resembles Sniper Joe)

In all situations, you can simply wait these enemies out and kill them without ruining the route. However, killing them is always slower.

In general, you want to Pluto Break Dash through them.

Third Pit

Before you jump, you should be weapon-switched to Break Dash. Fire a lemon on the way down from your jump to start charging, and as soon as you land, release to dash into the Joe. It will do no damage and end your dash (regardless of the charge level, but you will have invincibility frames to proceed).

While there is no difference in Mega Man's movement and HP from charging Pluto longer than needed, it will use more ammo. Since you don't get ammo back between stages, always using 2 ammo full charges will make you require more ammo drops.

After Dashing, slide to the next ledge and begin another Pluto short charge. You can either jump from there to the pillar and land on the left ledge, or dash up to the pillar - either way, let the shot from the magnet enemy land so it goes left instead of right, and use Pluto's iframes to get through it.

Fourth Pit

You can slide-jump from the top of the pillar or the lower ledge - either way clear the gap.

Jump to the top of the structure and use a Pluto Short Charge to get through the Joe. Then start sliding.

You can either slide again when you reach the ground to extend the Pluto iframes enough to get through the magnet enemy's shot, or use another pluto short charge (make sure the shot travels left if you do!)

Pits 5 and 6

The rest of this section should be fairly obvious, just keep moving. Jump the pits, and use Pluto Short Charges to bypass the Joes. Make sure you move quickly enough

Jupiter Screens 3-4-5-6-7

Screen 3

This single screen is simple - use a Break Dash to iframe through the enemy attack, and proceed.

Be on the ground for the screen transition.

Screen 4

Ceiling Enemy

Your initial movement on this screen manipulates the ceiling enemy.

Safe Way - Slid across the first pit, and wait out the enemy's shots to jump up to the ledge. This prevents the enemy from dropping to the floor.

Quicker Way - Charge Pluto and jump halfway through. This will make the enemy drop. Use your break dash to destroy the enemy.

Screen 4 Joe

There are two jumps with a two tile wide platform before a Joe at the end of the screen.

To go fast, you need iframes, but the two tile platform is a very small space for a pluto dash - this must be a minimum charge. Begin charging on the jump down to the platform, and dash from the left side so you have as much space as possible.

You can also land on the platform to destroy the Joe, or as a backup, full jump against the wall and just take the damage.

Screen 5

There is a sort of Bouncy Ball enemy and a raised central platform. You can slide and jump on top of the platform while charging a small Break Dash to get through. Alternatively you can use the break dash first then use the iframes to get through.

Screens 6 and 7

These screens are uneventful.

Screen 6 has a quarter e-tank. The top right wall is a secret area with drops accessible with Pluto, and not needed for the Speedrun.

Screen 7 has a large health drop and a bee. Slide through it.

For both screens, the only reason not to collect the drops is the time loss to collect them. The health drop in particular is a nice safety - use two lemons with Pluto equipped to destroy the bee if desired.

Jupiter Screen 8-9-10-11

This screen requires very tight movement.

First 3 enemies

Land on the top platform, and use a Pluto Break Dash through the Joe. Completely ignore the Hammer enemy on the bottom.

Your goal from here is to either use the Pluto iframes to get through the magnet enemy, or just destroy it.

Optimal Strat (Difficult)

Move quickly enough to let Pluto iframes absorb the magnet enemy's shot. Proceed quickly before the Magnet enemy returns.

Old Strat (Slower)

After break Dashing through the Joe, switch to Neptune. Hold up and Right on the shot (?) to launch Salt Water at the magnet enemy to destroy it.

Checkpoint Joe

The last enemy on this screen is also the last enemy before the checkpoint. Falling in the pit here sends you all the way back.

Many strats here boil down to damage boosting on the right side of the Joe, so you don't get bonked back into the pit.

Alternatively, this Joe may be worth switching to Buster and shooting the Joe. Keep in mind its shot will hit you if you "just stand there".

Screen 9

Checkpoint screen.

Screen 10

There is another bouncy ball enemy and a ladder at the top right.

You can use Neptune or the Mega Buster on the ball enemy, or Pluto to bypass it.

Screen 11

There's a Joe guarding some items trapped behind blocks. Climb the ladder and move on. You can do the "drop off the ladder to jump up faster" technique here if desired.

There is no reason not to collect the items other than the time it takes to collect them.

Jupiter Screens 12-13-14

Screen 12

If you are low on health, this is a good screen to switch to Mercury's Grab Buster to defeat enemies and absorb health. This is slower than other strats, but is a nice safety for new players. The hammer enemies take 2 hits from Grab Buster.

You can also kill them with lemons to try and farm weapon drops, or prevent them from creating surprise drops.

Be wary of drops from the Hammer enemies if you kill them with break dash so your timing is not thrown off by a refill.

Fast Method

Have Pluto's Break Dash Equipped. Use a Break Dash to get through the hammer enemy, then slide and jump to the next platform. It is imperative you slide and jump through the next platform under the ceiling enemy - the slide extends the iframes to make it without taking damage.

Have a small Pluto charged for the last hammer enemy to break dash through. You can just kill it with lemons if you need to save Pluto ammo.

Slow Method 1

Use Pluto Lemons to kill the first hammer enemy specifically to better line up your break dashes and slides, without worrying about unexpected drops.

Slow Method 2

Use Venus Bubble Bombs.

The bombs will travel along the ceiling to take out the ceiling enemy. They also are very effective against the hammer enemies at close range, two hits to kill.

The main drawback to this method is the lag from bubble bombs. They are really laggy. That and the time needed to weapon switch.

Screens 13 & 14

Both of these are single screens.

Use lemons to kill the bee on screen 13 and proceed.

You can use lemons or a break dash to pass the hammer enemy on screen 14. Use lemons if you need to save ammo.

Jupiter Screen 15 & The Energy Crystal

Screen 15

This screen is outside again - Low Gravity

Give the hammer enemy a moment to walk down so it does not stop to use its hammer. Then either use a small break dash through it, or kill it (such as if you are saving Pluto ammo, or using Mercury for health)

Getting through the next Jupiter Joe is very tight, you may want to simply jump over it and damage boost to the right.

Slide over the top of the platform and proceed to...

Any% - Go right

100% Route Variance

If you are collecting the Gems, climb the ladder up.

There is an E-Tank if you climb ALL the way up

Go back down the ladder (immediately or after collecting items), and the right passage will be sealed.

Go down the new pit and hold left to avoid spikes, and go left through a screen transition to the Gem's screen. You will need either the Magnet Hand to grab it through the blocks, or another weapon to collect it.

After collecting it, go to the right. You will soon find yourself on the same Screen 16 as the any% route.

Jupiter Screen 16

This screen heavily uses Pluto's Break Dash knowledge of extending i-Frames.

First Joe

Optimally you can Break Dash through the first hammer enemy, slide, jump to the Jupiter Joe's spot, then slide through it before iframes wear off.

Backup - Optionally, you can kill the first hammer enemy with lemons, and even the Joe itself. Remember to slide under the Joe's shot if you stand to fight it. Either/both of them can be killed with Grab Buster to heal as well.

Second Joe

The middle of the screen is a boxed in room with a bouncy ball enemy. Use a short break dash on the top of the center platform to get through it with iframes.

On the last wide platform before the last Joe, use a short Pluto Dash, slide, then hop to the platform, and immediately slide again. You'll see Mega Man stop flashing but continue to slide through to the boss gate - that's the iframes getting extended.

Backup - As with all of the Joes, slide under the shot and shoot the Joe with lemons.

Jupiter - Boss

Jupiter has a simple pattern, but can deal a lot of damage. Fortunately, it is impossible to be here without his weakness, and Venus Bubble Bombs are very effective.

This Room Has Ice Physics in Jupiter's stage. (but not in the refight)

Your goal is to hit Jupiter with 2 bubbles before his first super laser, then 5 bubbles after. The 7 hits deal enough damage to defeat him.

A secondary objective is to be centered after the fight for time saving.