

Neptune

First Stardroid in the route

- Neptune - Sub Surface

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The first few screens are on the top of a rising and falling sub. There are 2 helicopter enemies with 9 HP each, which is the focus of moving through this screen quickly.

The strats for this screen rely on being able to follow the rise and fall of the sub. You need to be able to move when the sub is at its bottom or peak of movement, and optimally more.

First Two Screens

Slide, bullet slide, bullet slide, and charge to get through the first screen. This should get you to the screen transition at the peak of the sub's movement.

Optimal Strat - Jump through the screen transition and shoot on the other side. This connects with the chopper for 3 damage. Slide under it while charging and jump and hit it again. Avoid the missile shot while getting a third charge ready.

Alternate Strat - Use Venus bubbles if you somehow have them.

Second Chopper

Use more bullet slides on the next Mets, then charge and get to the end of the screen.

With the sub being one tile lower here, you usually cannot jump and hit the chopper, except at the very top of the sub's movement at the very peak of Mega Man's jump.

Optimally you jump at the top of the sub and hit the screen transition at the top of Mega Man's jump, releasing the charge immediately to hit the chopper the first time. After that, just land the second 2 hits.

Four second slower you can wait for the sub to be at its lowest, then trigger the screen transition. The sub continues bobbing up and down through the transition, letting you jump on the next screen at the peak of the sub's movement. This avoids the big jumpy enemy on the previous screen.

Alternate Strat - Venus Bubbles also work here, if you somehow have it.

Last Sub Screen

Just get past the mets and jump through the transition.