Boss - Neptune

Damage Table

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attack	Damage
Neptune Contact Damage	
Salt Water (large)	
Salt Water (drop)	
Ceiling droplet	

Attack Pattern

Neptune will take several hops towards the player, mixing both jumps or low jumps. You can slide under them. It is recommended you stay close to Neptune after going under him.

At some point after you slide under them, Neptune will stop jumping and attack. The attack used depends on how far away Mega Man is.

Far attack - Neptune jumps up and down in place and makes damaging water fall from the ceiling. This is **EXTREMELY LAGGY!** This is why you should stay close to Neptune.

Close attack - Neptune lobs a salt water at you, which splashes and breaks into 3 smaller (still damaging) droplets.

Main Stage Fight

> For new runners, it is very likely you will be here with very few HP after all the damage boosts in the stage. You may want to get comfortable executing this fight damageless.

You cannot through normal means have the weakness here, so use buster.

Hold B to charge a full shot to open the fight. After the first hit, use half charges for DPS, though hitting with a full charge is fine if it happens. It takes one full charge and 8 half charges to do the 19 HP damage to Neptune.

Stay close to Neptune to avoid the long laggy attack described above. When Neptune uses salt water, you have a few options to avoid the attack.

- Jump and wiggle over Neptune, then land back in front of him
- Slide away, then slide close again going under the salt water lob
- Slide away to avoid the attack and accept some time loss.

Slide under Neptune's first jump after an attack. Note Neptune may stop after only 1 jump, so always be ready.

Refight

Neptune's weakness is Spark Chaser (from Earth/Terra)

Since this is a homing weapon, fire it and then avoid Neptune, staying close enough to avoid the laggy attack.

You may also want to not stand as close as possible to Neptune when he is in a corner - the Spark Chaser may despawn off screen rather than bouncing back into Neptune. (Though maybe this is faster?)

Revision #1
Created 2026-05-24 15:20:51 UTC by mrcab55
Updated 2026-05-24 15:31:34 UTC by mrcab55