

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.

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