

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 sur eof 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

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