

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.

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