

Jupiter Screens 3-4-5-6-7

Screen 3

This single screen is simple - use a Break Dash to iframe through the enemy attack, and proceed.

Be on the ground for the screen transition.

Screen 4

Ceiling Enemy

Your initial movement on this screen manipulates the ceiling enemy.

Safe Way - Slid across the first pit, and wait out the enemy's shots to jump up to the ledge. This prevents the enemy from dropping to the floor.

Quicker Way - Charge Pluto and jump halfway through. This will make the enemy drop. Use your break dash to destroy the enemy.

Screen 4 Joe

There are two jumps with a two tile wide platform before a Joe at the end of the screen.

To go fast, you need iframes, but the two tile platform is a very small space for a pluto dash - this must be a minimum charge. Begin charging on the jump down to the platform, and dash from the left side so you have as much space as possible.

You can also land on the platform to destroy the Joe, or as a backup, full jump against the wall and just take the damage.

Screen 5

There is a sort of Bouncy Ball enemy and a raised central platform. You can slide and jump on top of the platform while charging a small Break Dash to get through. Alternatively you can use the break dash first then use the iframes to get through.

Screens 6 and 7

These screens are uneventful.

Screen 6 has a quarter e-tank. The top right wall is a secret area with drops accessible with Pluto, and not needed for the Speedrun.

Screen 7 has a large health drop and a bee. Slide through it.

For both screens, the only reason not to collect the drops is the time loss to collect them. The health drop in particular is a nice safety - use two lemons with Pluto equipped to destroy the bee if desired.

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