

# Neptune Screen 14 - Last Long Screen

## Water Section

You can jump against the wall above the slide-spikes, and fall to the floor without hitting the spikes. You can go that to neutral slide under them safely.

Jump through the water and shoot the enemies. You can collect the P-Chips to get them off the screen (amd to build towards your 30 if buying a W Tank).

## Dry Section

### Steam Jump

There is a floating enemy with a steam jet on the other side of the pit

**Safe strat** is to fire a full charge at the flier, wait for the arm to come back, then full jump once for timing purposes, then jump across the pit - the steam jet will stop

**Faster strat** is ...

It is possible to land on the ledge and not get hit by the steam, then jump over it. This is not recommended since a death will send you back to screen 6.

## The Rest

There is one more Met near a cracked pipe. Be careful with your lemons/charge shots to not trigger the steam.

Go through the boss gates without holding a charge for lag reduction purposes - you can hold B to charge the buster as Neptune spawns. (You can hold a full charge through the gates if you want, it just causes lag and loses time.)

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