

# Neptune Screen 6 - Inside Sub Room 1

Note, this is the check point

It is possible to take short hops and slide under the flying exploding enemy. There is no harm (other than time loss) in shooting it with a charge shot.

Similarly, there is no harm other than time loss in shooting the second floating enemy across the first pit. Due to lag from the explosion, it is faster to jump across the pit without destroying it. Note a full jump holding right will cause Mega Man to get bodied by the enemy and fall into the pit (by the running water if not directly) so be careful.

There is a full health drop on this screen. Grab it for damage boosts (and just to get it off the screen).

Note you want to use single lemons for the "Metool like" enemies here to not shoot the cracked pipes beyond them. On this screen it is only running water.

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