Neptune Screens 10, 11, 12, 13 - Pipe Jump

Screen 10

Fall into the water holding right and B. Destroy the first enemy. If you fell through the screen transition with no charge, this should be a half charge which will generate less lag - a full charge is otherwise fine.

proceed through this screen.

Pipe Jump

At the end there is a set of pipes you must slide through, with a steam jet on the floor beyond. It is fastest to slide through immediately, and make a frame perfect(?) jump on the other side to the ladder.

There is a 1 frame window to push jump before Mega Man falls out of the slide. Press A very late in the slide to jump.

Failure to jump loses a few seconds, but is still faster than waiting on the steam jet. You will take 4 from the steam, so in a race you might need to watch your health.

Slowest is waiting for the steam to go away and then attempting the jump, so failure will not take damage. There is no problem with waiting other than the time loss.

Screens 11 and 12

Both screens are climbing a long ladder with steam jets. Avoid the steam and continue.

The steam jets last for 10 puffs, or about 4 cycles of water splashing around the tank.

> There is no harm in collecting the large drops other than the time required to collect them, and the fact magnet hand is the only way to get them without falling down the ladder.

Screen 13

Hold B to charge the buster through the screen transition. Jump and shoot the exploding enemy with the resulting full charge. When the hand clicks back onto Mega Man, jump across the room

(the timing should align with the steam jets stopping). Slide and jump to the ladder.

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