

# Pluto Break Dash

Pluto's Break Dash weapon works by charging.

- Uncharged fires a normal lemon
- 15-29 frames of charge is a very short dash that uses 0.5 energy
- 30-89 frames is a longer-but-still-short dash that uses 1 energy
- 90+ frames is a full charge long dash using 2 energy

At the end of the dash, Mega Man has invincibility as if he was hit by an attack (but without the knockback).

Mega Man is almost invincible during the dash itself - however Mercury's Grab Buster will still cause Mega Man to lose an item if he is hit while dashing.

## Invincibility Abuse

The invincibility after dashing works similarly to NES Mega Man 4's Flash Stopper - your invincibility time does not decrease while you are sliding.

This means if you use break dash and chain slides, you can remain invincible for a long time. Unfortunately there are not many places this can be used in the run.

Notably, this is used in the Punk section of the Wily Star, and has some utility in the last screen of Jupiter's stage (typically extending it by a single slide).

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