

# Wily Star - Punk Section

## The Drop

This drop is uneventful. Stay on the left.

## Falling Platforms

**You must have Pluto Ammo at the end of this screen - farm it from birds if absolutely necessary.**

The first screen has several birds and a nest. You can use a short Pluto Break Dash early and slide through the screen to extend iFrames all the way to the wall.

If you fall into the spikes, it is possible but very annoying to Rush Coil out. You might be better off taking the death if it's not a game over.

**The wall at the end of this screen is the only required switch away from Buster in the game.** You must either use Uranus to dig down, or Pluto to go right. Go right.

This spike ceiling screen has an E Tank that is tricky to grab. You should just slide through it as fast as possible.

The last screen (where the lower path meets up) can be slid through even without a Pluto Dash.

## Punk

Unlike Mega Man III, Punk is vulnerable to a weapon - Salt Water (Neptune).

Open the fight lobbing Salt Water at him holding right. Hope it splashes in front and lands a double hit but don't expect it.

Dodge Punk crossing the room, then continue to attack with salt water. His blades will deflect it.

Ultimately Punk is significantly less deadly in this game, just mind your Salt Water ammo.

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