

# Wily Star - Quint Section

## The Drop

Fall straight down on the left third of the screen. There was some "hidden" rooms on the edges but none are required or overly useful. Keep in mind the right edge of the screen always has spikes at the end of these falls.

## Weapon Refills

There are two large weapon refills here. These are the only scripted drops we will see before refights, so choose carefully. In general, your priority for weapons here is

1. Pluto
2. Jupiter
3. Neptune
4. Mars
5. Mercury (for healing)
6. Anything else except Rush and Uranus

## Pluto Glitch

This is a room where you can use a short Pluto dash early and slide through the room without dodging until you have to jump up. Just dash through the next Joe again.

## Quint

Like Mega Man II, Quint's weak spot is his head. Use Mars Photon Missiles or half charges to get him down to 1 HP. Jump and wiggle towards him while avoiding the rocks he kicks up.

To save a Photon Missile, and because we want to switch to Pluto anyway, use a Pluto Lemon for the last hit.

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