

Crash Man

- [Crash Man - Boss Fight](#)

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Crash Man is weak to Air Man's Air shooter. He jumps when you shoot, but the exact angle is slightly random. If there are no Crash Bombs on the screen when he jumps, crash will also shoot at Mega Man.

On the US-normal mode, Crash Man takes 2 hits from the Air Shooter. On Difficult, he takes 3.

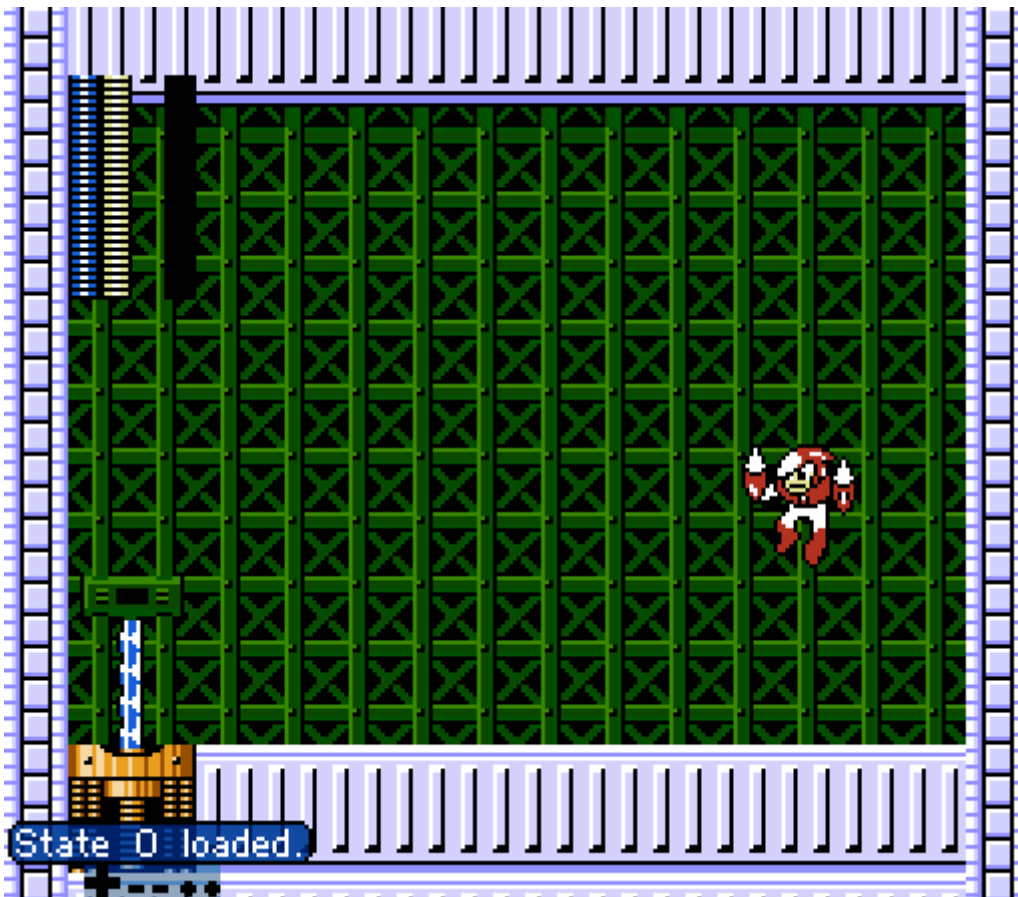
On a basic level, you want to jump at Crash Man and shoot towards him to bait him into the shot. In a damageless scenario you can typically walk under his jump and avoid the bomb. Optimally you bring Crash in close so you can hit him twice with one shot (especially on difficult).

Refights Patterns

As posted by Aurel in the Mega Man 2 channel - These gifs apply to Normal Mode.

Low Jump pattern

Jump and Shoot once at the peak of your jump, then jump and shoot again before landing on the mine. The second shot should kill a jumping Crash Man and let you teleport out instantly. (Obviously this means no health refill)



High Jump Pattern

Similar to the low jump pattern to start, but this one requires taking a hit to go fast.

