

Boss - Flash Man

Damage Table

To Flash

Weapon	Normal	Difficult
Buster	4	2
Metal	8	4
Bubble	4	2
Quick	4	2

From Flash

Contact	
Shots	

Flash's Pattern

Flash Man walks around the room for a few seconds, then activates the time stop. This freeze Mega Man in place briefly, then releases a spray of bullets.

Every time Flash takes damage, he will jump if he is on the ground. As such, the strat is focused on predicting his movement and firing shots where he will jump.

Main Stage Strat

The early shots are specifically placed to tag Flash when he jumps and keep Flash getting pummeled, as it will take 14 shots to defeat him before he uses Flash. The more time Flash is jumping, the more you have time to fire more lemons.

Refights

The refight with Flash is on a flat surface, unlike the main stage fight. Simply firing Metal Blades at alternating heights, low-high-low-high(-low-high-low) is enough. Just remember to move off the teleporter if you need the health.

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