

Gemini Man - Boss Fight

(Stub page)

General Info

Weak against snakes, but also gemini (his own weapon).

Soft weakness (takes 2 damage instead of 1) to Shadow Blade.

General Info

There are two phases

In the first phase, Gemini and his clone will shop and shoot when you shoot. You can use this to your advantage in a buster fight (such as with Gemini First), but is more for awareness.

Damage to either clone affects the full life meter of the boss. After about 14 damage, the last hit clone vanishes. **It is possible to softlock if you kill the second clone before phase two begins.**

Phase two has Gemini Man walking across the room until you shoot. Pressing B will make Gemini Jump. Use this info to place your shots properly (and perhaps make Gemini jump into a stray shot), and to anticipate when to slide under him.

The Four Fights

1. For Gemini First, you will have only buster. Remember pressing B will freeze Gemini in phase 1, and use this to land extra buster shots at the expense of some health.
2. For Magnet and Top first, you will have Shadow Blades. Remember you can shoot up.
3. For Needle First, or anything else that does Snake before Gemini, you can use Gemini's actual weakness. Remember it mostly hits on the floor, and you cannot pause with snakes on the screen if you need an E-Tank.

Refight Considerations

For refights, you typically use Gemini Laser as Gemini is weak to it, and Needle Man's teleporter is nearby. This allows the runner to save a weapon switch in general, as well as a trip to the second half of the menu where Snake and Shadow would be. There is otherwise no reason not to use

Snake or Shadow (or any other weapon) in the fight, but the point is to go fast.

Soft Lock Potential

If you kill the second clone in phase 1 before the fight enters phase 2, you will kill both clones but the game will not consider the boss defeated. At this point you will be stuck and forced to reset.

This usually only happens with skillful aggressive attacking of Gemini Man. While this page needs to be updated with the exact information, this can always be avoided by not attacking the second clone after the first is defeated, or by simply not attacking the jumping clone - if you only attack one of the two positions, you'll never kill both.

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