Dive Man

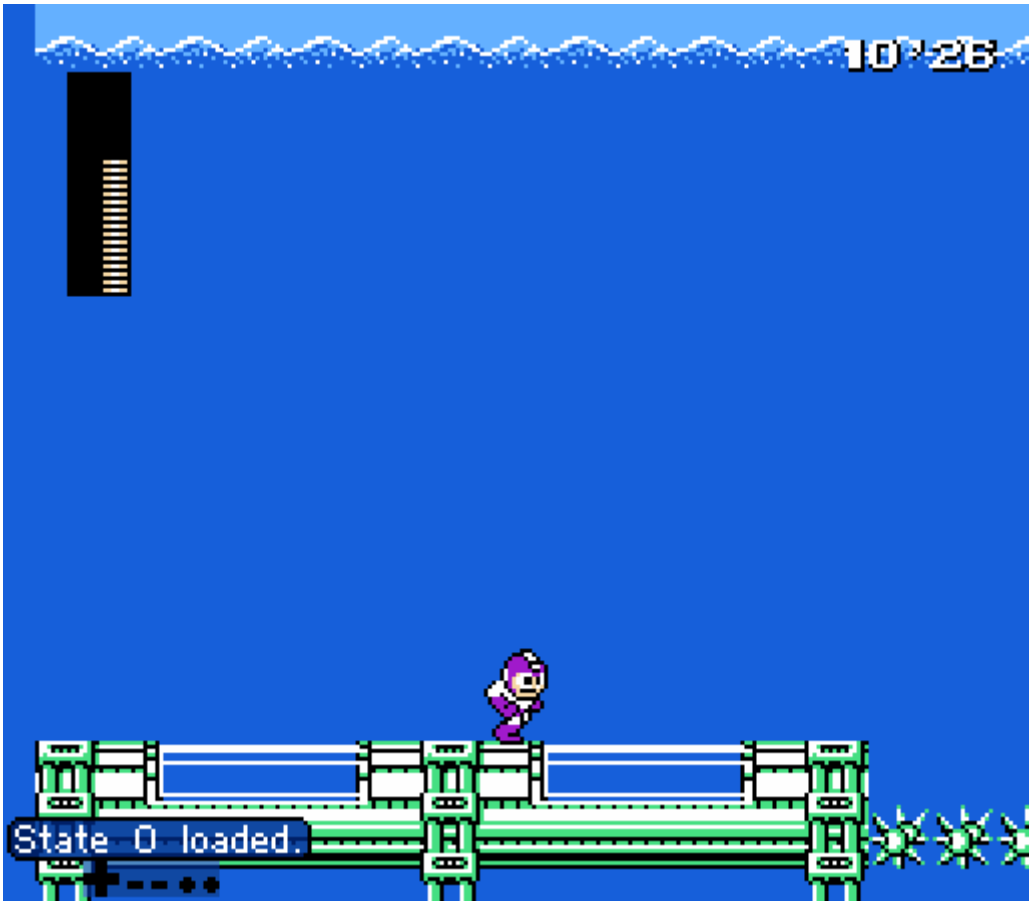
Dive man is sixth stage in the current routes, the only 8 robot of the game to be underwater. He's weak to Skull Barrier and Dust Crusher (soft weakness)

Also we skip the Wire in Any%. Sorry.

- Whale Skip
- Boss Fight - Dive Man

Whale Skip

In Dive Man's stage, you can skip the 2 whales using **Balloons:**



For RTA purposes, this only could save time on the second Whale as you'd need to menu here anyways. This can be useful if you have issues mashing this Whale.

Disadvantages

You most likely will need to wait to touch the ground again to go, note that you can make it past the Wire pit although you have to be really confident and a very good position, chaining this is quite inconsistent, if you see mega man during the transition you will have to abort otherwise you will fall into the pit.

While it saves time on the Whale screen, since you are in the air for quite long, the next room will always be slower than the regular way of doing it.

Boss Fight - Dive Man

Damage Tables

To Dive

Buster	1:1:3
Skull Barrier	4
Dust Crusher	2

From Dive

Contact	
Torpedo Spin	
Dive Missiles	

Dive Man's Attack Patterns

Dive Man is Similar to Skull Man in that he can only do the same thing 3 times before being forced to use his other attack.

> Dive man will **always** open the fight by speeding across the room, regardless of the distance. This counts towards doing this attack three times in a row.

1. If you are far away from Dive, he will fire a Dive Missile (see the note above about the first attack of the fight)
2. If you are close to Dive, he will use his torpedo spin attack, moving to your position.
3. If Dive has done the same thing three times in a row, Dive will do the other thing.

The Strat

Fast Strat - With Skull

The idea is to jump at angles so the Skull Barrier touches Dive, but Dive does not touch Mega Man. This can be risky, since the Skull Barrier cannot be launched away from Mega Man like most shield weapons. Keep in mind the Barrier will also destroy one Dive Missile when needed.

You also want to draw Dive Man to the center of the room, reducing the explosion time.

Slower Strat - Buster

Keeping Dive's attack patterns in mind, you can keep your distance and pummel him with buster shots. The Dive Missiles he fires will be destroyed by the constant stream of lemons.

Bubble Reminder

This is one of two stages you can jump to reach the actual center of the screen with the magic pixel (because of the water physics).