

# 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).

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