

Bright Man Boss Fight

Damage Tables

To Bright

Mega Buster	1:1:3
Rain Flush (Toad)	4
Pharoah Shot	1:3
Skull Barrier	2

From Bright

Contact Damage	8
Shots	4

Strategy

Avoiding Flash

No matter the order, the key thing to remember about Bright Man is when he flashes the screen.

Bright only uses Flash with 16, 8, and 4 HP remaining.

Robots have 28 Max HP. Given full charges do 3, you can avoid all of those values by hitting bright with an uncharged shot (buster or Pharaoh) once within the first 4 hits (doing a total of 10 damage, putting Bright at 18 HP). From there, only use full charge attacks, reducing Bright Man's HP down the 3x table from 18-15-12-9-6-3-0.

The Rest - Main Stage Fight

You should always enter the room (for Bright Man in his stage anyway) with a full charge ready, either buster or Pharaoh.

Bright Man Always Jumps To Start The Fight. So don't waste your charge shot.

If you don't have Pharaoh, remember to hit with one uncharged shot early then only use full charges after. If possible, hit with the "lemon" while Bright Man is standing on the ground, so you can charge the buster during his jumps, while Bright is out of reach.

If you DO have Pharaoh, remember the Pharaoh Charge bug. You can hit Bright with the charge shot over Mega Man's head easily when Bright Man is jumping, by being brave and getting close to Bright Man to swing the shot into him (a technique you must use on Ring for the fastest time), or using invincibility frames from a shot or outright tanking a hit against Bright. We do not recommend tanking hits early in fights, since most Robot Masters do 8 HP of damage to Mega Man.

After connecting with the shot over Mega Man's head, you can fire the full charged shot diagonally when Bright is jumping (or even down if you are jumping Bright Man's shots).

Be careful with the shot over Mega Man's head - if Bright Man hits it before it is fully charged, you get the double whammy of that shot doing 1 point of damage, throwing Bright Man off the damage track to avoid getting Flashed, but you also stop charging the shot at all, and need to release it to start again.

Dodging Attacks

It's easy to jump over Bright Man's three shots. He fires 3 in sequence, one straight ahead, one low, one high. The order of directions is random.

Refight Differences

There are two main differences for the refight in the teleporter room.

Rain Flush

Bright Man's true weakness is the full screen Rain Flush. It needs exact ammo, so you need all 7 to defeat Bright Man from full health. Remember if you do this that Bright Man will land on HP values he can use Flash, so you might want to hit him with a lemon first.

Skull Barrier

If you are following most speedrun routes, you will see Skull Barrier to open the refight. Skull is Bright Man's soft weakness, doing 2 points of damage. The Shield weapon is a little risky to hit with since you need to get close, and Bright Man can easily jump into you, or just shoot the shield to negate it.

The reason to use Skull is the route calls for 2 other uses of Rain Flush, and additionally has no Pharaoh to spare.

- Pharaoh is used against the Cockroach Twins, Ring Man, and Wily Capsule. A perfect run essentially has exact Pharaoh ammo
- Rain Flush is used against Tako Trash for the life meter glitch, and Drill Man for the 28th point of damage.

Because of this, using Skull an odd number of times (to keep Bright off of 16, 8, and 4 HP remaining) is a fast way to make up the difference, especially if you enter Bright's Capsule immediately after Dive (thus you already have Skull equipped and do not need to menu to it). Otherwise, stick to Toad.

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