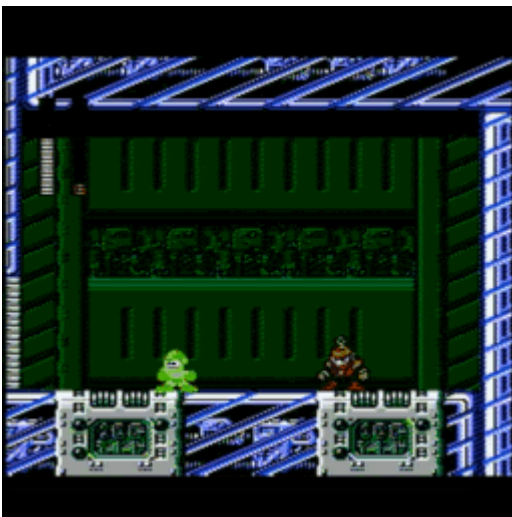


Ring Man - Boss

About Ring Man's Pattern

Many new players find Ring Man frustrating. With a little practice, you can recognize a consistent pattern.

- Ring Man fires a boomerang along the ground. Jump over it. When it returns to Ring Man, it will fly up.
- Ring Man jumps high and fires a boomerang on an angle. Slide under it, then jump over Ring Man
- Ring Man will walk to your position. He may fire a boomerang as he walks.
- Repeat.



Your job is to avoid nearly all of these shots and pummel Ring Man.

Optimal Strat

Hold B entering the room to charge a Pharaoh shot. As soon as the fight begins, release the shot and begin charging another.

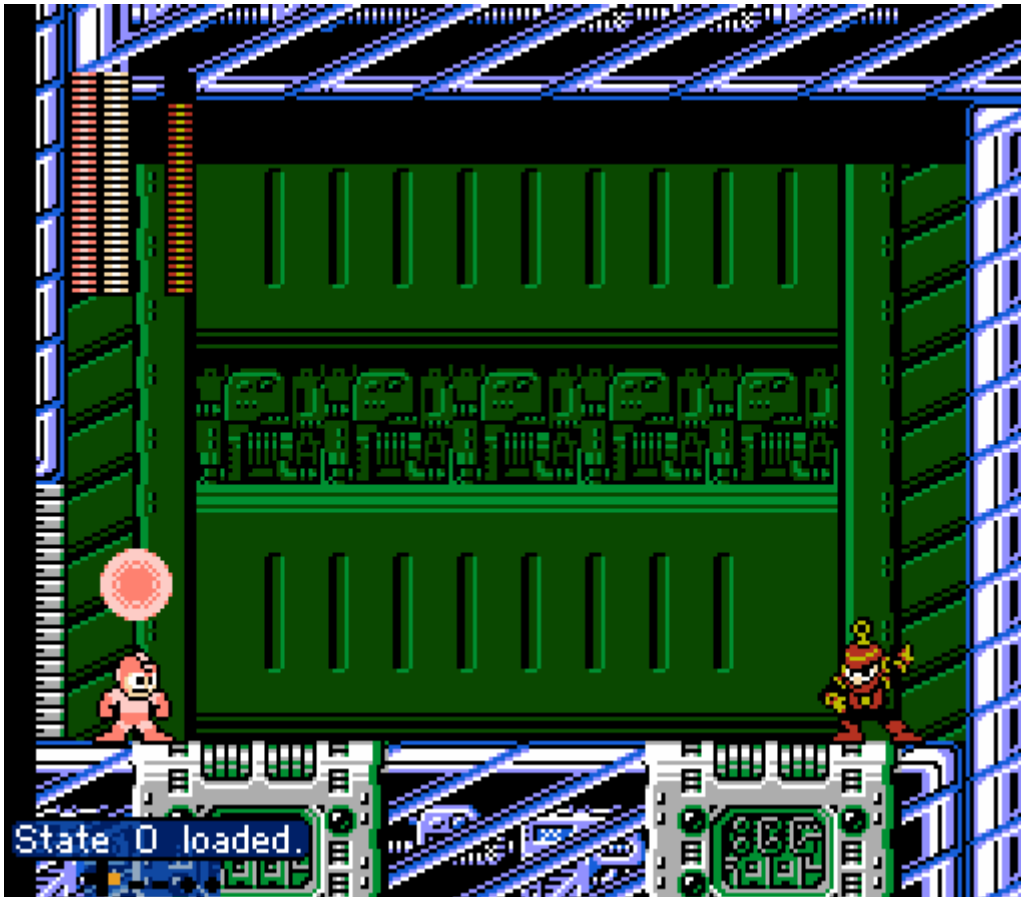
Slide right up to Ring Man's position and stop short. The overhead Pharaoh shot should bump into him. Avoid Ring Man as he walks forward, and shoot him with the latent charge. Immediately begin charging again. Jump the next low Ring, hit Ring with the full overhead Pharaoh charge. Fire the shot after iframes to finish Ring.

Its also very important to kill Ring in the center or as close to the center as possible, as a corner kill will loose about 2 seconds over an optimal center kill.

Fortunately, there are a few ways to do what is mentionned at the top.

Slide + Walk strat

As we go back, we walk so Ring stops sooner which makes killing him in the center quite trivial.



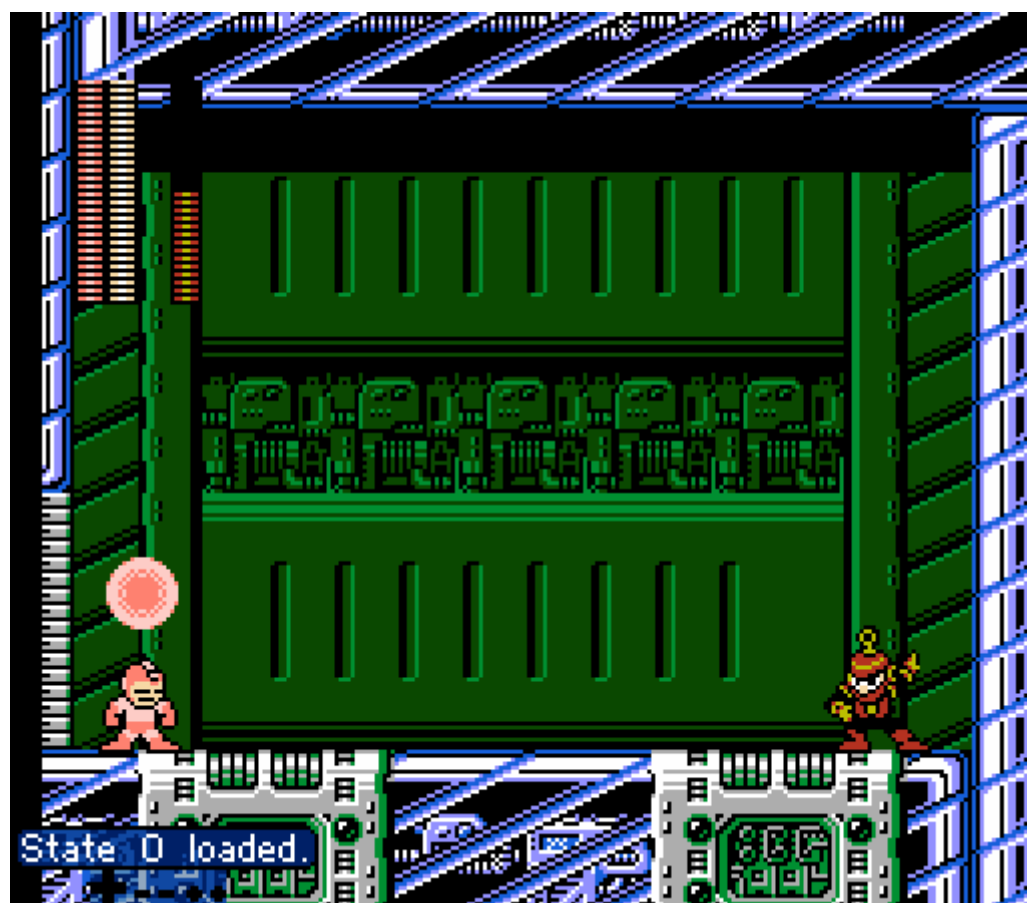
Its worth noting that this strat can be done without the walk, you can slide once too if you feel uncomfortable. Though, you will probably loose time doing so.

Diagonal Shot strat

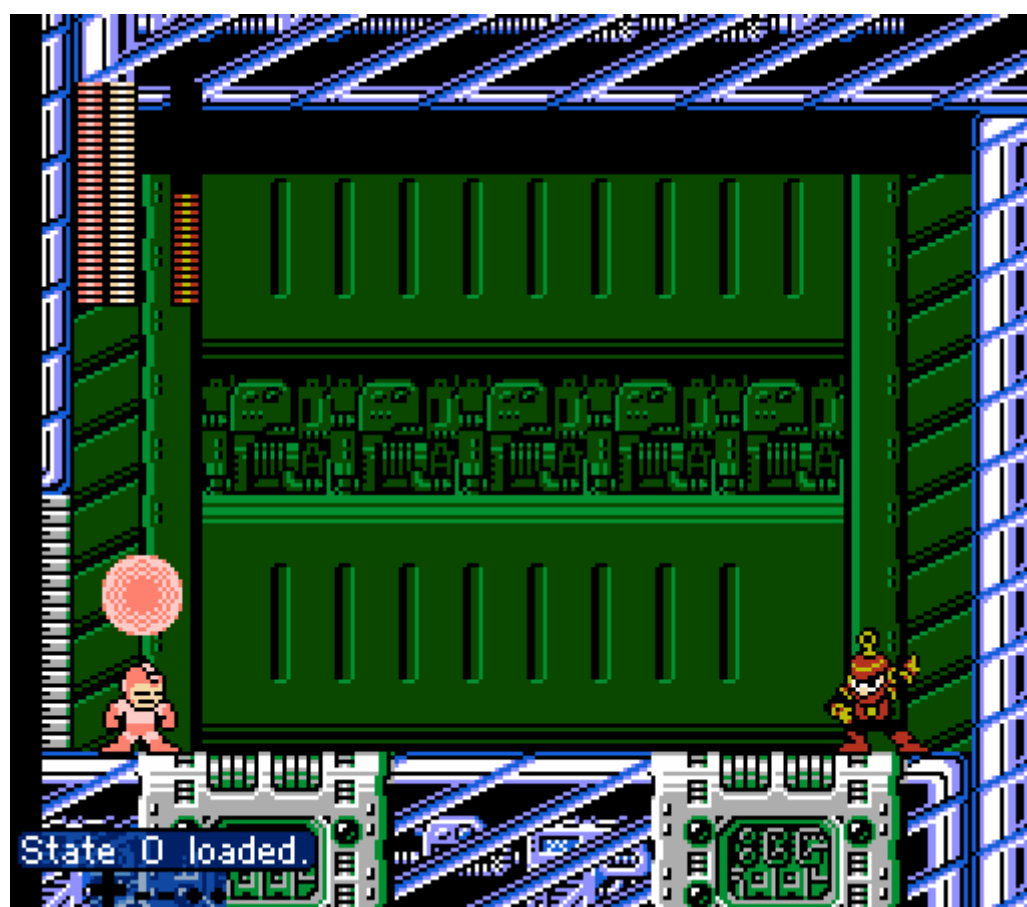
This strat can be performed in 2 ways. Either damageless or with a damage boost.

However, while the damage boost version is easier to perform, its quite unlikely that you will have enough health to take the Ring boomerang due to how much we damage boost through stuff in the stage.

Damageless



Damage boost



Note that the last shot is always a diagonal shot on ALL fights. The reason is very simple, while killing a boss the bubbles that appear from the explosion are causing a massive amount of lag for a short period of time, time which the pharaoh shot is still present, by shooting diagonally we despawn it quicker which reduce lag.

Refight Notes

You cannot enter the refight holding B for a charge. The opening charge is replaced by 2 uncharged Pharaoh shots but the end goal is slightly different from the stage.

Just like all the other fights, we wanna kill Ring close to the teleporter, so here we can do various things.

Healthy fight

This is mostly in case you wanna grab the health refill.



Old strategy

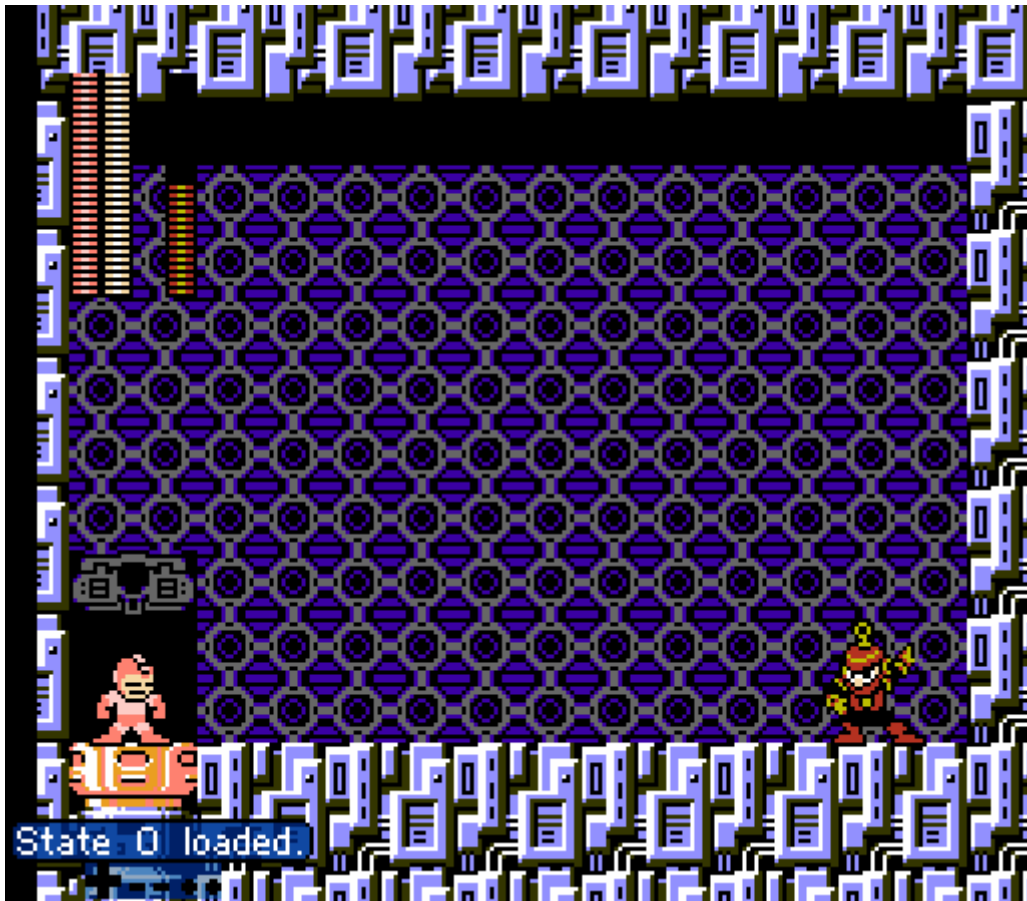
Now here the end goal is to make Ring pause right before the teleporter. Then all we gotta do is dodge the Ring and land the shot as we land to teleport immediately.



Optimal Kill

Here, we are going to pick up the start of the diagonal shot fight. Except that we are going to go all the way to the right wall after landing that diagonal shot to fire an uncharged shot, this will allow us to charge another full shot that we are going to hold.

We then slide beneath him, the full charge damage him and we have another one stored that will keep as we slide towards the teleporter. Simply release the stored shot and the fight is complete.



You can backup this fight if you miss the uncharged Pharaoh shot by doing the same ending as the old strategy!

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