

# Skull Man Boss Fight

## Damage Tables

### To Skull

Buster	1:1:3
Dust	4
Ring	1

### From Skull

Contact Damage	8
Shots	4

## Skull Man's Attack Pattern

Skull Man will only act if Mega Man acts. If you do nothing, Skull Man does nothing. Try it. Walk into Skull Man's room and just stand there. Mega Man is programmed to blink and Skull Man isn't, so you will lose the staring contest.

Seriously go get a drink they'll both stand there.

That said, there are 3 rules (Maybe 3 and a half) to what Skull Man does.

1. If you walk, Skull Man will fire 3 shots in Mega Man's direction. They are all aimed at him.
2. If you fire at Skull Man, he will jump at you, then activate the Skull Barrier.
  - Depending on your distance...
    1. If you are far away, it will be a high floaty jump
    2. If you are close, it will be a low jump
  - The Skull Barrier lasts an RNG amount of time. After that, Skull Man will run to Mega Man's position.
3. Skull Man will not do the same thing 3 times in a row. If you walk at him 3 times, the third attack WILL be a jump at Mega Man and Skull Barrier.

Use this information to inform your strategies.

# The Strat

Walk towards Skull Man to trigger his shooting pattern, then immediately use Dust. (You only need to move a frame or two before firing to trigger this Skull Pattern.) Walk into the middle of the room during this.

After that, fire a shot at Skull to trigger Skull jumping to the middle of the room. Continue attacking him during this. Jump over his head when he runs at you but stay close to him.

If you stayed close, Shooting again (triggering another skull barrier pattern) will make Skull jump straight up. You should be able to kill Skull near the actual center (X-and-Y) of the screen if you did this right (reducing time until the fanfare).

## Refight Notes

The fight is the same, though you want to end the fight close to the teleporter rather than being centered.

## Other Trivia

Ring can damage Skull through the Skull Barrier. This is largely useless without fast weapon switch - any time gained from doing 4 points of damage during long barrier patterns is lost to the pause to weapon switch.

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