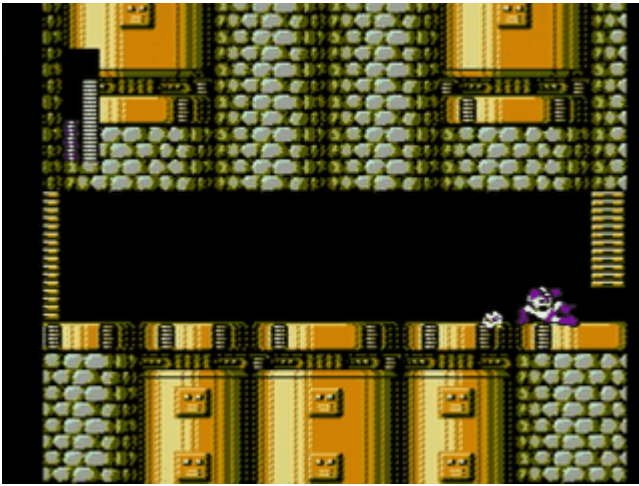


Toad Man - Boss

Buster	1:1:3
Drill Bombs	4 (full contact)

Entering the Room



A very subtle free time save - Toad Man does not spawn until Mega Man touches the ground. By weapon switching inside the room to Drill, the game thinks Mega Man is on the ground, making him spawn faster.

Boss Fight

Toad Man infamously is the easiest robot master in the game, recommended as the first robot by Nintendo Power and many an old magazine.

The buster fight involves mashing B until there is no more Toad Man. Just slide under him as needed.

The Drill Bomb Fight opens with jumping at Toad and shooting. Space out the 3 Drill bombs to delay Toad jumping. Position yourself in the center of the room so Toad dies there, letting the bubbles leave the screen quickly to start the fanfare. (You do not need to detonate the bombs.)

The only difference in refights is you don't care about manipulating Toad to the room's center. Only positioning Mega Man on the teleporter to immediately beam out (assuming you don't need the health)



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