

Whopper

There are two Whoppers in Ring Man's stage. The first **MUST** be destroyed to advance. The second (coincidentally the final enemy in the stage before Ring Man himself) can be skipped.

Fastest Strat - Pharaoh Boost

The fastest Way of destroying the **first** Whopper is standing on the right edge of its platform, holding a Pharaoh Charge, looking right, and letting its shot damage boost you into it.

Positioning is important - if you stand too far, you won't boost backwards fast or far enough to hit it. If you stand too close, the Pharaoh shot will "Dink" harmlessly off it, and you will need to use a backup.

Besides the advantage of being the fastest strat, this also consumes zero Pharaoh ammo.

Possible Backup

If you lose the full charge to a dink, you can intentionally get damaged by the Whopper to fire the full charge from close range as soon as it opens. Not boosting early will have Mega Man get hit by the rings, and he may not recover fast enough to fire into the eyes.

Normal Kill

Use a full charge Pharaoh shot or 3 full charge buster shots (across 3 cycles). Stand far away and react to its shots to shoot it when it opens.

Damage Information

Whopper's Body	8 HP
Whopper's Rings	4 HP

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