

# Boss - Cloud Man

This encounter features bright flashing lights

## Buster Fight

If you are doing Cloud first (or otherwise before Burst), you will need the buster fight.

Buster charge speed is abysmal in this game, and a full charge only does 2 damage. As such, avoid charging outside of periods where Cloud Man is invincible (such as when floating up to fire lightning bolts).

Cloud's pattern is fairly predictable. Float around after Mega Man at ground level, just slide under him to dodge. Fire opening charge shots and lemons as you are able. When he floats up, charge while he is invincible or you are dodging. When he comes down and fires lightning along the ground, charge a shot while he shoots himself, then add a lemon after his i-frames for "3 damage cycles."

Be careful of the rain pushing Mega Man around and don't get pushed off the platform.

Don't forget to Center Mega Man in the arena after the fight.

## Danger Wrap Fight

If you use the Danger Wrap's "Down+Y" function to drop a bomb on the ground, it deals weakness damage to Ccloud without triggering the long weakness animation.

This fight is likely to result in a lot of damage taken, as the wind will constantly push you into Cloud Man. But the speed of damaging Cloud more than makes up for it if you can survive.

## Safe Danger Wrap (Bubbles) Fight

Cloud Man has a long if easily avoided "flinch" animation when attacked with a Danger Wrap Bubble, floating up to the top of the screen before it explodes to deal damage.

With relatively good timing, you can get Cloud Man trapped in an infinite loop of getting Danger Wrapped.

This is extremely effective and safe, but also significantly slower than the other Danger Wrap method. It is still faster than a buster fight.

---

Revision #3

Created 2025-10-18 01:30:37 UTC by mrcab55

Updated 2025-10-22 04:49:20 UTC by mrcab55