

# Astro Man

Astro Man is the 5th Robot in any%, the first of the second four. He is weak to Homing Sniper but takes extra damage from Flash Grenade.

There are 4 bolts in this stage, all only relevant to 40 bolts.

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# Astro Part 1 - General Tips

## Screen One "Yoku Blocks"

The critical thing is knowing the cycle, and recognizing when to bail out of the speed strat to not fall in a pit. Also remember Ice Wave destroys floor spines.

Always Be Sliding.

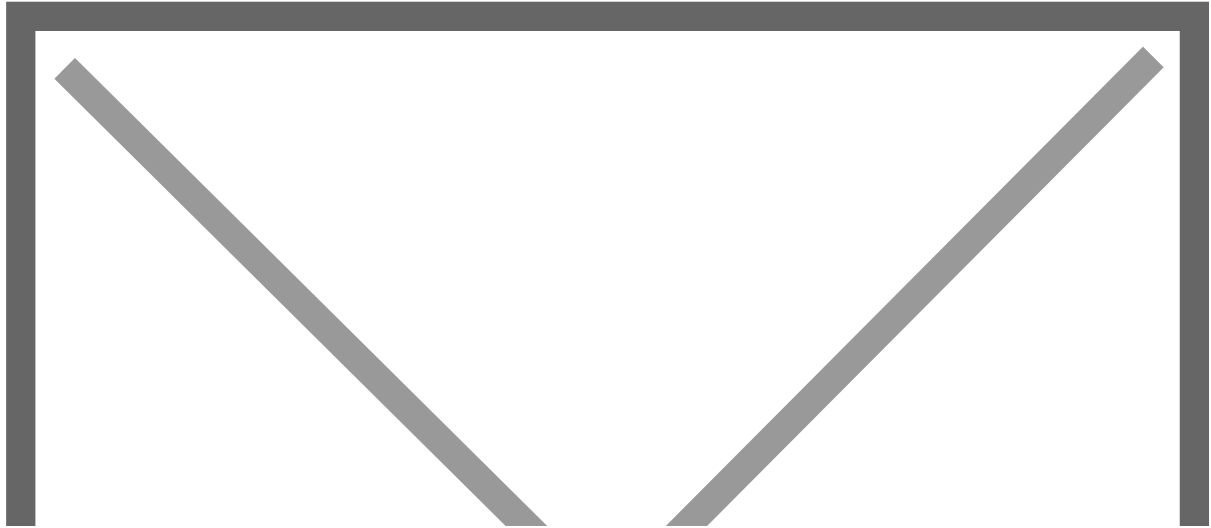
## Screen Two - The Maze

There is 1 bolt in the puzzle room.

## Puzzle Skip - From The Compendium

Click [here](#) for tutorial on skipping the first puzzle room. (NOT RECOMMENDED).

It should be noted that when doing puzzle room skip, the pillar does not initially start at its highest point. This means getting the skip first try is a one frame window. However you can lower and raise the pillar which wastes around ~3 seconds to make the trick into a 3 frame window which is much more consistent. A first try puzzle skip with the easier method will save about ~4 seconds. A comparison can be viewed [here](#).



Left is the starting position of the pillar, right is after lowering and raising it once.

Click [here](#) for a video guide through the first puzzle room.

## Notes

# The Tower

This is a pretty standard auto scroller. Don't get caught in the green slime, and remember you can ball jump.

There is a bolt near the end.

For the last platform, you can use tornado hold to land on the upper platform as quickly as possible.

# Astro Part 2 - General Tips

## Screen 1 - Yoku Blocks

Movement on this screen is very tight. Even missing a small slide (looking at you second pit platform) can result in being off cycle and having to adjust, and the enemies in pits are much less forgiving on this screen than the first one. If you end up off cycle, it might be best to wait and clear enemies before attempting to cross.

There is a bolt near the end of the screen.

## Screen 2 - The Maze

There is one bolt near the end of the maze.

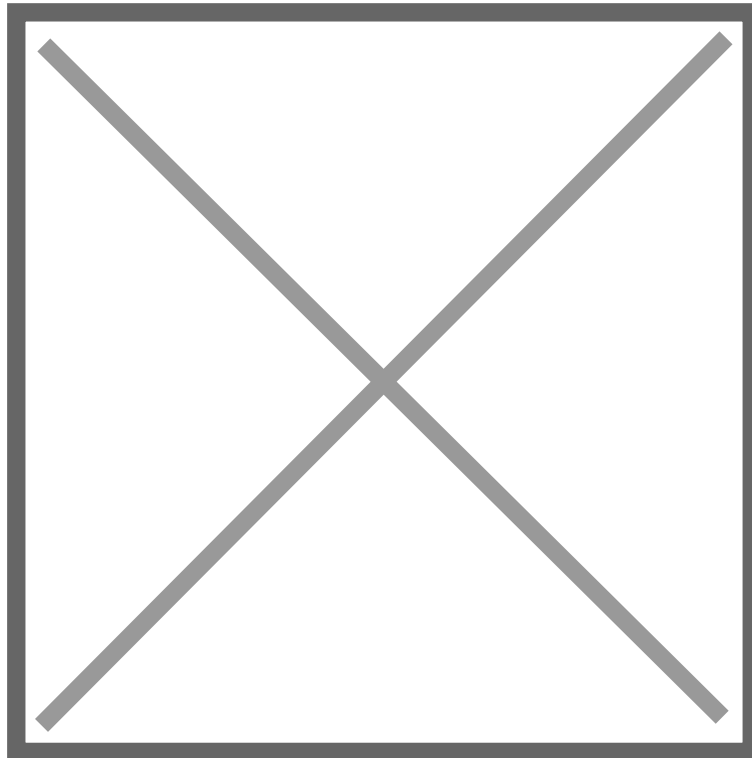
## From the Compendium

Click [here](#) for a video guide through the second puzzle room.

## Notes

When using tornado to go through the narrow gap after the green switch, you can use the hollow brick in the floor as a visual cue. If Mega Man is standing still, his back foot (looking right) should be directly on the hollow spot to get the tornado to rise through.

# Astro Man - Boss Fight



## From The Compendium

HP: 40

Damage Chart:

M. Buster	M. Ball	T. Hold	F. Bomb	I. Wave	T. Claw
1:1:3	1	1:1	2	1	1

A. Crush	W. Balloon	F. Sword	H. Sniper	R. Bike	R. Bomber
0	1	1	3	1	2

Damage Values:

Contact	Orb Contact	Star Projectile	Astro Crush
6	4	6	6

For the first fight with Astro Man, we recommend using Flash Bomb (his soft weakness). The hardest part of this fight for beginners seems to be dealing with his Astro Crushes. If you have the HP, you can damage boost through them to jump up and hit him with a Flash Bomb. If you don't, the easiest way to avoid it is to note where he stops teleporting, and then stand directly under him - that's the safe spot.

For the second fight with Astro, it's easy enough to stunlock him with Homing Sniper. If he begins by teleporting you can either tap shoot a few times or hold down shoot to target him - the game resets his pattern every time he is targeted by Homing Sniper.

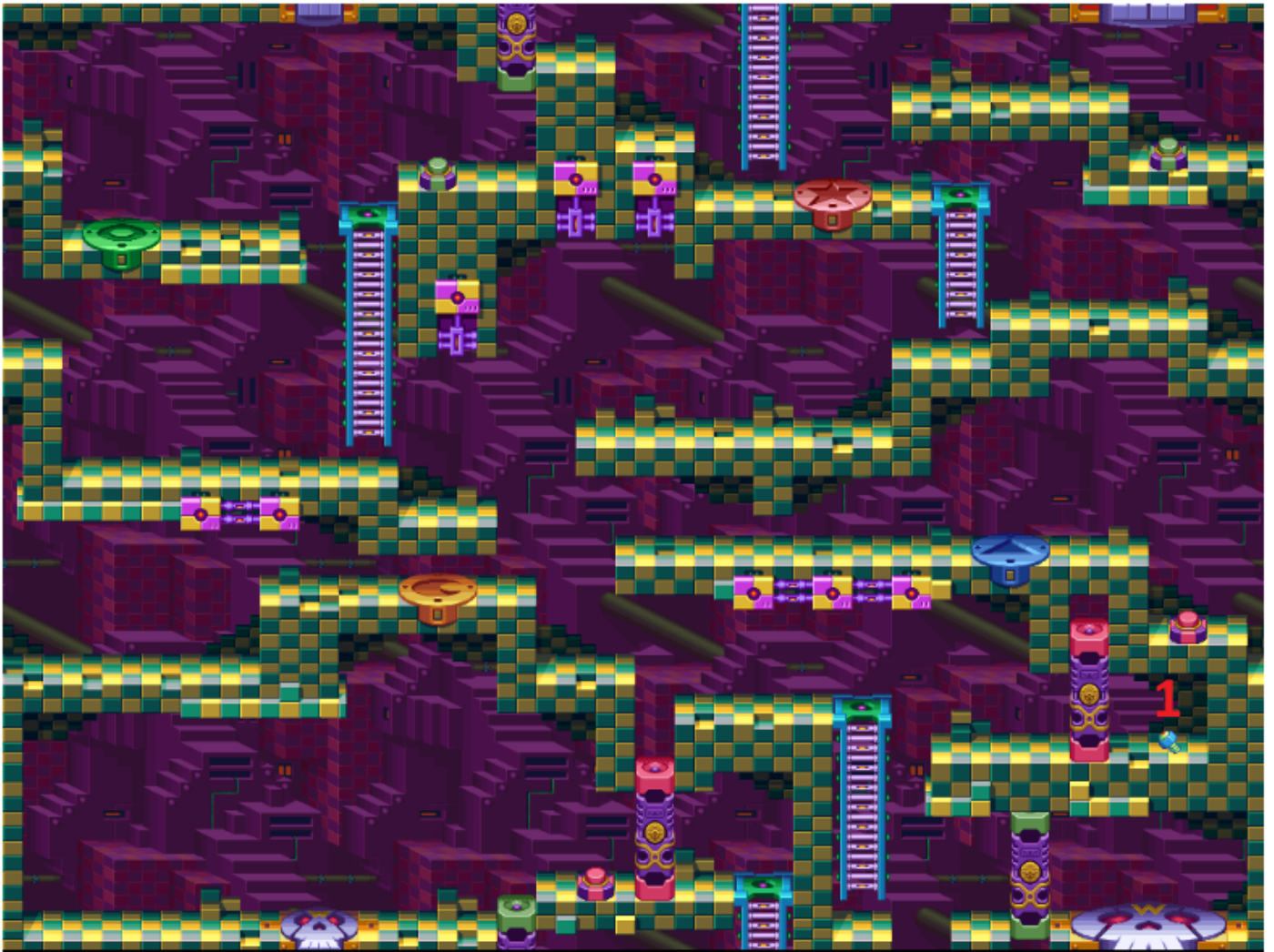
Astro's health in the refight is also awkward, since he has 40 HP and Homing Sniper does 3. You can try to mitigate this by ball jumping and hitting him with a lemon at the start, but this strat leaves you vulnerable to getting an unlucky pattern.

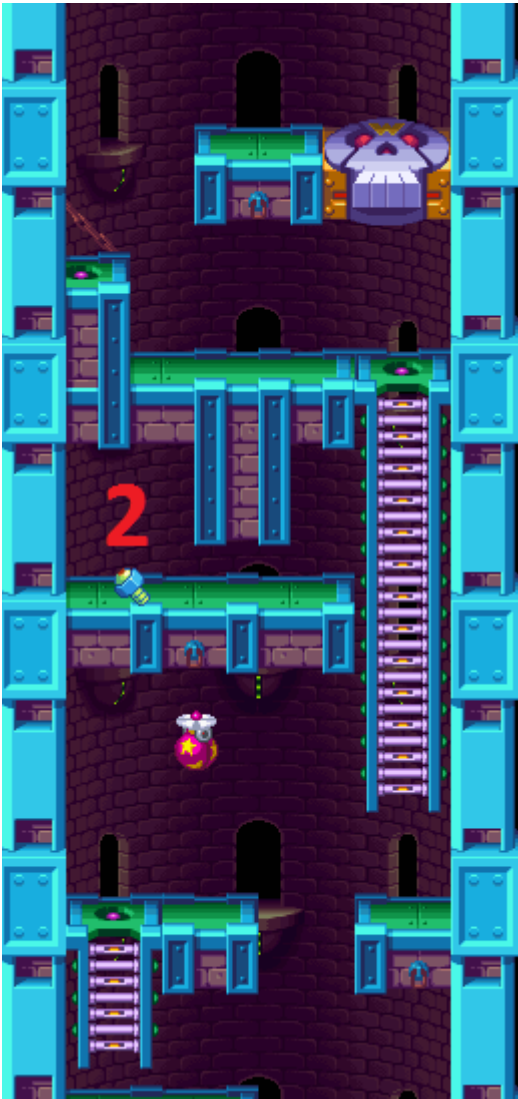
# Bolt Locations - Astro Man

There are 4 bolts in Astro Man's stage, 2 in the first half and 2 in the second.

They are only needed in 40 Bolts.

## First Half





## Second Half

Both bolts are in plain sight. Bolt 4 is passed just before completing the maze.

