

Frost Man

Frost Man is second in the any% route, and weak against Grenade.

The stage contains 2 bolts collected in the any% route. It contains 6 bolts overall, 1 of which requires a revisit with Astro Crush.

- [Frost Part 1 - General Tips](#)
- [Frost Part 2 - General Tips](#)
- [Frost Man - Boss Fight](#)
- [Bolt Locations - Frost Man](#)

Frost Part 1 - General Tips

Remember that ball jumps are almost free on the sled. Simply hold jump and fire Mega Balls in front of Mega Man.

Both bolts are collected in any%. Ball jumping can make the jump after the first bolt easier/safer at no time loss. The second bolt is not specifically required since any% typically ends up with an extra bolt, but it's in an auto scroller so it's no time loss.

The Sled section is a full on auto-scroller - nothing will make this faster or slower. No swag movement is required for the run.

Frost Part 2 - General Tips

Immediately* summon Rush Bike at the start of the stage. Besides generally moving fast, the bike "Goes through" the ice blocks as long as you don't shoot them.

** in 40 bolts, on the second visit with Hyper Slider, slide to the bolt first.*

"Yoshi Ditch" Rush Bike on the second screen and use ball jumps to climb the tower.

The money jump on the smoke screen...screen... is extra tight, since waiting too long results in the Mega Ball being placed on the far ledge.

Remember in the jet sled section that you cannot ball jump on a ball fired off screen (mainly the top or far right of the screen), so don't be against the forward edge of the screen.

Frost Man - Boss Fight



HP: 40

Damage Chart

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

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

Damage Values:

Contact	Ice Wave	Tackle	Ice Punch	Block Drop	Block Crush
5	2 + stun	4	5	2	3

From The Compendium

We recommend using Flash Bomb on Frost due to it immediately hitting him out of i-frames. Note that, due to Frost having 40 HP, opening with a full buster charge or a lemon does not speed up the fight - you have to hit the boss at least 14 times no matter what.

Notes

As mentioned, Frost Man has 40 HP and his weakness deals 3 damage. $3 \times 13 = 39$, so you need a 40th point of damage. A single flash bomb lingers long enough to hit Flash twice. You can have two on screen at a time, so save your second explosion for his jumps around the room, or gets knocked back from a Flash Bomb.

If done well, Frost Man will always be immediately hit when his invincibility frames run out.

Bolt Locations - Frost Man

There are 6 bolts in the stage. **The two in the first half of the stage are collected in any%.**

One bolt in the second half requires a revisit, specifically after Astro Man.

Thanks to the Compendium for image and bolt descriptions. Note that red numbers are collected on the first visit, and yellow numbers (the 1 and 2 in the second half of the stage) are collected on the second visit.

First Half



Near the end of the second tinted section of the first autoscroller, take the top route to get the bolt. *(Editor's note - using a Mega Ball makes the jump after this bolt safer. This safety is completely optional)*

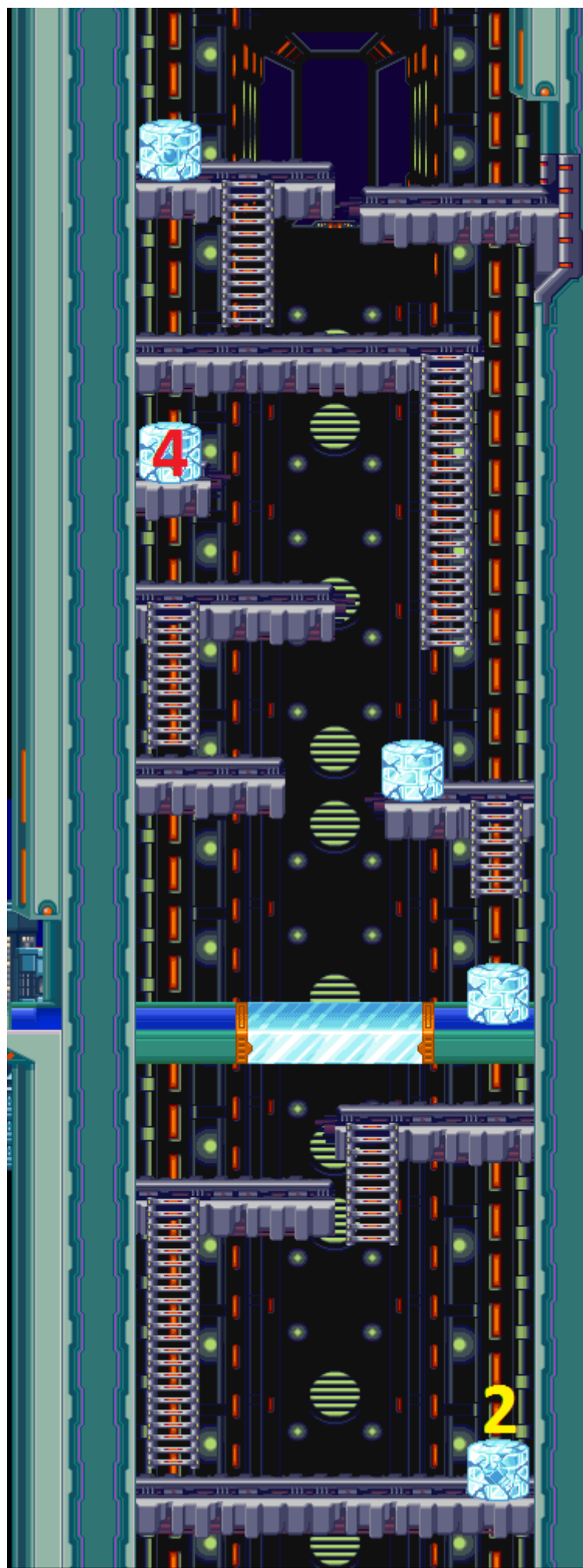


After the third set of falling platforms on the first autoscroller, simply hold right while falling to get the bolt.

Second Half



On the first visit, use the ice block marked with a black star to access the third bolt. On the second visit, use Hyper Slider to reach the first bolt on foot, then hop on Rush Bike.



On the first visit, use Flash Bomb to quickly access the fourth bolt. On the second visit, use Astro Crush to break the ice, then Flash Bomb to access the bolt.