

Aqua Man - Boss Fight

V0ychWmwE8CF1JpskCqaqK0rwNtZSiNjQCYrXeMgeUlcwoLUHEIkaPwsfC0FN-3d3ldw3lgD4SCag0Yft5l

From The Compendium

HP: 40

Damage Chart:

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

A. Crush	W. Balloon	F. Sword	H. Sniper	R. Bike	R. Bomber
8	1	1	1	1	2

Damage Values:

Contact	Water Balloon	Water Cannon	Water Column	Column Splash
6	6	7	8	6

The 8 Damage for Astro Crush is for both hits in a single use of the weapon. Each individual hit deals 4 damage. So be careful not to spam it too fast.

You don't have enough ammo to defeat Aqua with only Astro Crush (without the Energy Saver). That's why Buster is mixed in.

Crush -> Full Charge -> Repeat. Just be careful not to Crush too early.

Notes

Aqua Man can potentially get damage-boosted in either direction by the initial Astro Crush. If you have low health, be cautious with the first Astro Crush, or potentially even open with the Buster

shot instead of Astro Crush to better figure out which direction he will get knocked back.

Note you should be charging the buster during Astro Crushes to deal damage as quickly as possible. You need all 4 extra charge shots for 8 damage that Astro Crush does not account for.

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