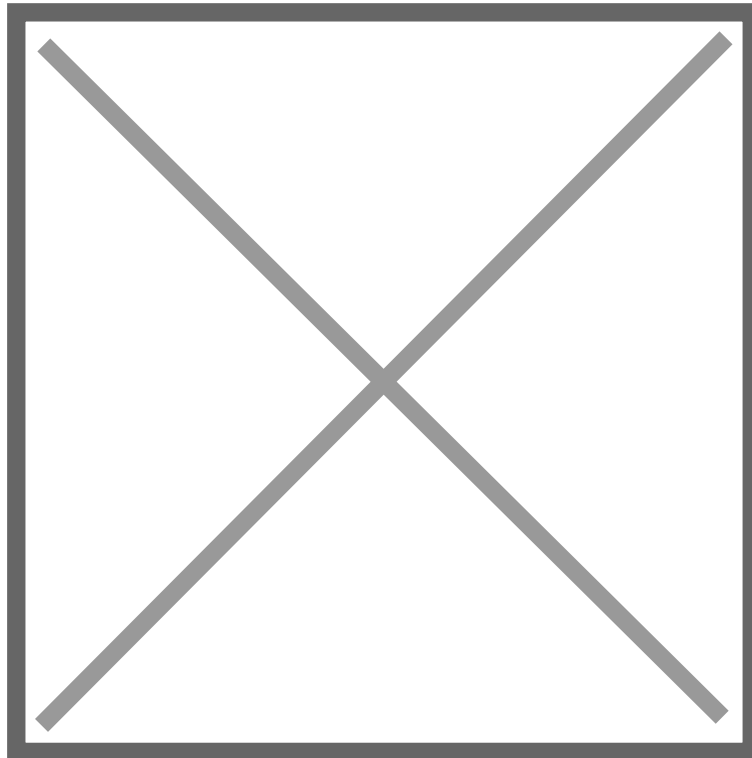


# Astro Man - Boss Fight



## 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.

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