

# Clown Man - Boss Fight



## From the Compendium

HP: 40

Damage Chart:

M. Buster	M. Ball	T. Hold	F. Bomb	I. Wave	T. Claw
1:2:3	1	1:4***	1	1	1

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

Damage Values:

Contact	Trapeze Kick	Thunder Carnival	Thunder Claw	Wall Strike
4	4	5	2-4 + stun	3

\*\*\*The second damage value is actually very important on Clown Man, since his weakness is ONLY the tornado part of Tornado Hold, not the fan. Hitting him with the fan part will only deal 1 damage. To facilitate this, if Clown Man is on the ground, hit him with a half/full Buster charge to put him in i-frames, THEN drop the tornado on him.

**(Needs Testing!) Your position relative to Clown Man is believed to have an effect on his pattern. If Clown Man is on the ground and you are behind/above him, it seems (based on a relatively small sample size) that he is less likely to use Thunder Carnival. This strategy needs extensive testing.**

## Notes

It is possible with good timing to hit Clown with a Charge Shot to open the fight before he jumps.

Hit Clown with half charges while he swings around because it's faster than watching his stun animation from a tornado hold.

As noted from the compendium, if you know where Clown Man is stopping, hit him then drop a tornado on him while he's in iframes. Do it quickly so he doesn't escape the tornado.

There's nothing inherently wrong with just stun-locking Clown Man with Tornado Hold, but it is slower.

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