

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.