

Grenade 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	2	1	4*

***Reflecting Grenade Man's Flash Bombs with Thunder Claw will deal the same amount of damage as a direct hit.**

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

Damage Values:

Contact	Flash Bomb	Dash Attack	Small Grenades	Girders
4	5	5	3	4

Strats

The Buster fight with Grenade Man is difficult to optimize. Using half-charges is advisable, since they deal 2 damage and take less time to charge. However, we also recommend opening with a full buster charge, and using a full buster charge after Grenade uses Crazy Destroyer, as this reduces the amount of charge shots needed by one.

The fastest Grenade pattern involves him using horizontal Flash Bombs, since he remains on the ground for longer when using that attack. You can increase your chances of getting this pattern by being on the opposite side of the room from Grenade when he chooses an attack. However, keep in mind you can only get this attack twice in a row, as **he will always dash on his 3rd attack.**

It is possible to double hit Grenade Man in the refight by hitting him on exactly the same frame with a reflected Flash Bomb and a Thunder Claw. However, we currently have no setup to do this in RTA.

If Grenade Man is killed on the fall in the second fight, his health pickup will despawn and you will teleport out immediately. (PSX release)

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