Shiriko da Gama

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HP: 33

Damage Chart:

M. Buster	M. Ball	T. Hold	F. Bomb	I. Wave	T. Claw
1:1.5:3	3	1:1	0.5	2	2

A. Crush	W. Balloon	F. Sword	H. Sniper	Eddie	Beat
11	2	0.5	2	3	3

Auto	Rush
3	1.5

Damage Values:

Contact	Energy Balls	Laser
4	4	16

The best strategy for this midboss involves Beat. If you have Beat entering the boss, then the fight is simply holding down a charge to position Beat correctly, and placing him inside the midboss. Make sure you are damage boosting on the boss itself, as contact damage does significantly less than the laser.

If you get unlucky and don’t get Beat immediately, remember you can spawn additional party balls by being at half HP or less. If you get to the boss and still don’t have Beat, we recommend using half-charged Buster shots.

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