

Ururunnn



HP: 32

Damage Chart:

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

A. Crush	W. Balloon	F. Sword	H. Sniper	R. Bike	R. Bomber
16	2	3	2	1	2

Damage Values:

Contact	Junk	Falling Junk	Ball of Junk
3	3	4	3

From The compendium

Your location in the boss room is believed to affect the chance of Ururuun diving. By staying around the center area of the room we’ve concluded from extensive testing that this lowers the chance of a dive. However this is just speculative and could be a case of still having too small a sample size. Depending on if Ururuun is on the left or the right side of the room, we recommend standing in these approximate locations:

(Images of the middle of the room go here)

Other Considerations

It's easy to have your Mega Balls destroyed by garbage in this fight. Be careful about your ammo (especially in a no reset scenario).

Remember you can angle Mega Ball shots by holding up, if needed.

It is decidedly faster to kill Ururunnn when lower to the ground, however it is RNG whether or not you have this opportunity. It has not been measured whether it's faster to kill Ururunnn at the highest point of its swoop or wait for it to float to its normal position.

Each "dive" costs about 4 seconds. You cannot damage Ururunnn after a dive until the trash surrounding it breaks off and you can see the eye.

Revision #2

Created 20 November 2023 04:56:30 by mrcab55

Updated 24 November 2023 02:57:37 by mrcab55