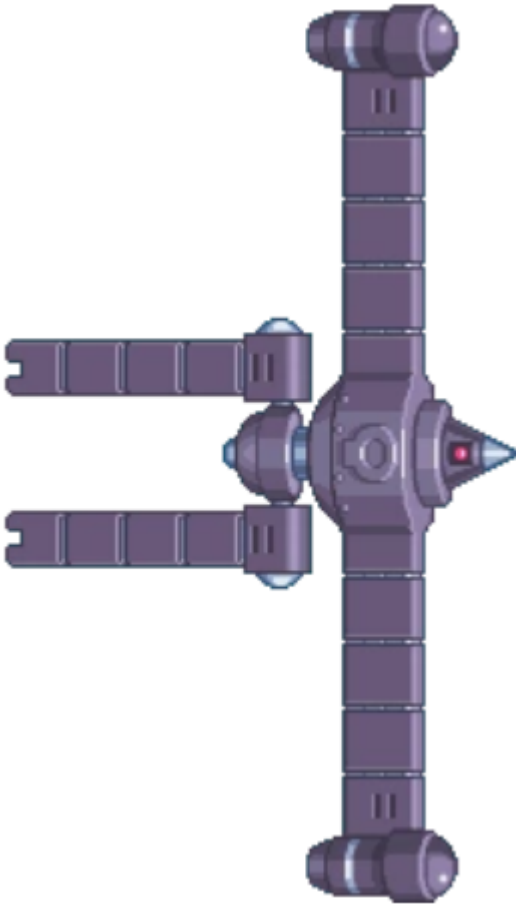
Wily 2 Boss - Bliking



From The Compendium

HP: 40 (20 per wing, 0 in tail)

Damage Chart:

M. Buster	M. Ball	T. Hold	F. Bomb	I. Wave	T. Claw
1:1:1.5	1.5	1:---	1	1.5	2.5

A. Crush	W. Balloon	F. Sword	H. Sniper	Beat	Eddie
12	1	2.5	1	2	2

Auto	Rush
2	1.5

Damage Values:

Body	Wings	Tail	Mine	Missile	Lasers
6	3	3	6	4	4

The fight with Bliking involves Astro Crushing and using full charged Buster shots.

If Bliking opens everything (visual cue given by the engines revving and the flames expanding), you'll want to use three Astro Crushes. This pattern is best, as it can result in a two cycle.

If Bliking opens his wings normally, then the strat varies slightly depending on how many times he's opened. If he's on his first or second time opening, use a Buster charge and then a Crush. If it's his third and final time opening, use two Astro crushes.

If Bliking opens his tail, you got bad luck. Roll again.

Thunder claw is the best backup for Bliking, if you accidently run out of Astro Crush.

Other Notes

> If you took the death warp, or are otherwise restarting the fight, remember you get a weapon energy refill. Use Astro Crush freely.

Astro Crush's 12 damage in the chart above is 1 use of Astro, hitting twice, for 6 damage each time. This itself is really 3 damage to each wing.

You need 7 hits (on each wing) to finish the fight.

Most normal patterns can connect with Bliking with one pair of hits with barely enough time for a third hit. You have slightly more time on laser beam patterns than on missile launches. Try to get an extra hit in on one of the cycles to reduce the number of cycles needed by 1.

If you do see the tail open, you can destroy each with about 4 hits from Flame Sword. Destroying the tail naturally forces the wings to open on future cycles. Of course, optimally, you only get patterns where the wings open.

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