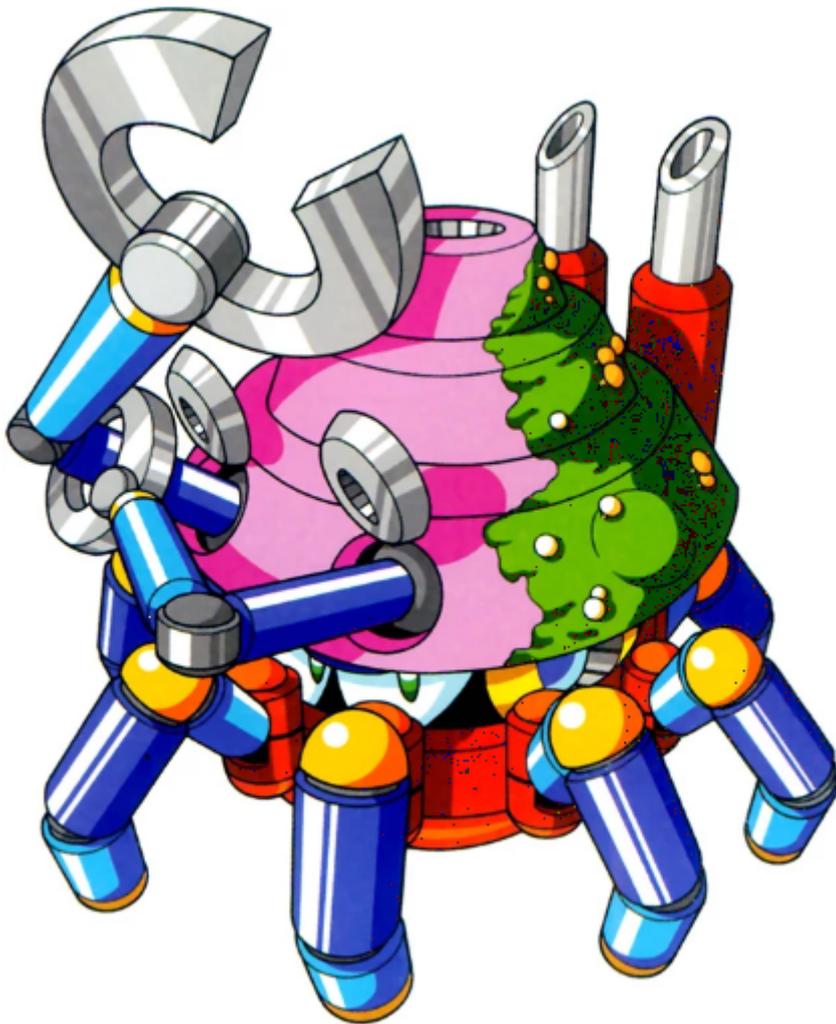


# Yadokargo



## Damage Chart:

M. Buster	M. Ball	T. Hold	F. Bomb	I. Wave	T. Claw
2:3:6	8	2:1	1	4	4

A. Crush	W. Balloon	F. Sword	H. Sniper	R. Bike	R. Bomber
40	4	1	4	3	6

## Damage Values:

Contact	Crab Punch	Crab Squeeze	Crab Bombs
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3	2	2x2	3
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The strat for Yadokargo is to kick one ball to open him, and then mash balls into his hitbox.

## Strat Details

Obviously (?) in any%, your only options are the Mega Ball and the Buster.

Kick a single ball into the Crab, then slide up to it. Jump into its face and shoot balls into its eyes.

After about 4 hits, the shell will close, making its hit box slightly wider. If you do not kill it, the boss will jump across the screen, costing you 3 seconds.

Optimally you can mash 5 balls into it before this happens. You must be mindful of the size of the hit box to not get hit when the shell closes.

## Backups

Optionally, for the timeloss of taking damage, you can intentionally damage boost into it while mashing. The crab is much easier to hit "inside" its hit box for the small time loss of taking damage, compared to losing time to the jump.

It is possible to kill the boss as it jumps. In this case, it still completes its jump before exploding, costing you most of the time as if you did not land the hit at all.

If it does cross the screen, set up to kick a second ball into its face. Keep in mind you can only have one ball on the screen at a time, so set up as appropriate.

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