

Wily Star - Sunstar

This fight is 3 phases. Sunstar takes 1 damage from all hits (even Jupiter, though 1 shot can hit him twice). As such, we recommend using Pluto lemons so you can weave break dashes in to dodge attacks.

Phase 1

Sunstar will fire a large laser then dash across the screen. Fire a lemon at him, then either jump over him or Break Dash through him. Continue firing lemons at him until you have done 6 damage.

Sunstar will jump and launch a fireball at the floor, destroying it. use a break dash both to dodge the fireball and avoid damage from burning floor, and fall to the next screen.

Phase 2

Set up just left of the middle of the screen, facing left. Sunstar will drop down and start firing large buster shots at you.

As soon as Sunstar appears, fire lemons to hit twice, then use a short Break Dash to dodge a shot. Do this again (2 lemons, break dash), and then a third time. This will do 6 damage, triggering another floor burning.

Phase 3

Shoot Sunstar once as soon as he lands. Sunstar will then cross the room with a buzz saw attack. it crosses the room three times. It doesn't matter specifically how you dodge it - you should learn to dodge it without Pluto, but using Pluto to dodge the third pass makes it easier to set up to attack.

Sunstar's pattern will be to jump high, and "use rain flush" to burn away the floor, forcing another screen transition. This can be avoided by hitting sunstar with a lemon in the air. Once hit in the air, Sunstar immediately falls to the ground and usually crosses the room again.

You want to hit Sunstar once on the ground before he jumps, once in the air, then again on the ground after the jump. This does 3 damage.

If you got the initial hit in and these 3 (totaling 4 damage), Sunstar should have 3 HP left. He will cross the room. Repeat the strat and do another 3 damage to end the fight and the game. Time is on the last hit.