

Yeti

- [About the Bike](#)
- [Yeti midboss \(To Do\)](#)
- [Yeti - End of Stage Upgrades](#)
- [Boss - Avalanche Yeti](#)

About the Bike

Boosting

Yeti's stage takes place on a hoverbike. It is *almost* an auto-scroller, but the player can Boost to advance faster.

Each time a character boosts, *that character* has to wait for their bike to recharge. You can switch characters with no time loss in this stage, so you are free (and encouraged) to Boost, switch characters, and boost again.

Attacks

X has a charge shot. This is not really used against normal enemies, though if the midboss is building up an attack out of range, you can charge a shot.

Zero far and away has the best DPS on the bike. This is a classic case of you don't want to just mash as fast as you can, but there is a rhythm to get shots off quickly.

Axl is also in the video game. He has his usual stream of small shots. Since Axl is rarely used in the speedrun, we have no other recommendations for Axl's weapon.

Ramps

There are blue ramps in the stage to jump pits. Be on the lookout for them and remember you can move side to side in mid air.

Yeti midboss (To Do)

Yeti - End of Stage Upgrades

There are two upgrades after the bike ride. One is on top of the giant arch, the other is behind Ice locks. The Ice Blocks can be destroyed with Sunflower's weapon to access an upgrade for X that is useful for the X Route's Armor.

Boss - Avalanche Yeti

Like every other boss in this game, you should be using jump slashes with Zero's Glaive (maybe half Charges if you went the X route).

If the giant Snowflakes become too much of a problem, jump and use the sword spin to clear things out. You may clip Yeti with this attack but the iframe increase is not a lot with that attack.

If you have to tag in X or Axl, their Lightning attacks (from Manowar) are very effective.