

TIMESPINNER ANY% BOSS GUIDE

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FELINE SENTRY

aka Robo-Kitty aka Asshole Cat

Location: Lake Desolation

HP: 475

Exp: 50

Weak to: N/A

Resists: SHARP, FIRE, DARK

Recommended weapon: [Blue Orb](#)

Danger Rating: Low, but attack order is RNG and a bad pattern can kill a run early.

Attacks (in order from best to worst):

- Slamming both arms on the ground for boulders from the ceiling. Drops four boulders. This is the best attack to see as you don't have to move and it gives you the maximum time to DPS and the placement of the boss's arms allows you to double hit.
- Laser attack from mouth. When it opens its mouth and the mouth glows, a laser is coming. Duck to avoid the beam and keep attacking.
- Claw attack. Under 50% health the boss will swipe with both claws. You can pause time and jump over each claw to avoid having to move.
- Worst case scenario, the boss starts crawling across the room and you need to back up to the wall. Contact damage hurts. Getting hit by the claws hurts. Once it has reached the other side of the screen, it will jump up and then crash down on either side of the screen. Look for the falling dust and you'll know where it's going to land.

Super simple boss. There is a sweet spot directly in front of the boss where you can double hit. Use the rock on the ground to set yourself up. You can take a hit or three from this boss so just spam attacks until it dies. If it does get across the screen, freeze time and jump over it. Then just keep hitting it.

Reward: Blade Orb

VARNDAGROTH

aka Varny aka Discount Shoggoth

Location: Varndagray Metropolis

HP: 800

Exp: 100

Weak to: FIRE, ICE, LIGHT

Resists: DARK

Recommended weapon: [Blue Orb](#)

Danger Rating: Low, attacks are a set order and based on your position.

Damage Output: ~21

Attacks:

- Slowly tracks your location and follows you in a straight line, ending roughly at your position when the attack started. This is always after it moves away from the center.
- Fires six missiles from the same port. Each missile, when fired, will go to the position you are in at the time of being fired. Easily baitable. Scythe ring will eat these if you're lucky.
- After the missiles, once it's taken some damage, Varny will almost always line up with your vertical position and slam across the screen at you. Again, easily baitable, or you can take the hit and maintain maximum DPS.
- Spins around with fire jets. Stop time and run through to avoid.

The main thing about Varny is that every attack aside from the fire spin tracks your position in some way. Be conscious about baiting the missiles around the screen as well as Varny itself and you'll be fine. Boss has set ability order:

1. Follow
2. Missiles
3. Follow
4. Fire Jets
5. Follow
6. Missiles
7. Follow
8. Wall Slam (L->R)
9. Wall Slam (R->L)
10. Repeat

Stand at the spot you pick up the quest item and charge a Colossal Blade. When Varny fixates you, use it and jump to the right platform. Stand directly outside the hitbox and double hit. As the boss drifts to the center, you can stand at the very edge of the platform and still hit the boss. There are 2 pixels you can stand on for this spot to work. As the missile attack ends, get to the spot on the floor where you baited the first fixate and repeat. You can charge a Colossal Blade before each fixate and release it as you jump to the platform to DPS. The boss should die during or just after the wall slams if you've maintained steady DPS.

Reward: Timespinner Spindle

AZURE QUEEN

aka Big Blue Bird

Location: Lake Serene

HP: 1600

Exp: 200

Weak to: ICE, PLASMA, DARK

Resists: AURA, LIGHT

Recommended weapon: [Blue Orb](#)

Danger Rating: Low, but if you miss the DPS check due to getting hit you may need to use a healing item.

Attacks:

- Brown shot at you that when it hits the ground makes you move slower and more slippery (think ice physics but with molasses). They slow you significantly. Jump on and over the ice physics puddles.
- Blue shot that is fired directly at your position upon being fired.
 - Both shots can be avoided by freezing time right before they hit you, jumping over them, and restarting time once it's under you.
- Two blue pillars of light. If you're standing in them once the attack finishes, you get shunted all the way to the right wall. You can stand directly between the pillars. There's also a sweet spot directly in front of the bird.
- At about half health, the two front chains will lift up off the ground and be attached to spiky things. They will follow you around and try to slam down on top of you. Take the first hit, then stop time and get behind the bird. Restart time and wait on it.

Positioning: There's a sweet spot of a few pixels directly in front of the bird that allows your orbs to double hit her, but if you're too close the boss will bump you when she breathes in (her model expands by a pixel or two). Stay there and stop time/jump to dodge attacks accordingly; when the boss prepares to spit something you are able to see if it will be the brown or blue shot before it comes out.

At 50% the boss will lift the two chains up and drop spikes on you. Standing next to the boss, take the first hit from the chain, hold left and pause time to run through the boss during your invincibility frames. You can use three Colossal Blades back here (using time stop to charge), then mash attack while time stopping to maximize DPS. The boss should die while you're back here. If you do not kill the boss in time, you will be knocked to the other end of the room when the chain attack ends. From full health at level 5 *[4? Need confirmation]* you can live through intentionally getting hit by the chain and getting expelled from behind the boss, but if you've been hit by any of her other attacks you may want to pop a Potion to be safe.

Reward: Twin Pyramid Key (fast travel)

GOLDEN IDOL

aka Succubus and Incubus aka the Bitch Twins

Location: Castle Keep

HP: 2000

Exp: 250

Weak to: BLUNT, LIGHT

Resists: SHARP, DARK

Recommended weapon: [Blue Orb](#)

NOTE: The demons are weak to SHARP and FIRE. The Idol itself is not.

Danger Rating: Medium. Most attacks are easy to avoid, but if you catch the Chaos status and have multiple sawblade phases you may want to use a status cleanser and/or healing item.

Attacks:

- Before the Idol itself appears, both demons will float back and forth and be menacing. After the Idol appears, the demons will be on the ground level, and will occasionally go across the screen to hit you. They are still weak to SHARP. They can be incapacitated for a short while before they recover.
- One demon twin will lunge from the side of the room. Only used while you're on the floor.
- The Idol will drop to the floor. Contact damage with the Idol will give you the CHAOS status condition, which drains and depletes your sand.
- If you stand on a platform for too long, spikes will appear on that side of the screen and the platform will retract, pulling you into the spikes.
- At some point in the fight, the screen will go dark and the platforms will disappear. A spotlight will start to track you, and a spinning saw will come up from the ground where the spotlight is. It hurts. A lot. Bait it on one side of the screen and then run to the other, jumping back over it if necessary.

You can mostly ignore the demon twins, but they can be used to bait more uptime on the boss. As soon as the fight begins, melee one of the demons and use ~2 Colossal Blades to finish them off. Get some damage in on the Idol but stay on the ground floor for a few seconds, to bait the demon lunge attack. Jump to the first level and get close to the boss to double hit. When the boss pulls up, backdash away to avoid the attack. Realign yourself and repeat. The platform will retract and you'll go into the 50% sawblade phase here. Use time stop and jump to avoid. If you get hit by the boss and develop chaos, it can be worthwhile to use the Chaos Rose you picked up along the way *[and a sand restore item if you have one, can't remember name off hand]*. If the boss pulls back the platforms on only one side, use time stop before hitting the floor to avoid triggering an extra sawblade phase.

Reward: Succubus Hairpin (double jump)

AELANA

aka Queen Aelana

Location: Royal Towers

HP: 2250

Exp: 300

Weak to: AURA, DARK

Resists: PLASMA

Recommended weapon: **Blade** or **Blue Orb** (damage is comparable, RiskyTAS uses Blue Orb)

Danger Rating: Medium-high. Most attacks are avoidable, play conservatively during lightning phase.

Attacks:

- Ground boomerang. Winds up, projectile spawns behind her then is thrown out in a straight line in front of her and returns. Under 50% she'll use this twice in succession.
- Air boomerang from the center of the screen. Thrown in a fixed circular arc, starting downwards from her and looping back up and around. Under 50% she'll use this twice.
- Lightning from the top of the screen. Tracks your location so just keep moving / stop time to get around it.
- Ground laser. Fired from one side of the screen to the other. Safe spot is directly behind her.

She attacks with the frisbee towards whichever side you're on at the time of or right before firing. This includes the double attacks, which start when she gets to about half health. Stay behind her. No seriously stay behind her. You can get much more damage in if you position yourself right behind her while she's doing her attacks, and you'll be relatively safe. Some notes on individual attacks:

Order:

1. Mid Boomerang
2. Floor Boomerang
3. Mid Boomerang
4. Lightning
5. Repeat until 50%, then Plasma Beam
6. From here she'll typically go to one of the boomerang spots *[is this set?]*

Middle of screen boomerang:

- Goes down, then out, then back to her.
- You can be almost directly under her, bait the attack, then switch sides.

Floor boomerang:

- When she drops down from the middle of the screen, she goes in an arc. It's bullshit!

- The attack spawns behind her! It's bullshit!

Lightning:

- You can get into a rhythm of attack, time stop on the way down, switch sides, repeat.
- You can charge a Colossal Blade when switching sides under the boss for maximum damage.

Plasma Beam:

- Used at 50% health and below. Indicates the shift to phase 2; now she'll throw the boomerang twice at each spot.
- You can attack her as she floats out to the side of the room, but don't get shot.
- Attack the weak point for massive damage.

Reward: Plasma Orb

THE MAW

aka Maw of Asmodeus aka Dr. Octogonapus

Location: Caves of Banishment (lower)

HP: 2500

Exp: 366

Weak to: ICE, LIGHT

Resists: FIRE, PLASMA, DARK

Recommended weapon: [Blue Orb](#)

Danger Rating: Very very very very low. You can eat the laser attack at 50% twice now with speedrun mode equipment at no risk of dying, and other attacks will either never hit you or can be cleaned up with a single Colossal Blade.

Before the actual fight, use a single Colossal Blade to open the skeleton door.

Attacks:

- Spawns three small rotating spikes. These will float around, and you can use a colossal blade to clear them out if they get close (you don't need to turn around, just blade the boss and the wind-up will clear the spikes).
- Giant horizontal laser and two vertical lasers. The vertical lasers move towards each other.
- Long spikes that spawn from the floor and ceiling. Hug the boss and you should be fine.

Good gravy is the Blue Orb fast against Maw. Stop time and run up directly to it. Restart time, duck, and beat the ever loving crap out of it. Just stay there and smack it until it dies. The boss will use a beam attack at 50% which you should survive if you are above 90 health.

Reward: Access to the Military Hanger in the present.

GENZA

aka not your mom

Location: Amadeus' Laboratory

HP: 3000

Exp: 500

Weak to: SHARP, FIRE

Resists: BLUNT, ICE

Recommended weapon: **Blade Orb**

Danger Rating: Medium. Boss deals high damage but all attacks can be baited and avoided.

Attacks:

- Spawns a spike that fixates on your location. At low health, spawns three spikes that fixate on your location.
- Spawns a horizontal platform at the top of the screen that tries to crush you.
- Arm melee attack.
- Under 50%, when Genza uses the platform attack they will also use the arm melee attack.
- There's another attack where Genza shoots some ribcage-looking things out on the floor, but with current damage output you rarely see this attack anymore. Just jump over them.

Genza takes a ton of damage from sharp sources. You'll want to buffer a Colossal Orb in every transition between attacks; this adds about 150 damage per attack. You should have an Ether from way back when you picked up the Colossal Blade, which you can use here. When Genza summons the floating spikes that fixate on your location, you can bait them by jumping in and releasing your Colossal Blade. The spike should fixate your position in the air and you'll avoid it. When Genza goes to the middle of the room they are about to drop a platform on you. Under 50% health, Genza's attacks will be enhanced as described above.

Reward: Keycard A

EMPEROR NUVIUS

aka Your Dad aka Shaddam IV

Location: Emperor's Tower

HP: 3500

Exp: 666

Weak to: PLASMA

Resists: AURA

Danger Rating: Owwwww

Attacks:

- Nuvius has three sets of attacks he does in a set pattern. He has a melee and charged attack for each color orb. The visual cues for all of his attacks are pretty obvious.
- Blue
 - Melee: Blue shots out in front of him.
 - Charged: Aura Blast
- Green
 - Melee: Three large spinning green shuriken. He throws them at ground level first, then they boomerang back around above the ground. They don't stop at him but go into the wall behind him. Duck under them, even when you're behind him.
 - Charged: Colossal Blade. This has the same hitbox as yours, but scaled for him. Don't forget that the start of the swing is actually a little behind him.
- Purple
 - Melee: Nuvius moves from one side of the room to the other, punching with purple fists in front of him as he goes.
 - Charged: Aura Serpent. There's a safe spot right behind him under the snakes as they move outwards.

You don't want to be hit by this guy. His hitbox is deceptively larger than expected when he's moving around the screen but not fully there. Yet again, stay behind the boss, and watch for which attack he's doing next. The only time you're not safe by being directly behind him is during his Aura Serpent attack, but the safe spot for that is easy to get to once you've seen it once.

Nuvius has a set pattern to his attacks. You should be able to kill him near the middle of the sequence.

- Blue Blast
- Green Shurikens
- Purple Serpents
- Blue Orbs
- Green Blade
- Green Shurikens
- Green Blade

- Purple Punches
- Blue Blast
- Blue Orbs
- Green Blade
- Green Shuriken
- Green Blade

Reward: Empire Orb upon reload

CONGRATULATIONS! YOU'VE BEATEN ALL OF THE ANY% BOSSES! A WINNER IS YOU!