Picture of useful charge attacks: http://i.imgur.com/9c17SWo.png

In this picture, and in the guide below, when an overcharge is referred to by "X.Y", that refers to how many bars have filled during the overcharge; for example, 2.5 Whirlwind means charging the meter so that two bars fill and releasing when the third bar is halfway full.

General Boss Tips:
1) Bosses will usually target those closest to them. There's a few exceptions like Dread Slime, but for the most part you should pay attention to which character is closest to the boss.

2) During boss fights, your weapons' hitboxes are twice as large as usual. You don't have to get as close to the enemy as you do outside of boss fights.

3) Spell Lockdowns: This is a technique used to "lockdown" bosses with a long casting animation. Generally, the spell used is the Sprite's Slowdown. This lasts just long enough to chain your charge attacks together, and not give the boss in question much time to do anything other than sit in its stunned animation from taking damage. The only charge attack you won't want to use this with is the 2.9 standard slash because that attack will recharge too quickly to use with a spell lockdown. The process is as follows:
  ● Release overcharge
  ● Open the Sprite's menu to cast slowdown
  ● When Slowdown's animation ends, your next attack will be ready to release
[IBB: Lockdown also works with analysis, but that has a longer magic animation, so might make you unable to hit for a bit more than with slowdown]

Mantis Ant (Fast) - 150 HP
Begin the fight by moving up and to the left a bit, and slash up. After this, position yourself directly below him. When the initial damage numbers disappear, he will begin to slash at you (unless you're too far below him) and you can slash at this time. You will probably both get hit here. He won't be stunned by this hit, so when you get to 100% or recover from his hit, slash up again. Repeat after the damage numbers disappear.

To explain this, you're essentially swinging whenever your charge meter gets back to 100%. You'll take damage every time he swings unless you get good RNG and dodge.

[IBB : The timing of the slashes is pretty tight so try slashing as SOON as the 100% stamina is up, or mantis and will dodge your attacks]

Begin the fight by moving up and to the left a bit, and slash up. After this, position yourself on his left side, and when he lifts his claw to swing at you, move to the left to dodge. After he completes the swing, swing at him, and position yourself again on the left side so he will attack with his claw. Repeat this, and switch to the right side once you get too close to the left wall.

[IBB : I really believe this is just too outdated and useless to try. The fast strat is really not complicated and I'd suggest to just start with it.]

Mantis Ant (Crow) - 150 HP
For the most part, use the "fast" strategy. However, if the Boy does the slow stab attack instead of his usual slash, the Mantis Ant is very likely to block your next attack with his own attack, rendering the yolo strategy ineffective for a bit. Therefore, if you get a stab attack, walk to the left of the Mantis Ant and use the "slow" strategy until you get a slash attack. Then return to the center.

Tropicallo - 315 HP
The fight is simple, and can be separated into cycles:
1st Cycle: release charge attack, do nothing
2nd Cycle and onward: release charge attack, build up charge, release 2nd charge attack

There are a few things you should know about this fight. The reason you don't swing twice on the first cycle is because he will pop up and go immediately back down on the 2nd cycle. After the first cycle, slash at the brambler with a normal attack, and slash again once you get to 100%. Hold B after the 2nd slash, and you'll be charged up in time for the 2nd cycle, plus it keeps the brambler from growing anywhere you don't want it to go. The pumpkins from the middle can be dodged by moving left and right, even while you're charging.

[IBB : Best setup to dodge middle pumpkins is to move left as soon as you see the pumpkin falling down]

If Tropicallo emerges on the left or right, you can dodge pumpkins easier by simply standing as far north as you're allowed to in the arena; the pumpkin will explode harmlessly on the high ground. Also, depending on when you release your attack on Tropicallo, he may stay above ground to be hit a second time or he may dive after a single hit; should he start diving, you can still land a 100% hit if your timing is precise.

Spikey Tiger (2 controller) - 520 HP
Optimal Charge Attack: Any above 1.0 will kill him

Activate the 2nd controller before walking into the cutscene. At the very start, move the Boy and Sprite down-right until Spikey falls down. When he hits, open and close the Sprite's menu to start the Boy's charge. Move the Sprite into Spikey's mouth and use a barrel. If RNG

cooperates, Spikey will eat the barrel, and the Boy will finish charging. When the charge is finished and Spikey has stopped eating, drop the barrel by hitting B on the 2nd controller, then swap weapons. The overcharge will start, and you can kill Spikey with any charge level above 1.0.

[IBB : When you want to release the barrel and swap weapons, I recommend pressing B then Y REALLY fast, so the sprite doesn't get knocked back and you'd get a chance to have spikey jump up]

If Spikey doesn't eat the barrel, he will jump up to the towers. From here he will cast magic on your closest character. You should still have the barrel up on the Sprite, so move the Sprite closest to the tower. Fire Breath will do no damage, and Fire Bouquet will do about 35 damage. At this point, just wait until he comes down so you can attack him again.

[IBB : Do not wait in the middle of the area with the boy, or you will most certainly get knocked out by spikey when he jumps back]

Tonpole - 600 HP
Optimal Charge Attack: Any charge above 1.5

Simple fight, just charge up and release. It doesn't even need to be a spin charge as long as you hit him. [Crow question: how charged is required? 1.0 or higher like Spikey?] [Stinger answer: not sure, haven't done thorough testing to find out. I would guess somewhere in the range of 1.5 or a bit more because Tonpole has 600 HP, which is slightly more than Spikey has.]
[IBB : Try being at a 2.x charge at least since 1.x can give you a low damage roll and give you the annoying phase 2 of the fight.]

The Tonpole moves erratically, and does not always stop moving upon getting attacked. If it loses too much of its HP without dying, it will transform into the Biting Lizard, which should be treated as though it were the Snap Dragon (see below).

Fire Gigas (RNG) - 850 HP
Optimal Charge Attack: 4.1 quick spin, 4.2 whirlwind, 4.5 spin lunge

This fight will either go correctly, or it won't because of the boss's behavior RNG. Start the fight by just holding B to charge up, and get the overcharge going as soon as you can. At this point, Fire Gigas will either give you good RNG, or he will do his disappearing act and fly off. This wastes ~15 seconds. If you get the good RNG, you can release when you get to the 4.1, 4.2, 4.5 attacks and kill him instantly, unless you get a low damage roll. To counter the low damage roll, press X as soon as you release your attack. If you get the low damage roll, you'll open the Sprite's menu, and you can cast Freeze from there. If you get good RNG, you won't be able to

[IBB : This is just outdated. Doing the fast strat is the only way to go really]

Fire Gigas (RNG Removal) - 850 HP
Optimal Charge Attack: 2.9 normal slash, 3.4 quick spin, 4.1 quick spin, 4.2 whirlwind

[IBB : 4.5 is BAD, but if you get it, do release it, spam Y with the sprite and quickly launch a freeze. Boy should get knocked back but still land the hit automatically after the freeze]

This is a slightly harder method of the above strat, but it removes any RNG in Fire Gigas flying away at the start of the fight. Start by charging up, and you'll want to activate the 2nd controller immediately to keep the Sprite from moving down and away from Fire Gigas. Start the overcharge as quickly as you can as you don't have many frames to waste with this strat. As soon as the 2nd weapon switch is finished, mash B on the 2nd controller to get the Sprite to swing as early as possible. If you're too late on this, Fire Gigas might still take damage, but he'll end up flying off anyways. If you get the hit on time, he'll enter his hitstun animation from the damage, and that will give you just enough time to get your charge attacks up. Those are the only attacks that will work at this point, so be careful not to go over. Low damage rolls can still be a thing even with the extra damage from the Sprite, so again, press Y as soon as you release the Boy's overcharge to cast Freeze on Fire Gigas just in case you do get the low damage roll. If you kill him, your characters will be frozen by magic, so you won't need to worry about opening the menu needlessly.

[IBB : As a safety, just spam Y with the sprite after releasing your charge on the boss and launch a freeze on it. You won't be able to open the menu if he instantly dies with 2.9 or

4.2, but you will get the time to open it with 4.1 and not know if you killed him. But I'd still just use freeze for safety.]

Wall Face - 920 HP
Optimal Charge Attack: 4.5 spin lunge **[IBB: 4.1 is good too. 4.2 is risky because it might kill both little eyes and put you in P2. But if you land on 4.2, please do not try getting the 4.5 because you will most of the time land on a 4.8 or 4.9 which is even worst. So use 4.2 and hope it either does not kill both little eyes, or kill the middle eye.]**

Begin charging from the start of the fight, and move the Boy **straight up [IBB: Do not move anytime left or right. Just straight up]** . This will put the Boy in proper position to release the 4.5 charge, and not kill both eyes, preventing the boss from doing his special attack when both eyes are dead. What you need to watch out for is starting the charge attack too early. You need to waste 22 frames or so before beginning the charge attack, otherwise it's possible your attack will end the spin part of the animation before the eye is available to be hit.

If you get a low damage roll, it will do ~780 damage. At this point, you can either charge up another attack, or cast Earth Slide for a 79% chance of killing the wall. If he casts cure water (a 33% chance), one Earth Slide won't do it, so if cure water comes up, then just charge another attack up and hit him again.

This boss is the first boss which has evasion. From here on out, except for the Great Viper, all bosses may ignore your attacks altogether as a result of making an evasion roll.

Kilroy - 900 HP
Optimal Charge Attack: Any spin charge **[IBB: 2.9 is normally the best though, and a 3.4 should work well too, since it usually gives you a slash attack on the first use of the charge. i.e.: it's what we call a "switching" charge which sometimes is a slash and sometimes is something else.]**

Easy RNG fight. Just get a spin charge, and hope you hit. His mallets can and probably will moogle you, so be ready to use a medical herb on the Boy. That will erase his charge attack, too, so you'll need to start it again.

Jabberwocky - 950 HP
Optimal Charge Attack: 3.1 and above

The odd thing about Jabberwocky is his hitbox extends below his feet. It starts roughly at his belly button, and then extends a tile below the feet. You can use this to your advantage. Charge at the beginning of the fight, and move up a little bit, just a tile or two. It doesn't have to be much. Release the charge once you get above the 3.0 mark. The reason for not using the 2.9 normal slash is because even with a high damage roll, sometimes you don't do enough damage

to kill him. This is solved with the slightly higher charge level attack. **[IBB: I'd still go for 2.9 though since it's a much faster animation than anything else. Although I really like the 3.4 or 3.5 which usually give you a stronger slash even though they are "switching" charges]**
If you fail to kill him quickly (i.e. he gets good dodge RNG), his heads will snap at your characters with a chance to knock them unconscious when at least one character is close to him, or he can cast damaging spells on your whole party. Two consecutive spell casts can give you a game over if you failed to heal.

Pebblers - 186 HP Each
Optimal Charge Attack: 2.5 whirlwind, 4.2 whirlwind or 4.5 spin lunge **[IBB: 4.1 is "ok" too, as well as 2.8, which is spin lunge too.]**

Pebblers are invincible during certain animations, and they also have an evade rating. It is likely to take multiple attacks before all of them are killed.

[IBB: As a general note, not only is the whirlwind better for the range of attack you get, but it also scrolls the screen so has a chance to make the 3rd peddler come to you early. Also, you should always try scrolling the screen with your sprite to spawn that 3rd peddler. But if you are not familiar with moving both characters yet, don't try but instead move the sprite at least away from peddlers]

{Yaga: If you have enough control over both characters - move the Sprite up to scroll the screen immediately when entering (preferably running) while at the same time moving the Boy up a little to not block the scrolling. This way you'll have a chance of the 3rd Pebbler being caught by any 1st attack you choose. }

Spring Beak - 720 HP
Optimal Charge Attack: 2.9 normal slash

The big thing about this guy is that his beak is an invulnerability hitbox, as are his legs. That means that if your attack comes in contact with either his beak or his legs, your attack is nullified. In order to kill this guy, you need to attack him in the back of the head. If your attack hit one of the invincible parts, there will be a distinctive sound; listen for it to determine if you were too close to Spring Beak when you attacked.

[IBB: Slow Strat : Slash when entering the screen. Move up left, then straight up when close to the left "hill". You should have the charge at max when close to the trees. Swap weapons, hope spring beak doesn't use magic, try getting a 2.9. If he jumps, he usually jumps back, so be patient and slash when he lands back in the middle.
Also, try having the sprite close to SB but not too much since whenever the boss will jump, he will knock back anyone on his way. Stinger's setup is putting sprite as high as possible on the screen, which is definitely a good one.

Fast Strat : Rather complicated. Enter the boss screen while holding B. Boy will be charging. Do not move up yet but try being a bit on the left. Swap weapons. Scroll the screen with the sprite and place him on the right of spring. By that time, you should be able to buffer a charge. And here, you want a 2.8 or 4.5. If done correctly, spring beak turns his head on the right and the boy charges on his left, and might kill him. Also, this removes the rng of spring beak casting a spell or jumping around. Although you need to hope your attack will kill.]

 {Yaga: Slight addition to IBB: Spring Beak can still jump early even with the fast strat. But it gives you a chance to hit before any spells or abilities of him will land}

Great Viper - 1330 HP
Optimal Charge Attack: 4.1 quick spin is best, 2.5/4.2 whirlwinds and 4.5 spin lunge are 2nd best.
[IBB: The "new Best" is rather 2.5 or 2.8 which are rather fast to build up and enough to kill in 2 hits. The problem of a 4.x attack is that Great Viper has a higher chance to get close to you by the time you've build up your charge. Also, 2.9 is really good if you're good enough to slash the viper with the sprite after the first hit, to lock it in position and be able to release a 2nd charge attack right after.]

Start this fight out by charging immediately, and move to the right of your starting position. This spot will give you enough time for your charge attack to build up before the viper will reach your position. Get a spin charge, and release it, and you should be able to hit him easily. The only thing to worry about is if the Sprite gets hit hard by the viper and are killed. If this happens, you'll need to release your charge attack to try and kill him on the 2nd hit. If the 2nd hit missed, backup strats will be needed, and probably should start off with healing the Sprite.

[IBB: We should also look into spell locking the viper in position after the first hit, to remove the rng of being totally screwed up by the boss. Also, gives you time to just reload your charge with the boy]

 {Yaga: We used to use spell lock on the Great Viper, but it generally was consistent enough to just go for it instead nowadays, with only little chance of it going wrong.}

Mech Rider I - 980 HP
Optimal Charge Attack: 2.9 normal slash

 {Yaga: Before the fight, use the little screen just before talking to Geshtar to select the 2nd controller}

There are two ways to deal with this fight: first, you can hold B to start the fight and get your overcharge going as quick as possible.

This is the <u>**fastest method**</u>**, but also the hardest [IBB: Also much more dangerous since if you miss, you have a higher chance to get mech rider to cross the screen and sometimes even kill the girl]**.

It'll require you to move the Boy and the Girl at the same time toward the right side of the screen where Mech Rider is waiting for you. You'll get within range of Mech Rider right at about the time your overcharge gets to a high enough level to kill him, so you don't want to waste much time positioning yourself.

The <u>second way</u> is much easier because you don't need to move both characters at once. To start the fight, all you do is swing your spear to start, then start charging. This delay in starting the overcharge gives you enough time to put the Boy into position before needing to swap weapons with the **sprite** to start the overcharge.

[IBB: If you miss your charge, and get, say, a "switching" charge, you will most likely get a slash as your first attack, but it might be dangerous if you face south, since you might get on mech rider's bottom, which will make him cross the screen. To make sure you don't, try always facing right when you release a "switching" charge. Also works of course if you get a spin attack.]

Should the Mech Rider get his dodge RNG, the main thing to avoid is letting him be on the same horizontal level as your party. If his target is in front of him, he will charge to the other side of the map and knock everyone in his path unconscious.

[IBB: In general, always try having the girl on top (haha) to avoid getting her killed. Else, she will most likely die everywhere and make your run much harder.
Also, with the route we now use sprite to swap weapons, so here, you'll want to use X for the swap (instead of Y). You'll do this for about every fight till the end except for Vampire and metal mantis which you'll enter with the sprite activated. Oh and Dread Slime too since girl will be casting wall.]

Boreal Face - 1100 HP
Optimal Charge Attack: Any charge, but spins are probably better

 {Yaga: Slight correction: Normal slashes are usually better. In case he evades, you are ready quicker}

At the beginning of this fight, you'll want to swing your spear. This will set your timing up so that when your overcharge reaches the appropriate level, Boreal Face will be above ground and ready to be hit. On the 2nd cycle, swing your spear after he is nearly fully above ground, this will get the overcharge going when he becomes vulnerable again. **[IBB: Can also just charge again by opening menu after Boreal face's head fired his pumpkin to make sure you hit him while he isn't invulnerable]**

[Crow: Can't you get two hits in a single cycle? You can vs Tropicallo with normal slashes with the sword…]

[Stinger: Might need to test that. IIRC, I've tried it before, but couldn't get it to work. Testing now. After testing, I couldn't get him to stay up, no matter when I hit him. Might just be a bad savestate on my end, but oh well.]

[Crow: Tropicallo always goes down in the first hit of the first cycle, too, but you can still score a second hit as he is burrowing. He won't explode until he returns to the surface, but at least you'd have one more chance to score a hit in the face of his dodge rolls. Or did you mean that you couldn't swing the spear in time to score the second hit during the burrow?]

[I got Boreal Face to stay above ground for the first cycle in my run yesterday. That was after 5 or so misses, however, so I don't know if that's related.]

[IBB: A possibility to get a one cycle is to get knocked back by tropicallo while your charge is build up. It will deal damage to him when you stand up and not make him go above the ground.]

Minotaur - 1200 HP
Optimal Charge Attack: 2.9 normal slash **[IBB: 2.9 is VERY important here, since minotaur will most likely use a protecting stance when you use a spin attack]**

Pretty simple fight here. Just get the normal slash overcharge up and whale on him. Try to avoid getting grabbed because that can and probably will knock all of your characters unconscious. This could be a game over if you get bad enough RNG.

[Crow: I think there should be some consideration / instructions for character positioning here. His AI targets whoever's closest to him, and he only grabs characters if he's close to them, and we have control over the position of two characters, so there's no reason not to influence what he does. **IBB: I place boy on his right by about 2 or 3 tiles.**]

Doom's Wall - 1180 HP
Optimal Charge Attack: 2.9 normal slash

There's a couple ways of fighting this guy. You could use the same strat that's used against Wall Face early in the game in charging up a 4.5 spin lunge and moving to the right side, but this boss is much more punishing if you kill both eyes. **[IBB : I highly recommend not using anything else than 2.9]**

My (Stinger) strat **[IBB : I.E.: Best Strat]** is to swing the spear at the start of the room, and move **straight up [IBB: Just like the first fight, don't move left or right at any time]** to the top of the room. Get the normal slash overcharge, and by the time you get it, the middle eye will be open and vulnerable. Just swing, and by the next time you get the overcharge up, his eye will be open again. If you miss one of the opening two hits, do an extra swing in between the 2nd and 3rd attempts **[IBB: Etc etc. Just swing again after every charge release UNLESS cure water is used on the middle eye. This time you'll get a chance to release just before the eye closes again]** This will put you back on timing to hit the middle eye when it is open.

[IBB: On an imporant note, each time your second party member gets hit by an attack from doom's wall, position your other party member on top of the boy and make sure you do that everytime they get hit. Also, be careful you're selecting a character which cannot be targeted when you release your charge.]

Vampire - 2550 HP
[IBB: Make sure you activated second controller entering the screen]
Optimal Charge Attack: 4.1 quick spin (4.2 whirlwind and 4.5 spin lunge are also good). 2.5 whirlwind is bad (adds 1 more hit needed to kill Vampire)

This guy is pretty much pure RNG. He has 2 things he can do, hover in the air like a dick, or he can jump around on the ground like a nice guy. Ideally, he'll jump on the ground from the start and never go up at all. The strategy here is to get a spin charge up (to make sure your hits connect) except for the 2.5 whirlwind as noted above, and lockdown Vampire with Slowdown casts. An additional quirk to this fight is that if you position a character (preferably the Girl **[IBB: Doesn't really matter really]**) below Vampire after hitting him, Vampire will react by swinging and grabbing the character, and eating them for a period of time. This can give you an additional 2-3 hits guaranteed instead of just hoping that he stays on the ground.

Yagamoth: 2 Additions (1p2c)
1) The general strategy is: While the Vampire is jumping around, hit him and use spells (Slow Down or Analyzer) to prevent the Vampire from taking any actions for the duration of the spell-animation (delay him) and give you enough time to position the Girl or Sprite in front of him to get grabbed.
2) At the start, when the Vampire starts the fight by jumping around, you can try to hit him with the Girl before he lands for the first time (evasion still applies). If you hit, you can then position the Girl in front of him to get grabbed. This allows enough time to set up the overcharge and the initial few Spell-Lockdowns. This minimizes the chances of the Vampire flying away

[IBB: There's 2 ways to handle the fight. Either you're hoping for good rng from the boss and try to not spell lock it with slow down, or you do not hope rng will be good, and use slow downs (which will be slightly slower) to get more attacks on Vamp while he's jumping.

Also, characters will not get one shot by magic spells, so I recommend not healing after the first magic attack, but heal on the second one.
This is one of the fights where you really need to be consistent at switching second character to not overflow your charge because you could not open the menu while the second character was targeted by a spell.
Finally, it's very important to get your charge back by opening the menu rather than slashing, since it will instantly charge again. Then you'll be able to release immediately.]

{Yaga: Once you are comfortable with getting the Girl/Sprite eaten at every opportunity (i.e. optimally at the start) I recommend using a 2.9 normal slash and just whack him as quick as possible. Since he only takes 3 hits, he will get a lot fewer opportunities to fly back up with less animation time.

If Vampire evades one of your first two attacks, use spell lockdown. Else you can go for the 3rd hit without spells}

Metal Mantis - 1220 HP
This boss is now skipped in 1p2c. Kept the strats below just for posterity.

[IBB: Very important to get your sprite selected on the second controller before the cutscene that leads to the fight (when you're in prison). I personally activated second controller before talking to the emperor, then swap to sprite when moving in the prison]
Optimal Charge Attack: 2.9 normal slash

This is a re-fight of Mantis Ant, and some of the AI is shared between them. To start the fight, Metal Mantis will shoot a Fire Beam shot down-right, so to counter this, you'll want to move the Boy up-right, above where the Mantis will fire. This will draw the Sprite into the line of fire, but this is ok because the damage numbers can give you an idea of what kind of timings to use. After putting the Boy in position and the Sprite has his damage numbers come up from the fire beam hit, start the overcharge.**[IBB: This is outdated. Now, you want the sprite to be your second character since he has the sword instead of the girl in the previous route]**

{Yaga: Alternatively you can just manually move the Girl into the beam :) }

Move the **Sprite** down to the bottom of the screen at this point to avoid her getting hit by Metal Mantis's melee attacks. When you get the overcharge to 2.9, Metal Mantis should have dropped his invincibility frames from the initial Fire Beam cast. If you hit, move right next to him, and when he raises his arm to swing at you, move away like we did in the old Mantis Ant strat to bait attacks and swing again after. If your attacks miss, just swing away until you do hit.

[IBB: I find slashing when entering the fight better than charging immediately since mantis will usually still be invulnerable when you have your 2.9 charge build up]

Mech Rider II - 1258 HP
Optimal Charge Attack: 2.9 normal slash

The idea for this boss is that his AI is programmed to try and get "on your level" before charging across the screen. When you're standing at the bottom of the level, he can't quite get there, so he'll just pace around and do nothing to you. With this in mind, move to the bottom-most portion of the right part of the screen, and get your charge attack up there. When he's in range, just slash away and he can't really do anything. **[IBB: Simply put : Slash entering the fight, move right, move bottom right to align everyone on the bottom most portion, stay there and slash. Make sure your AI didn't go balls and reposition them on this portion in case they aren't.**
For your first slash, you might want to slash up or align up bit more up than at the far bottom of the area.]

Addition: One danger is, in case the AI characters manage to hit the Mech Rider. Mech Rider always responds with an ability after getting hit in the following order:
1) Self Buff
2) 3 Missilies (Like pumpkin bombs, but worse)
Normally, after 2 overcharged hits he is dead. But in case the AI gets a hit in, you'll have to deal with the missilies which can easily kill you
3) Wave Cannon
This targets a character and pretty much one-shots them if it hits

Aegagropilon (Watermelon) - 3016 HP
Optimal Charge Attack: 2.9 normal slash

Move the **Girl left (in front of his "ball")** up to start the fight. This will immobilize watermelon, and focus all of his magic attacks on the **girl**. The **girl** will also not move. Do not move boy and sprite, and get the 2.9 normal slash, and just hack away **[IBB: On a side note, it seems that all of the 3.x attacks will stay as slash attacks instead of switching to a spin or something else, so it's not an issue if you miss the 2.9]** . When burst is cast, just use a curative on him to keep him from dying/getting knocked away. If sleep flower is cast, just let that hit. When burst is cast after sleep flower, use a medical herb to take the sleep off, and it also nullifies burst damage.

{Yaga: Advanced strategy - instead of just blindly slashing whenever the attack is ready, you can practice to avoid the "casting invulnerability" the Watermelon has whenever he is casting his spells}

Snap Dragon - 1215 HP
Optimal Charge Attack: 2.9 normal slash

There's a cheap little trick you can use in this fight to make it impossible for Snap Dragon to eat you. If you align yourself with the horizontal wall right in front of you as the fight begins, you can move left and right on that alignment as much as you want, and he will never try to eat you, only jump back if you get too close.

[IBB: With the new strat including the rope/rope poll glitch], you won't need to bother about that. Just stand on top of the place you land at and slash the darn thing. Also, Yagamoth uses a start where after the first charge attack, he uses the whip with the girl to prevent snap dragon to use cure and make you able to use another charge before. Also, it is simply possible with good rng to just land 2 charges before the cure. You'll hear the sound of him dieing during the cure water animation.]

{Yaga: No reason to not use the whip to delay the Cure Water :)

Hexas (Fast, harder) - 3465 HP
Optimal Charge Attack: 2.9 normal slash

Enter the battle with the Sprite barreled, and the 2nd controller on the Sprite. You'll need to move both the Boy and the Sprite at the same time to begin the fight. The Boy will move up-left, and the Sprite will move straight up into Hexas. As soon as the Boy gets above Hexas's tail, start the overcharge with the Girl (use X to open her menu so the Sprite doesn't move out of position). When you release the first charge attack, the Sprite's barrel will be dropped, and you'll want to use the Sprite to use a curative on himself (it doesn't matter what curative since you'll regain your items before Mech Rider III). The Sprite will be invulnerable from the curative, and the Boy will get a second charge attack in before the Sprite will need to have another curative used. Repeat this until Hexas is dead.

Hexas (Slow, easier) - 3465 HP
Optimal Charge Attack: 4.5 spin lunge (4.2 whirlwind can work)

Before entering the room, barrel the Sprite. Move the Sprite straight up into Hexas to immobilize her. Then, move the Boy to the left of Hexas, and face up. Get the 4.5 charge, and release it by lunging up. Immediately after, the Sprite will drop his barrel, so have him cast slowdown. This will keep Hexas from doing anything until the Boy has his attack ready again. After the first attack, face the Boy down, and release again. Cast slowdown with the Sprite again, and repeat this until she is dead.

Hexas (IBB/Yaga strat - Probably the easiest and fastest now) - 3465 HP
Optimal Charge Attack: 2.9 normal slash.
This is a rather new strat we found out with Yagamoth.

Here's what to do. You do not need anyone barreled.
Slash entering the fight. Move up left, move up along the dark area. When at the top of that area, move right then up. Activate second controller (this will lock the girl on Hexas's top left] Swap weapons (x), then switch to the sprite. If you hear an attack from hexas, cure the girl. It means she is targeted by the mini attack thing.
Put the boy on top of the girl but slightly further to the left, and release 2.9.
If things go right, girl should be targeted by every spell and you can simply release your attacks and heal the girl with the sprite if she gets targeted by the mini thing.

Here's a simple smv (open it with snes9x 1.51rr)
:https://www.dropbox.com/s/sldcyjclfb6edzw/Hexas.smv?dl=0

Mech Rider III - 4327 HP
Optimal Charge Attack: 2.9 normal slash

On hitting the button to enter the fight, do a soft reset to savewarp **[IBB: Hold 1 Second at least]** into the room with your Frost Neko save. This will skip the opening textboxes, and save 3-4 seconds. Just like with Mech Rider II, you can stand on the bottom of the screen and Mech Rider will just slowly pace across and do nothing other than cast some Speed Up spells on you. The fast strat here is to get the normal slash, and hit Mech Rider as he's coming down the right wall. It's a little risky since you might accidentally get him to charge across, but gives you some more slashes and saves time. Alternatively, you can just wait at the bottom of the screen for him to get down there. **[IBB: Just like the first mech rider, faster start holds B entering the fight but makes the timing to get the 2.9 much more tight. I'd recommend to slash when entering the fight for a beginner]**

{Yaga: It's actually not possible to reach Mech Rider III when entering holding B and starting the charge as early as possible. Rather you want to delay the 2nd weapon swap by about a second.

Further, after the 1st hit on the Mech Rider III, do a very quick 'empty' swing to set up the 2nd hit to be right after the Wall cast}

Buffy - 4200 HP
Optimal Charge Attack: 4.1 quick spin, 4.2 whirlwind and 4.5 spin lunge are also good.

This fight is nearly identical to Vampire, except this guy has more HP. Just use the same strats here and pray for better RNG.

Yagamoth addition: If you opt to go for armorless Mana Fortress, you can soft-reset when entering the Mana Fortress to reset the boss' RNG. Buffy will then always execute the following set of moves:
1) Start flying

2) Land and Jump towards you
3) Jump to the left
Only open the menu for the spell-lockdown and overcharge once Buffy started his jump towards the left. Otherwise he will change his RNG values and it is not guaranteed, that he will stay jumping.

Immediately when he started jumping to the left, start casting Slow Down to lock him down and position the Girl so he will grab her once he lands, giving you the opportunity to attempt 3-4 hits without any RNG influence.

As a note: If you open the Girls menu (X) while she is grabbed, she can still cast spells and gain the casting-immunity so she won't take any damage. Alternatively, you can simply revive her with a Royal Jam or a Cup of Wishes afterwards, since she is pretty much guaranteed to die from the damage without armor.

[IBB: Hardest fight in the game in my opinion. Using the spell lockdowns is HIGHLY recommended, and necessary for an armorless mana fortress. Also, Yagamoth started using remedy on the girl instead of analysys on buffy when she is grabbed. Makes the magic animation slightly faster and allows you to hit more with your charges.
Also, a harder strat consists in using 2.9 charges. But it's much harder since you have to position your boy much better everytime and doesn't give you the large area of attack you'd get with spins]

{Yaga: 2.9 has 2 advantages:
1) It's faster if all goes well
2) Because it's faster, we need less "Buffy jumping-time" to defeat him = less RNG

And the obvious disadvantages: Spell lockdown is trickier to pull off, a lot less range and less leeway on the attack, no animation-invulnerability on the Boy, needs really fast positioning and swaps to get the Sprite/Girl eaten while not losing the charge. Overall a fair bit harder to execute.

If you need to avoid the high-jump, walk down+right. Even the slow-walking Boy will avoid getting hit doing this}

Dread Slime - 5000 HP
Optimal Charge Attack: 2.9 normal slash

Very simple fight, just get the normal slash and whack away. If Acid Storm is cast on the Boy, use a candy to keep him from getting knocked too far away.

For his casting invulnerability period after casting Acid Storm, you should hold off on releasing your charge until the character that was casted on has returned to their normal coloration. Otherwise, you will always miss your attack on Dread Slime.

You can optionally cast Wall on your party. This prevents the problem of Acid Storm being cast on the Boy, and it also makes your attacks deal slightly more damage after he has hit himself with Acid Storm. If you attack Dread Slime while his damage numbers are displaying on him, that attack will still work, with the damage you deal being shown as soon as the present numbers disappear.

Yagamoth addition: During an armorless Mana Fortress any Acid Storm will kill any of your players. If you are low on healing items you want to cast Wall on the entire party. Otherwise I recommend only casting wall on the Boy, since this will not cause any issues in other bossfights. In case the Boy still happens to have Wall in the Mana Beast fight, it will get removed by the Ice Saber (counts as 3 separate hits). If any other party member still has Wall during the Mana Beast and you try to cancel the damage with Recovery, during the 2nd attack of the Mana Beast it will bounce the Recovery to the Mana Beast, stop it in it's tracks and hit you afterwards. This is deadly for Armorless Mana Fortress. So, only Wall the entire party if you have no other options.

[IBB: Wall just makes the fight much faster in an armorless run since you do not need to heal anyone unless you really get unlucky. Also, if you still have wall, it should usually not really be an issue since you most likely will have lost it by the time you kill dark lich. But if it is, there are ways to be safe on mana beast, which I'll explain]

{Yaga: Start casting wall as soon as you enter with the Girl. Since the Sword is on the Sprite nowadays, this will cause no issues anymore.

Another tiny helpful addition: Sometimes the Dread Slime will move too far away from the Boy for normal slashes to hit, because the AI happened to run away too far. Simply remember, that the slime will always seek to be in the center of the 3 characters - so it's an option to simply move the other character in the opposite direction to reposition the Dread Slime.}

Dark Lich - 6666 HP
Optimal Charge Attack: 2.9 normal slash **[IBB: You will want to swap 3 times here to get the sword as your overcharged weapon]**
There's 2 phases this fight can go into. First, Thanatos can stay above ground, and this is optimal for the fight. The second phase is when he goes underground, and this is when you can't hit him unless he raises his head above ground.

When he's above ground, you should fight this phase by putting the Boy on the left edge of Thanatos's Sprite, and continue to swing from there. The 2nd controller character should be placed right in the middle of Thanatos to absorb all of his magic attacks. This will keep the Boy

free to swing the **sword**, and should result in an easy fight. One note on the 2nd controller positioning is that if you place the character correctly, you should be able to dodge the petrify/freeze beams that Thanatos fires off every once in a while.

[IBB: Sometimes, Dark Lich is just simply retarded and even though you have a character in the middle, he attacks the boy. So I suggest always having your extra character between Dark Lich and the boy]

{Yaga: I believe Poison Gas actually has random targetting}

When the Thanatos dives underground, you're presented with 2 choices. The easy option is to move off to the side away from his hands (which do massive damage, plus knock you unconscious), and wait for him to resurface. The other option is to perform the Thanatos Headbang Glitch. This is possible when Thanatos raises his head above ground. To do this, you must line yourself up vertically with the middle of Thanatos's head, and when he begins to move toward you, move again in the direction he is moving, and this has a chance of triggering an AI loop which will keep him from doing anything for the rest of the fight. It's pretty risky, though, and not 100% reliable.

[IBB: Since this is the end of the game, you might run out of cups of wishes. If you do, try going for the headbang with the sprite, since the girl can revive characters anyway. Also, it seems that to prevent Dark Lich from getting out of the headbang, you just need to put your boy and extra character in a straight line on top or below dark lich. So when going for the charges during the headbang, just move your boy in a straight direction up or down to move the extra character in a straight line as well.]

{Yaga: Just adding - what IBB said for 'lining up ALL characters' makes the strat 100% reliable.

Further to note: This is the fight, where you can make sure to remove the Wall-Buff from the Girl and Sprite before the Mana Beast (the one you cast at Dread Slime). I sometimes let the Girl/Sprite die deliberately to a physical spell if I have enough Cups of Wishes.}

Mana Beast (Consistent 2 Cycle) - 9990 HP
Optimal Charge Attack: 2.9 normal slash **[IBB : It is EXTREMELY important to have the 2.9 attack. Else, 2 cycle will not be possible, making the fight even longer.]**

Preparing the Mana Sword will make this fight trivial. First, after defeating Thanatos, revive the Mana Sword while skipping the usual cutscene by first placing the Girl next to the teleporter square, then casting Mana Magic with the Girl, then when Dryad appears, open the Sprite's menu to cast his Mana Magic, and finally move the Girl onto the teleporter square just before the Sprite finishes summoning Dryad. Next, perform the infinite Mana Sword glitch by casting ice saber on the Boy as soon as you can.

Once in the fight itself, prepare the 2.9 normal slash. Then, once the Mana Beast presents itself as a target, you can just whack away, and I don't think even the worst RNG you can get can prevent you from getting the 2 cycle. Just keep in mind that the Mana Beast will target whoever is closest to him, so keep the Boy on the left or right sides, and have the 2nd controller person in the middle of the platform to draw the Lucent Beam casts.

[IBB: On an armorless run, you want to place the sprite in the middle and control the girl to heal it if it gets targeted by lucid beams. Sometimes, the sprite will move out. Replace him by swapping characters and swap back to girl. This is very important since if you use the girl to take damage, she might be locked by a cure item while the mana beast leaves, making you unable to cast remedy.
Also, when mana beasts casts the lucid beam, hold on to your charge till the character targeted by it turns white. Mana beast is invulnerable before that.]

In between cycles, cast Remedy on all party members as soon as the Mana Beast starts his spiral fire attack and straight flying dash attack to cancel that damage.

[IBB: On an armorless run, the 2 first attacks will be lethal, so you want to use remedy on everyone on the start of each attacks. You also want to use it after the first cycle AS SOON as the mana beast leaves the middle area. If you are too slow (i.e. if he disappeared already), use a cure water on everyone.
Also, there's a slight chance you might still have wall on the girl or the sprite. In that case, you will see the mana beast stand still during his fly attack (2nd attack). If this happens, cast Cure water immediately after the remedy, on everyone. This will revive the sprite and the boy and prevent from a game over]

<u>Mana Beast (1 Cycle) - 9990 HP</u>
Optimal Charge Attack: 2.9 normal slash

This is only possible when the Mana Beast comes from the bottom of the screen. If he comes from the top, don't bother casting Acid Storm at all, and just revert to the consistent 2 cycle strategy.

[eh, it's only reasonable then. It's still possible with great crit RNG. it's the difference of 1 attack, I think. another question: would it be worth doing just one acid storm?

probably would need 4-5 crits, though, and I think it's 2 attacks you miss. Plus you don't get as many acid storm casts. Not sure, I think the multiple casts of acid storm is what makes the 1

cycle possible. it would just slow the entire fight down to cast only once. could test to be sure, but that's my initial thoughts]

Begin this fight like the 2 cycle version, completing the Infinite Mana Sword glitch and preparing a 2.9 slash before the Mana Beast approaches to be attacked. Then, attack the Mana Beast as he approaches, and have the Sprite cast Acid Storm as frequently as possible. This will leave a brief period between each Acid Storm cast where the Mana Beast shows damage numbers; have the Boy attack during those periods, and his damage will be added to the next Acid Storm's damage display. Once the Mana Beast arrives at his central post, he will cast Wall, so stop casting Acid Storm before that happens.

Given crisp execution and a few critical hits, the Mana Beast will die shortly before leaving to do his cinematic attacks.

Yagamoth addition: In armorless Mana Fortress it's recommended to always go for the 1 Cycle if you get the chance to, since you spend more time in the menus between the cycles to avoid damage, making a 1-cycle even more valuable.