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## Epic boss fighter 2 best build

This walkthrough more or less cover bosses, with some tips for builds. All of these allow you to win the game with a single player, without consumer goods. There's not much in this fight. 该The staff is very friendly and helpful. Feel free to dodge left and right if you need to. The boss doesn't get any harder or anything, so it's pretty simple. Note that bolts on the side kind of move faster than bolts in the middle, so staying reasonably focused is a good idea. Boss 2: This is two attacks: targeted columns of purple balls and shotgun barrage, both nostrils. You can shoot either in the nose or in the eyes. With simple difficulties, you can walk through a shotgun relatively easily. In the case of larger difficulties, it is generally easier to stand close to one eye. There's a somewhat safe spot at about 45 degrees at an angle of nostrils and right under the eye where you only have to dodge a small amount of fire (you need to move a little bit). For crazy, it's probably easier to go a little glassy (see below). Boss 3: This one is built on endurance. It spits webs (which last forever) and invites errors at the bottom of the screen. If he eats an insect, it's going to be in full health. The key is to actually focus on attacking the boss, and not to go after mistakes prematurely. When the spider goes after bugs, shoot bugs and deny spider meals. As a bonus, the spider stops shooting when it eats. Going to a glassy build is probably the best way to win if the nets don't pile up. The web slows you down to analysis, but it is still a little possible to avoid the techniques by constantly moving in one direction. Boss 4: This man has 3 attacks: expanding circles, V shaped attack and lines of fire. They also have the ability to summon drones (including a med drone), but they don't tend to be a major threat. The medical drone doesn't heal much, so you can ignore it if there's a firestorm. Expanding circles are by far the easiest to win: just move up to 1/4 length screen or so, and everything passes. For the fire lines, try your best to stay between the fire lanes. V's pretty hard to evade. It's almost certainly a win if the boss leads the widening circles because you have a lot of time to deal with the damage for free. It's invulnerable until the shield's up, but all the red beetles that explode near it will take out the shield. There are a lot of red beetles, so it's generally vulnerable. If you stay at the top of the screen, you'll generally be safe. If you feel particularly cowardly, you can use gentle drones to take it down. Note that the red shield does not block projectiles that are not heading towards the boss, so you can shoot the beetle on the back and side of the boss. Truck 6: The Yeti can be a brutal boss. It throws indestructible ice walls and tons of shots. Fortunately, there is a cheap and simple strategy. If you are watching closely, no shots are moving in the upper left corner of the screen. So you can just stand there. If you are bored to watch drones take him down, you can actually move right until your main shot hits your left fist, which takes it down quite quickly. Boss 7: This is two attacks; A V-shaped attack and more random spam. Vs, fly through holes in the middle; for a shot of spam, the boss tends to leave holes in the middle (so you can essentially follow the boss, but over time overdue). If you can't make holes vs, you can also fly through the sides, but it becomes a little risky/difficult. There are also soldiers; You don't have to pick them up, but they help with point protection. My advice is to go only after the safe ones: you lose soldiers when you get hit, and you can always point to protection by moving backwards a little, which brings moths to your main field fire. Boss 8: It changes colors (red, green, yellow, blue) periodically, and can only be hurt if you grab a bubble of the same color. Attack-wise, it uses walls of red, hoses with red projectiles, and directed blue shots. Endurance build is not a bad idea for this particular boss. Remember that it changes colors at the rate of twice/wall bubbles. If you can't find a suitable bubble or the boss is changing colors, it's probably a good idea to keep what you have. When attacking, dashing from the side seems to be the best strategy, and escaping when it becomes difficult. Like Boss 5, if you stay close to the top edge, you're mostly safe, except this time there are blue sights. Addendum: It seems a lot of people hate this boss. There are 3 fire modes: blue, horizontal red and red whips. In addition to the color control described above (prevent discoloration), here are some battle tips: It's very easy to attack the boss when he uses a horizontal red projectile, because all you need to do is strafe and stay away from the firefield. When the blue attacks go, pass through the left-to-right side of the screen, which will give you some extra shots of the boss. Whips are somewhat harder to dodge, but if you only get hit by them, you should do fine. Looks like it's a lot tougher. Errors are quite high hp (considering the huge amount). This may help ramming drones to defend against the swarm. Above all, dodge fists. Move on and fast. Some fists may be pointed, I'm not entirely sure. A fist-struck deal with a ridiculous amount of damage, so ignore the mistakes. The fist also squash bugs, which helps quite a bit. If he reaches down to the ground, unleash whatever crime you have. Note: it is possible to troll the fist insta-kill you crazy (300 + dmg). Boss 10: Mecha turtle. It has two attacks: some small and a rotating blue maelstrom (more granules). Energy pellets are usually not as bad, but if you have a hard dodge due to difficulty, move to the side because there are many ways to attack. Note that some energy pellets are targeted, so keep moving a little. When the blue maelstrom first begins, step out in front to get into the inner layer (just outside the second round or so). This agreement, so step out, then expand, so step back, and then do it again. It will then spin for a while, but you're safe in another layer of security or so. When it's over, step out at 5:00. Boss 11: The goal is to lure a metal protector robot into circular platforms on either side to lower the shields. Start on the left side of the screen as the guardian begins. If you drop the glass shields, attack the middle man. He's pointing at you with his middle shot, so you have to shake the left and right sides while maintaining the fire. If the glass goes back up, run to the other side. This will help stay at the top of the screen while baiting, I find. A shield drone or two may be useful to pass through the middle unscathed. Edit: Apparently you may be stuck on the platform guardian. You don't have to be very far vertically because it only tracks your horizontal position. At first, the shield ball falls. Don't pick it up (if you have a shield suit). It shoot red shots that are somewhat difficult to avoid. If it becomes too intense, you can generally survive a little better by staying on the side. After a while, it'll pop down, which is when you want to grab a shield to avoid hitting a fire wave (not about 2x shot damage). If you manage to do this, you can generally win through clean refueling, especially if that's how you've built it. Note: Remember to have a hit gives you a temporary vulnerability, so you can avoid some damage by getting hit with the final shots when you grabbed the shield. Boss 13: Mr. Turbine is very aggressive but relatively weak. If you're going to be glassy, it's pretty likely you'll go through him. Turbines are not very dangerous, but avoiding the step of them when you mostly fail to dodge. His most dangerous attack is his targeted columns of shots. They tend to arrive during his other shot attacks, so it can be very difficult to dodge. Overall, the glassy strategy brings it down pretty quickly. You might find some moderate relief if you run towards him. Viral asteroid! It's a little complicated, especially crazy. Having a beam attack is not a bad idea, or alternatively try to build resilience. There are 5 forms: the first two are large, but not very dangerous. The last two tend to crisp pretty easily. The most dangerous is then the average form(x4). It shoots very quickly, which tend to hit you He's hit the storm. My advice is to make sure that this form lasts the least time, and crisp little guys relatively quickly. Edit: Alternative strategy, some thanks twilight2. The vertical ceiling is somewhat higher in this fight, so you can actually stick over the boss's projectiles. Only the smallest form can shoot upwards. Use melee drones to wear viruses in tier 4 or so, and when little guys start popping up, swoop at the bottom of the screen and nit them down. Relying on vulnerability is a hit to survive. This guy's pretty simple. The endurance step is recommended, but not necessary. Your usual shots do some damage, but most of the damage will come from luring him crashing into a rock (exclamation point). Move the bird's path when it attacks, and tank/avoid blue shots. Can be a great way to take a break and heal. It takes damage, even if it does not load, as long as the screen scrolls him to stone. Boss 16: The key is to keep him from hurting (the bar goes up), and not too injured (the bar falls too much). If either happens, you'll be amazed. I strongly recommend 2 Pinch. They keep the rhythm almost perfectly, making your work very easy. Stand on one side and hammer him with drones, swapping sides and letting the attack down as needed. Boss 17: Slime throws around a lot of purple stuff, and calls for mini-slims. Mini-slims aren't a big threat, but they're not very hard to kill either. The glassy build works very well, but for the most part remember that the purple stuff explodes behind you and doesn't really hurt you on the way in Focus on evasion because it has no other attacks. Edit: According to dev, mini-slime eyes allow slime to target you after 3 seconds or so, so focus on some firepower by killing them. Boss 18: It throws a lot of firepower, most of it somewhat directed. There's also a laser drone that flies around. Going glassy can save you a lot of difficulty/dodging, but endurance should work too. When the laser beams are activated, rotating beams around. You have to spend some effort chasing down the boss a little, but generally should be doable (maybe a couple of tries). Boss 19: You can move the platform by standing on the edges of it. Your first step should be to move the platform back if you start too close. It gives you reaction time. It alternates between a barrage of tightly directed shots and a barrage of loosely directed shots (moves a few pixels to dodge it). Loosely directed shots are hard to dodge, it's quite likely that you'll hit at least one. If you're still using a crazy glassy build, make sure it takes 3+ hits to kill you. If you only take one hit every time it rises, you should be able to win without too much troubleBoss 20: It's all about beef here. The most dangerous There are shots that are fired. I went with the medic. I think building a shield might work, but I didn't like it. Fire the cannons openly, bearing in mind that there is a charging time on each one. When the tentacles pull back, grab the shield. Depending on how much you want to grind, go and buy as many final tech armors and final tech protectors as possible. Tank your way through; It's mostly just endurance. Note: After some more playthroughs, I recommend having at least 2 tech defenders first because they will help you reduce the damage significantly. I also recommend staying closer to the shield and ignore the open eyes when it is not safe to attack. There's a lot of free time after the coast is clear to kick the eye, and it's more of an endurance game. I've beaten it with 1 tech protector + 3 armors on a healing suit, but keep trying and buying more armors and defenders until you win. Note 2: Kraken has been updated as described in the patch notes. Now it is imperative that you pick up shield drops, or kraken heals by 35%. The same strategy should apply, but while it should now also be possible to do so in a glassy build (I think half glassy is a good choice). Some useful builds: Glassy: Focus on RoF, happy strike, and bullets that are sappable. Lucky strike gives double dmg shots, which are often worth more than raw damage. Cleaner Wrist 2000 is a very good resource in this build. I do not personally like raw injury upgrades (le +90 dmg); instead of choosing something +40 dmg + 40 hp is better. Finish your builds so that you can take multiple hits. Medic suit isn't really a bad idea: it gives extra hp cheap, and is good for RoF. I recommend it to build most crazy because it generally works with a few tweaks. Stamina: At first, try to maximize your healing. That's about 5-7 hp per 20 seconds. Later, when the first doctor's suit comes out (after beating the boss 9), you can use it, but it only improves 2 hp. Healthy II heals at 18, heals IV heals 72 (dunno where heals III went) and heals V heals to 90. Use healing ability as often as possible, and get a 50% cooldown (or close) to improving II+. After a while, manual healing is worth more than automatic healing, especially crazy. I note that some people say that dancing to fire is amazing - I really don't agree. It does a moderate amount of damage, and the fire is moving, but I'm very annoyed by the fact that your character stops firing/moving when you do. It generally lowers the dps (especially if you're in glass), and provides a relatively creepy vulnerability. It also sucks that the fire is running out. Two players: no, if you have another player or adorable ability multitask. Devs has argued that it increases the boss's damage and hp (by 30 +%), so do not. Page 2 We may use cookies to help tailor your experience, including and running ads. Additional information

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