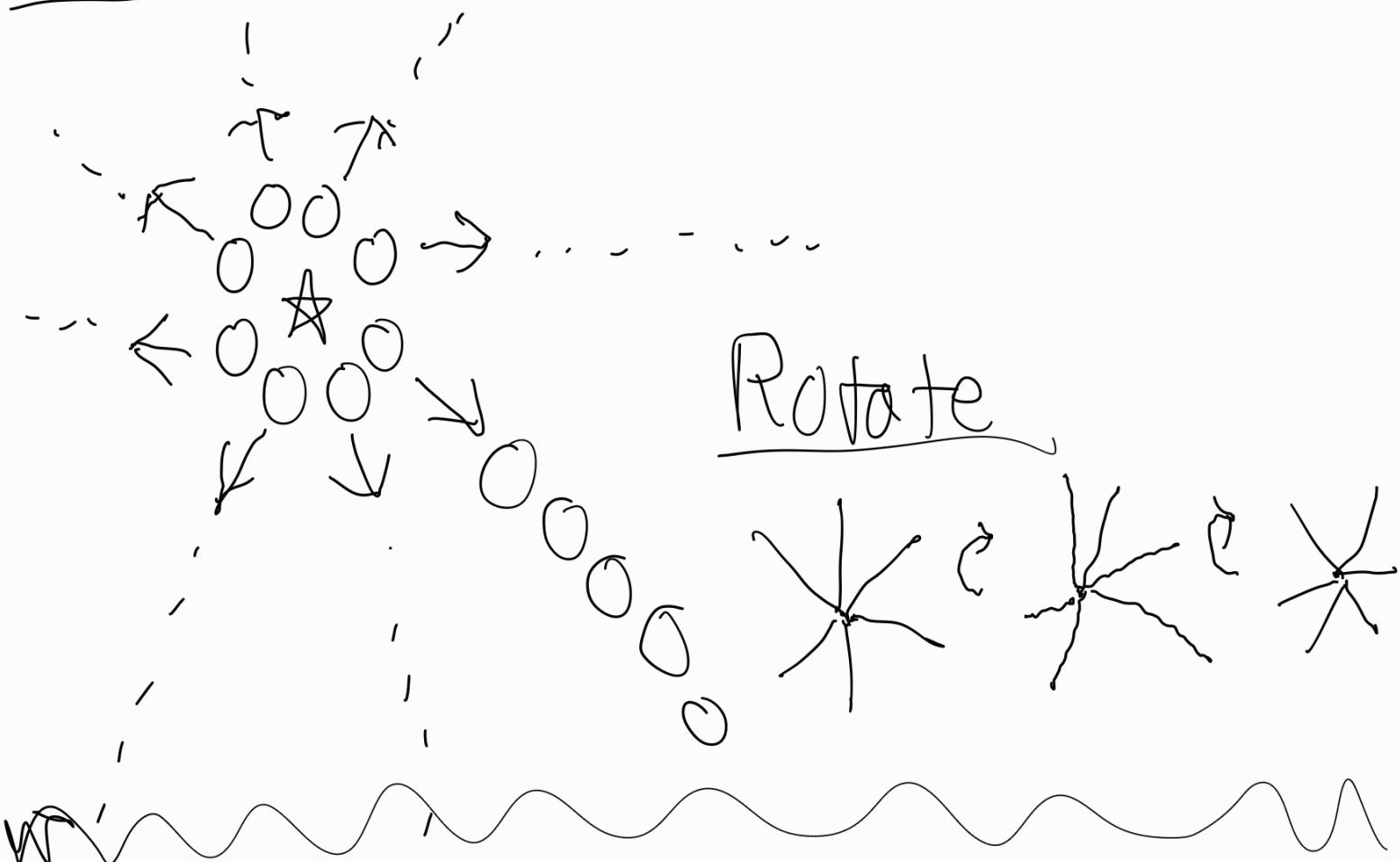
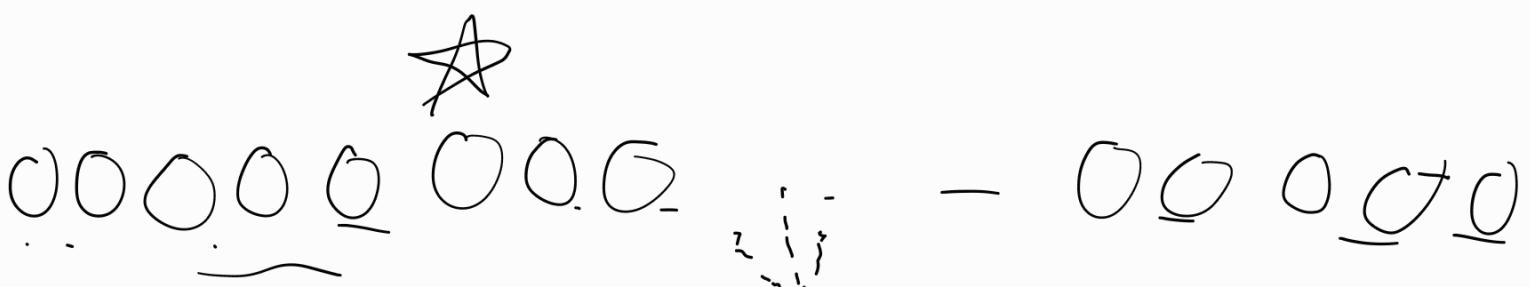


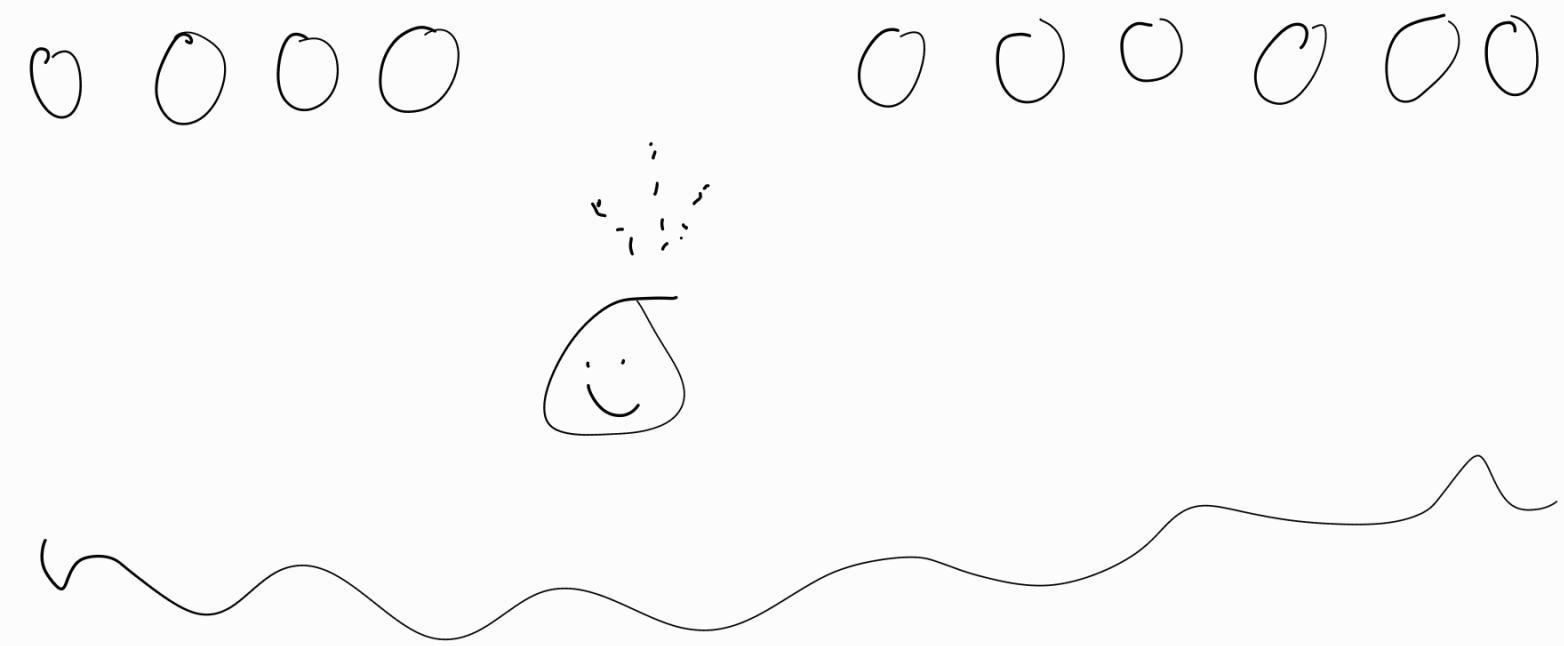
boss fight patterns



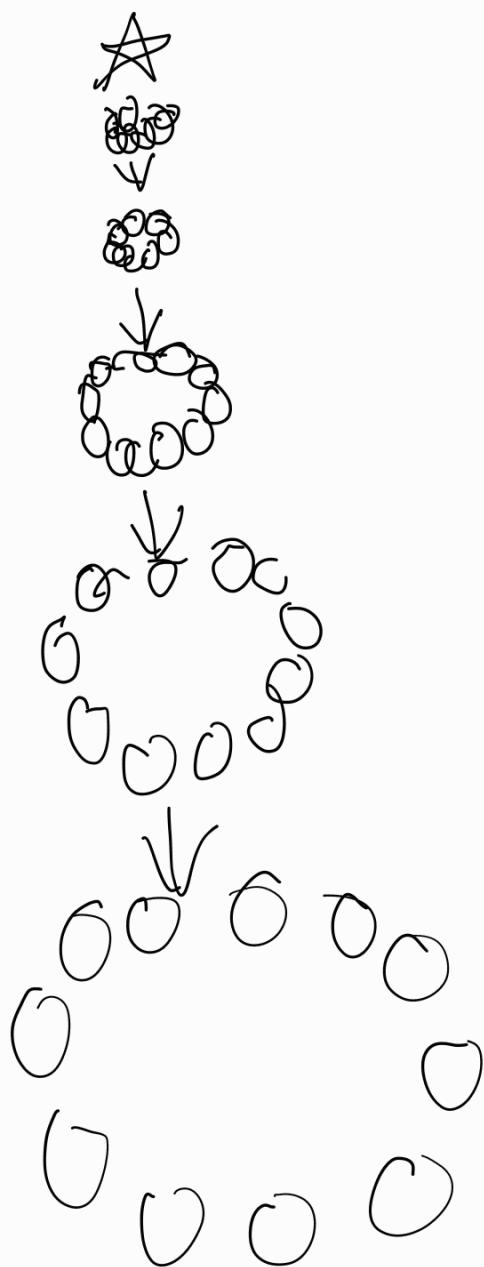
Puzzle-type fire



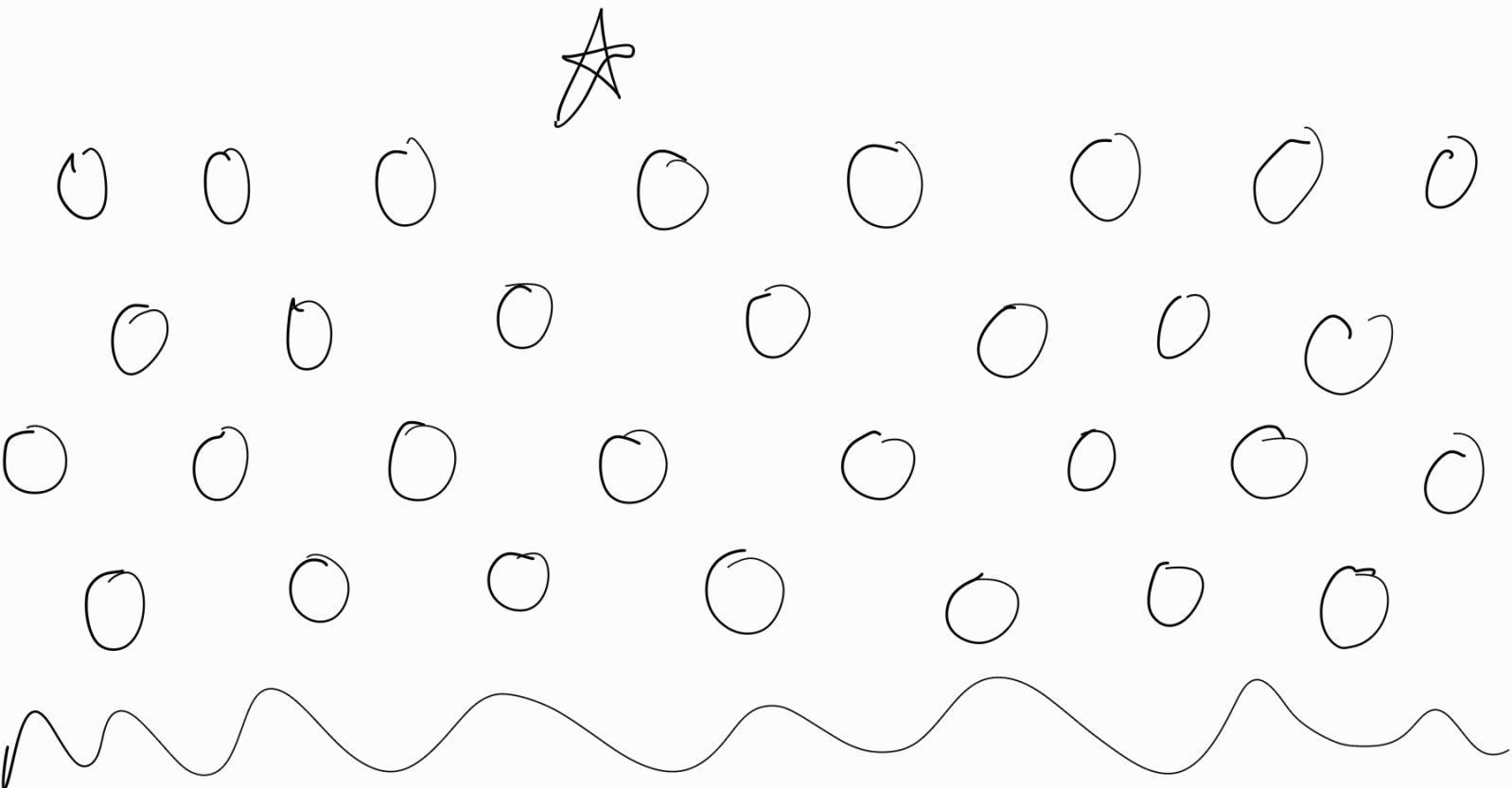
00 00 00 00 00 0



Circle type fire



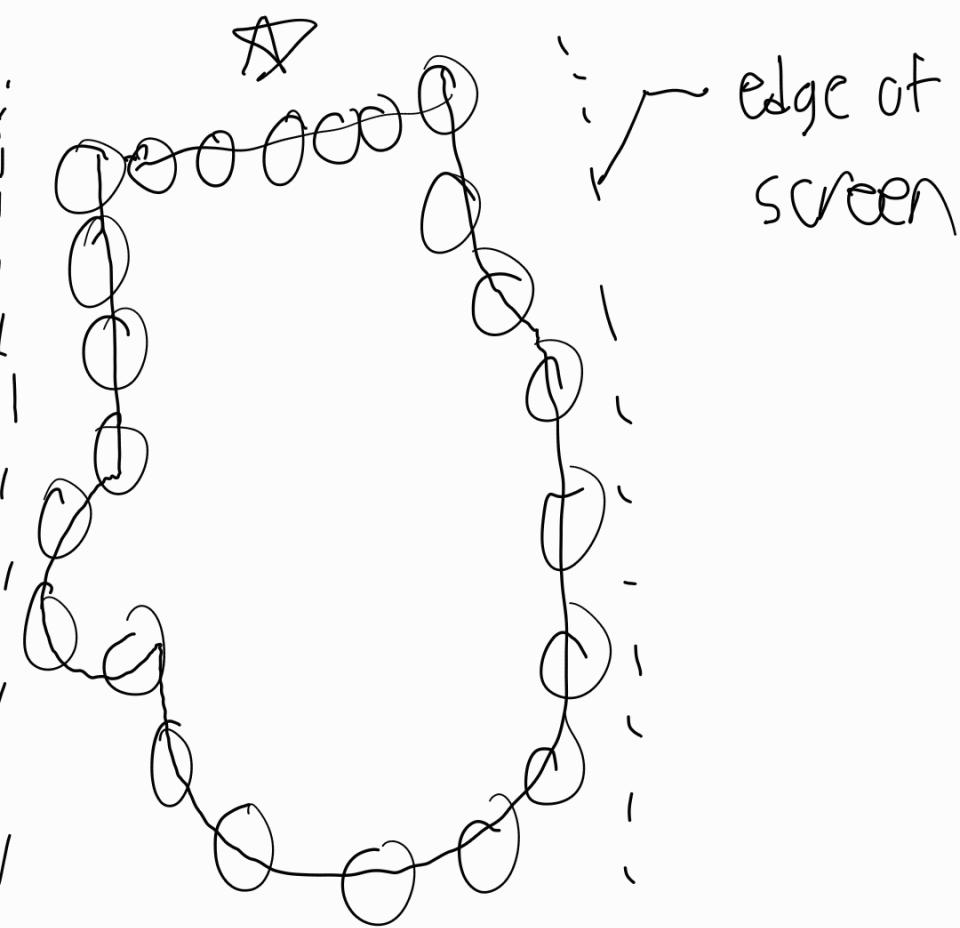
dot-dot attack [brick wall attack]

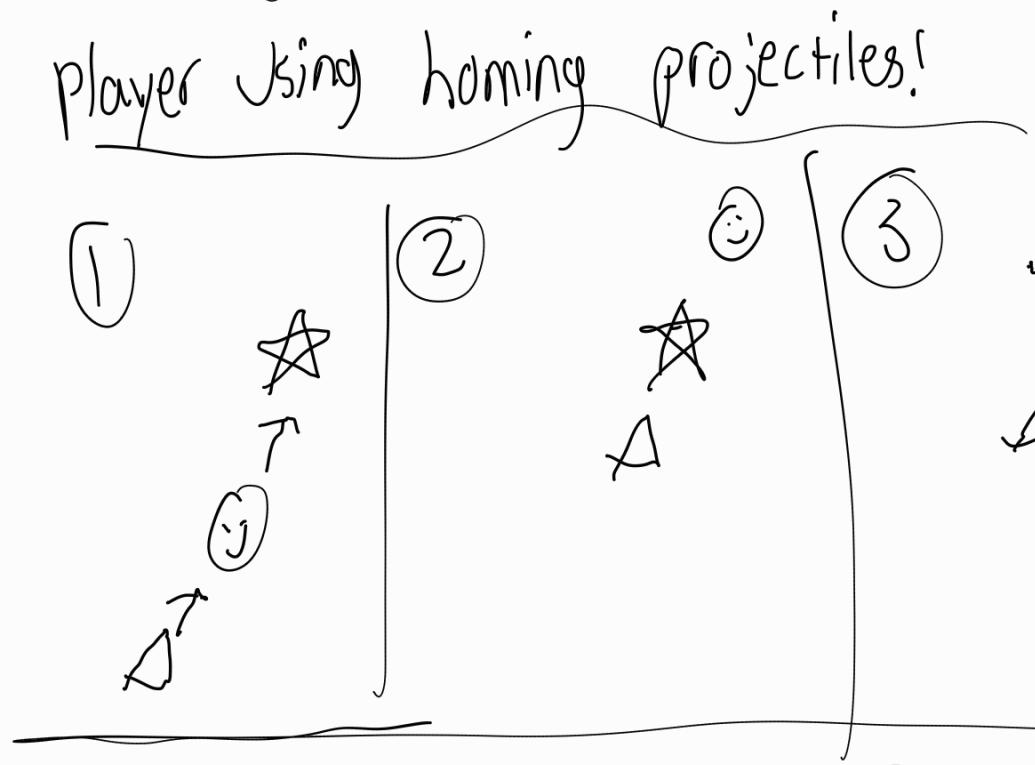
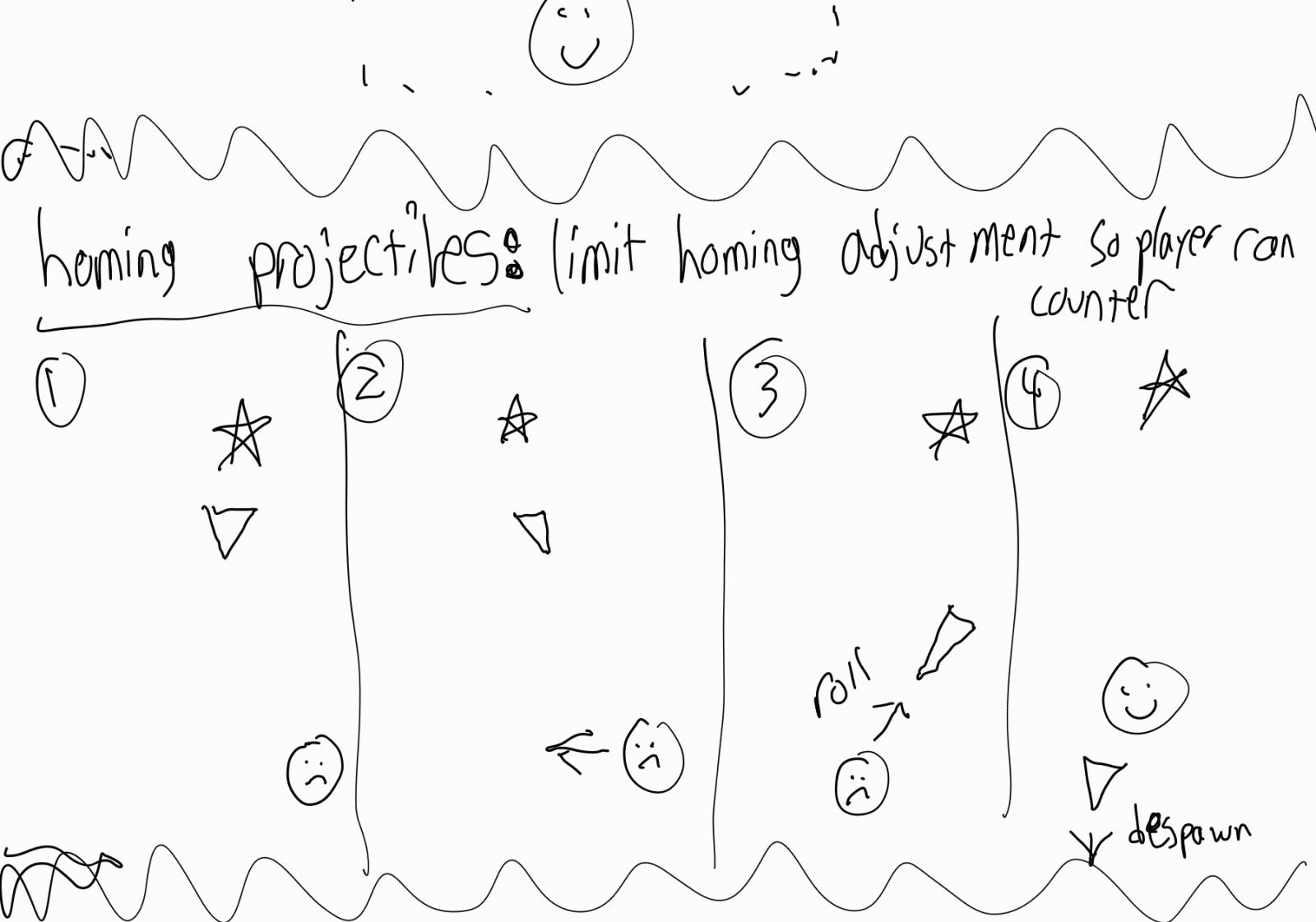


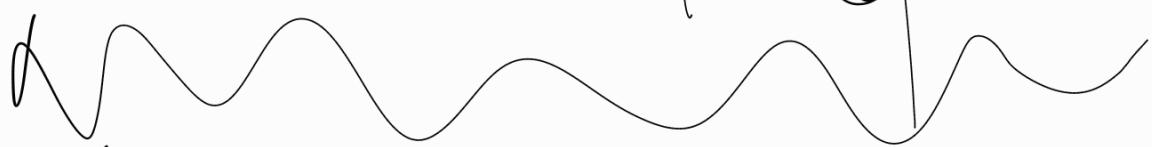
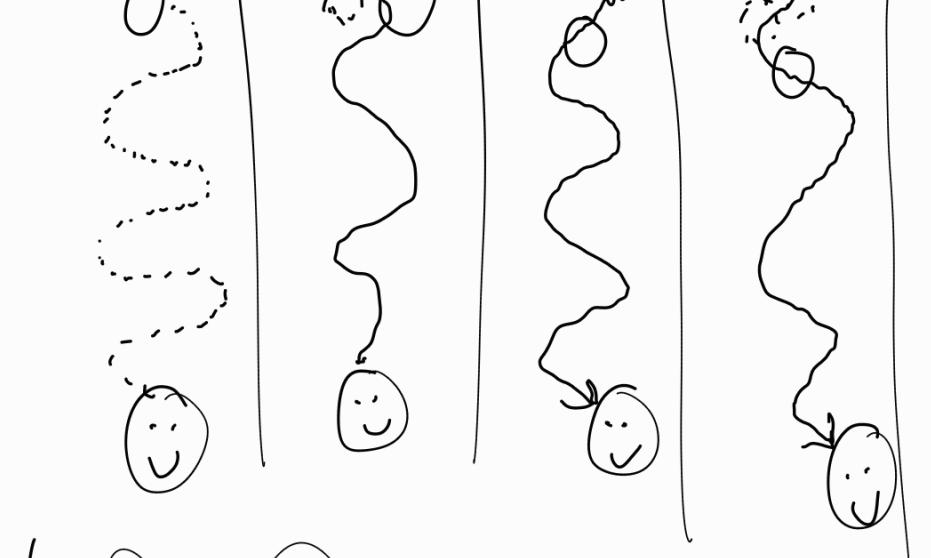
Ultra Punch

Player has to roll into the glove to not get hit,

then Judge
out of the
glove







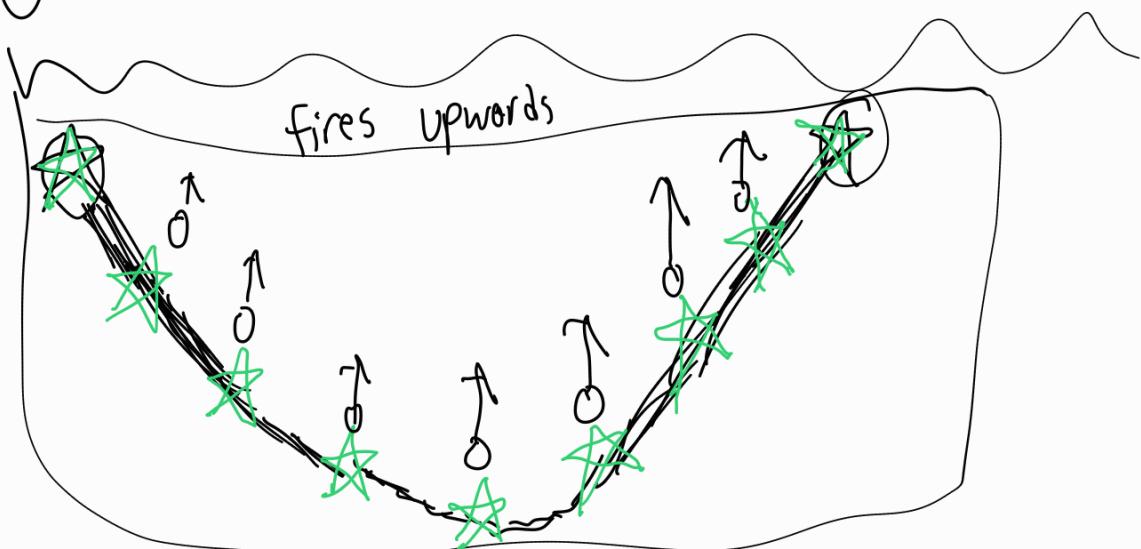
large projectiles...

- big projectile. slow. More damage.

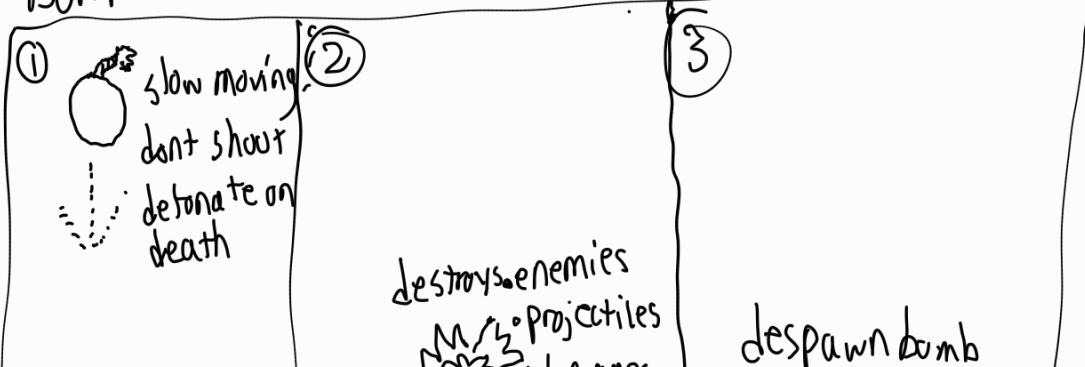


Enemy Variants

left to right

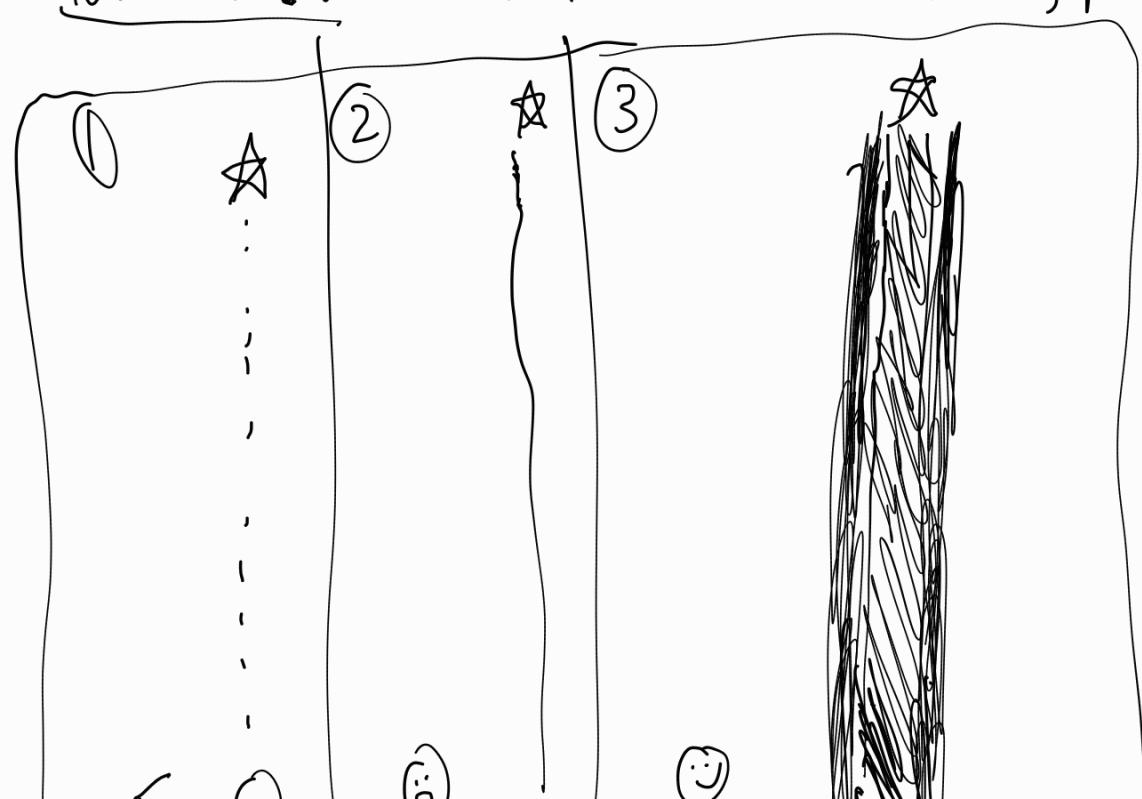
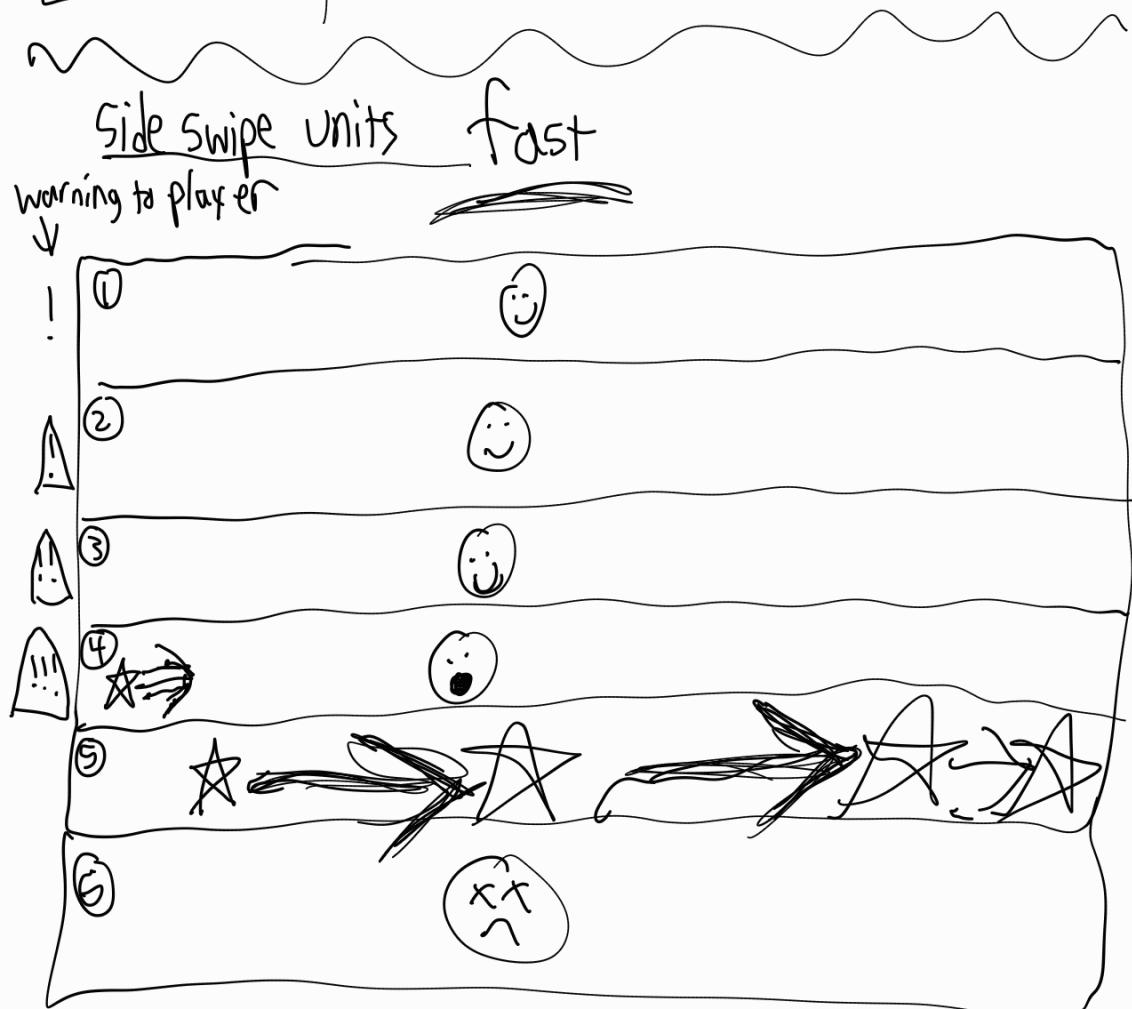


bomber units

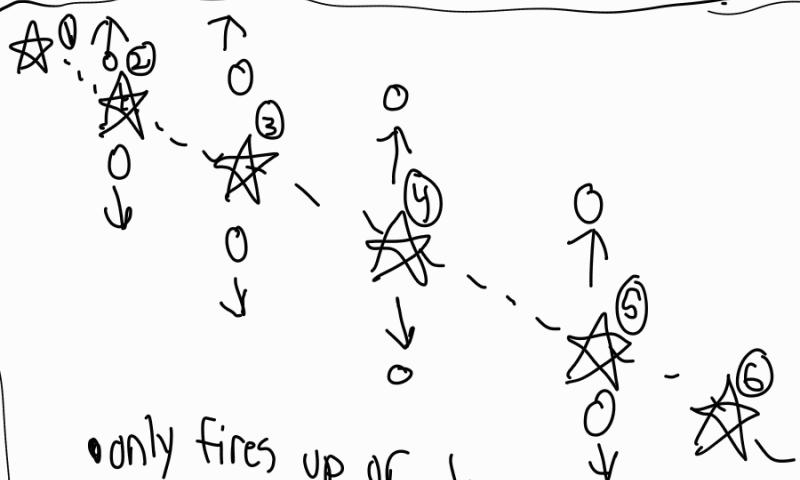


damages
player

w/out explosion
when it hits the
bottom



diagonal units



• only fires up or down
depending on player pos.

beefy boi, Triple hp. Triple dmg.



Shot gun shooter. Inaccurate but helps indirectly corner the

player.

