

A One-Size-Fits-All Guide to Boss Dodging in "Enter the Gungeon" (2016)

Why is dodging so crucial in this game?

"Enter the Gungeon" (2016) is a Bullet Hell, originally Danmaku in Japan. They are described as "highly challenging fast-paced Japanese arcade games which (...) demand extremely high levels of attention reflex, as they overwhelm the player with complex geometric patterns." Hence, they "appeal to 'hardcore' gamers—those who enjoy deep and complex gameplay (Novak 2005) and are highly skilled in the act of playing computer games (Dena 2008)". Following the genre trope, Gungeon expects and rewards highly skilled play, especially in boss battles. Not getting hit at all during a boss fight is rewarded with a health up and better items. In sum, dodging is a defining factor of gameplay, and arguably the most complex to master, which is why my guide focuses on this specific area of Gungeon's gameplay.

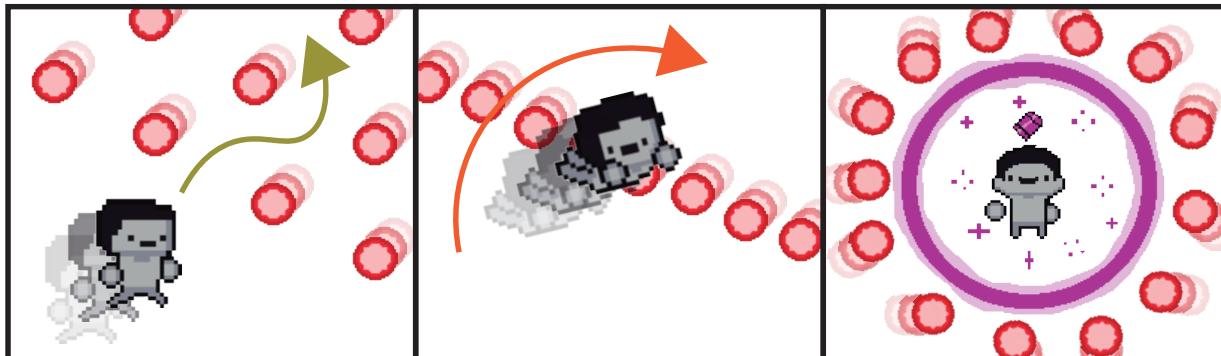
Source: Pulos, Alexis., Lee, S. Austin., and SpringerLink. Transnational Contexts of Culture, Gender, Class, and Colonialism in Play : Video Games in East Asia. Cham: Springer International : Imprint: Palgrave Macmillan, 2016. Web.

Dodging in boss fights involves **3 core mechanics: Weave, Roll and Blank** which are subsequently more urgent than the previous respectively:

Weaving is simply moving in between largely spread bullets, offering free range, 8-directional movement

Rolling locks your movement in one direction for a split second while making you impervious to bullets

Using a blank will completely clear any bullets from the room. However, their use is incredibly limited

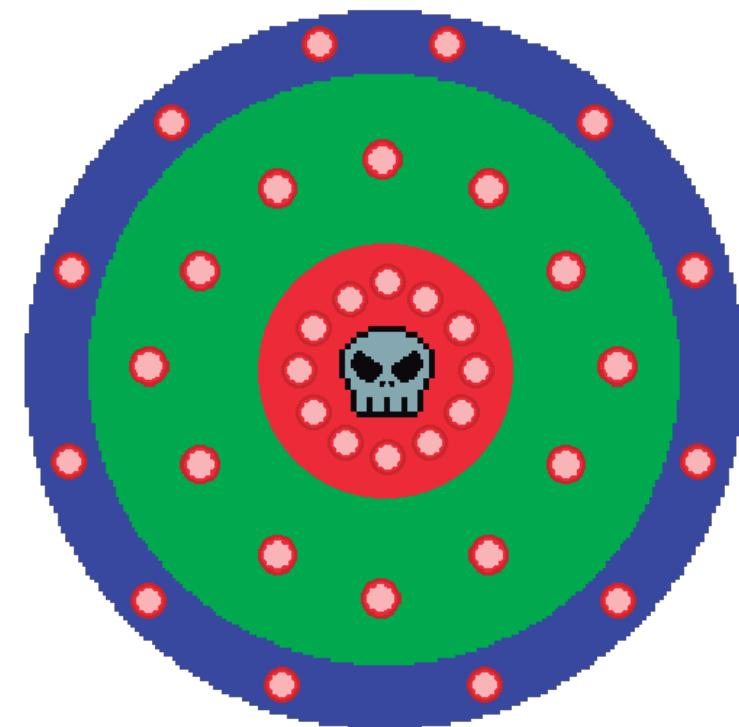


Low Emergency: If the bullet spread is wide, you should always attempt to weave as a first option, because it allows you to shoot back at the boss while dodging, since your shots will land even if inaccurately, due to in-game aim assist. Much like another bullet hell, "Summer Carnival'92: Recca" (1992), weaving is best done by focusing your eyes on your character, NOT the enemy.

Medium Emergency: At times, bullets will not spread, forcing you momentarily become indestructible by rolling. Invulnerability sounds nice, but you shouldn't spam it, because rolling locks your movement in one direction, which may cause you to roll into an incoming bullet, getting hit. Rolling is a prevalent mechanic in bullet hells, working much like Dash in "Cuphead" (2017).

High Emergency: Screwing up happens. If you mess up weaving or rolling, as a LAST resort only, you should use a blank. You must be accurate and predict when it's absolutely necessary, since their use is limited per level and are rare to replace. This effect is similar to "The Binding of Isaac: Rebirth's" (2014) item Holy Mantle, which allows you to get hit once before the hit actually counts as damage.

The boss arena can be divided in **3 Zones** of dodging, with the boss in the center:



Danger Zone: The close proximity of the boss. A highly dangerous area because the boss' bullets haven't had time to spread and leave you room to comfortably dodge. It is *never* a good idea to stay here. It's hard to dodge, resulting in also leaving you no time to shoot back.

Safe Zone: The area just far enough where you can see the boss, yet just far enough to give the boss' bullets time to spread, leaving you space to dodge. This is where you want to be, because it is significantly easier to dodge, while still being able to shoot the boss back.

Blind Zone: The area far enough to give the boss' bullets time to spread, however too far to actually see the boss in camera, making it difficult to shoot back at them accurately. Although also a safe area, not as ideal.