

help beat the tough bosses in the game. Have fun reading and/or playing!

3. BOSS STRATEGIES

3a. Ghazzaland (The Fighting City) Boss

The Beginning Dialogue:

Klonoa: Looks like some kind of arena.

Huepow: So where is this monster?

?: Hmmph, so you're next, huh?

Monster: Scrawny aren'tcha... this won't take long!

Klonoa: Wow, he looks strong.

Huepow: We haven't a chance unless we attack him from the rear.

B O S S

For a first Boss, this guy's very easy. When he jumps into the air, try to get to the place where he was standing and get the MOO. Once he lands and is facing with his back towards you, throw the MOO at him.

Surely, he'll get hit. He'll fly upwards and land, causing a shockwave. Jump and avoid the shock wave, other wise you'll get hurt. But be careful! He'll try and aim for you when he prepares to land! Repeat once more. Now, before jumping he may decide to run at you, but not always will that happen. Anyway, if he does run, be sure to have a MOO and double jump to avoid his attack and hit him like the first time after he lands. If not, repeat what you did the first time. B O S S C L E A R!

The End Dialogue:

Chipple: Wha...What happened)

Klonoa: Don't you remember?

Chipple: Um... I had a strange dream...

Chipple: I was really strong, and champion of the world.

Chipple: But then a red mist appeared...

Klonoa: A red mist?

Chipple: Oh well. I guess that's why we shouldn't dream.

Klonoa: Hmm...

3b. Priamill (The Opera Town) Boss

The Beginning Dialogue:

Klonoa: There she is!

SING

Huepow: We've got to do something about this racket!

Klonoa: Ok. Aim for her belly!

B O S S

This one's a bit harder than the first Boss. First of all, I suggest you stay where you are until the Boss

spits the 2 MOO's back out and starts to fly around. Be careful! There are wind drafts coming from 2 of the 6 pipes, and if you come onto one, you'll be brought upwards, and it'll be hard to get back down again without being hit, and if you run out of MOO's just wait and she'll suck and spit out 2 new ones. So anyway, take one of the MOO's and wait until the Boss's belly is showing towards you and you are able to hit her with the MOO. Well, what are you waiting for?! HIT HER! Once she's hit, she start to rotate around and hit the walls. Try to avoid being hit! It's not that hard, but take care! At least the air drafts aren't there at that time... Once she calms down again, repeat the 1st step. But she's got some tricks up her sleeve! If you take sometime to hit her, she'll change the air drafts pipes! The air drafts will blow form a different pipe now! This time, after you hit her and she starts spinning around, be VERY careful: THE AIR DRAFTS ARE STILL ON! So now its even harder to get out of the way without being hurt. If you've survived through that, you're not too far away from defeating the Boss! So, anyway. Try to not get up into the air with the air drafts, you may hit her and hurt yourself. Once she's spat out the 2 MOO's, repeat the 1st step again. But be careful! This time, you cant get under her! You must avoid her COMPLETELY. And once you hit her a third time, you've beaten your second Boss! B O S S C L E A R!

The End Dialogue:

Muzika: Oh dear...

Klonoa: The townsfolk were suffering because of your "singing"...

Muzika: What do you mean? I dreamt of dreaming the most beautiful songs, and spreading piece and happiness through out the land.

Huepow: Beryll mentioned loving your songs.

Muzika: What? Beryll? Oh yes, I remember...

Muzika: I dreamt of singing a wonderful song to Beryll. But I can't remember the song...

Huepow: Hey, Klonoa. Could someone be taking advantage of peoples' dreams?

Muzika: Each time I tried to remember the song, a mist appeared and everything went quiet.

Klonoa: Mist? It wasn't red was it?

Muzika: No, it was blue.

Huepow: Hmmm... A blue mist...

Muzika: Thanks to you, I'm ready to sing again. Now I must practise a new song for Beryll.

Klonoa: Good luck Muzika.

Muzika: Thank you. Farewell

Klonoa: First red mist and now blue mist...

3c. Jiobob (The Food Land) Boss

The Beginning Dialogue:

Klonoa: It should be around here somewhere...

Monster pops up out of the ground and back in again

Huepow: WHOAAH!

Huepow: Wow, it really will eat anything!
Klonoa: I wonder what will happen if it eats something peculiar...

B O S S

This one was very easy for me. First of all, as you see the Monster chomp his way through the rocks, grab a FLYING MOO and just before the monster finishes chomping and gets to the surface double jump underneath it. The FLYING MOO should hit the monster's mouth, weakening him. Once hit, he'll fall into the pit he just ate through, and be catapulted into the air. Soon afterwards, rocks and boulders will start to fall from the sky. Dodge them all, and dodge the monster, who'll drop back into the ground. He'll aim for where you are standing, so be careful! Then, an arrow will show where he'll chomp next. Grab a FLYING MOO and repeat step 1. Now the same thing will happen, except more rocks and boulders will fall. Once the monster lands, no arrow say where he'll chomp next. But you'll see where soon enough! Once he's hit a 3rd time, he's done! B O S S C L E A R!

The End Dialogue:

Chirin: Buuurp! I'm stuffed!
Klonoa: You're chef Chirin, right?
Chirin: That's right. Master Chef Chirin at your service.
Klonoa: Master Chef?
Chirin: Ha ha ha. Well, actually I'm just an ordinary cook, but in my dream I was the best chef in the world!
Huepow: But you hate carrots, right?
Chirin: Carrots! Speaking of carrots...
Chirin: I dreamt of making a delicious meal that even made carrots taste good. And then a yellow mist appeared.
Huepow: Mist again! Yellow this time...
Klonoa: Red, blue and now yellow mist...

3d. Santal (The Forest Village) Boss

The Beginning Dialogue:

Huepow: Well, this is as far as we can go.
Klonoa: Shhh! I hear something!
Monster approaches
Huepow: It's a monster! No, it's Dr. Medim!
Medim: ...
Klonoa: It's no use, looks like we'll have to fight him!

B O S S

This one drove me off my rocker. It was frustrating, but I finally managed. And if I can do it, so can you! ^_^ Ok, so. Try stay on the middle of the unbalanced platform, so not to fall off. Once he spits the 2 MOO's out, get them and wait until he reappears again. Shoot the MOO in the direction of the arrow train he's standing under. If you're not

too slow, you'll hit him. Once he flies up into the air, be careful cause he'll try and hit you. Its pretty easy to know which direction he's coming from, but you can figure that out your self! ;) Three times you're gonna have to dodge him, and then comes the harder part. The arrows in the corner are moving now. Try to get the MOO fly at the time when the moving arrow is coming towards the upper arrow under which the monster is standing. But if you take too long, the monster will do the dodging thingy again. Once you hit it, it'll zoom off into the air again. Now you'll have to dodge him 4 times. DON'T FORGET TO GRAB THE HEART!!! And the really hard part comes now. The upper arrow is moving while the others stand still. It's very hard to get the MOO to fly perfectly onto the monsters head. But practise makes perfect, so be sure to have quite a few lives! Anyway, once you hit him, he's finished! B O S S C L E A R!

The End Dialogue:

Medim: How could this be? In trying to create a medicine to cure all ill's, I ended up creating an incurable sickness.

Klonoa: It's not your fault, Doc. Someone used your dream for their evil purposes.

Huepow: Did you see anything peculiar in your dream?

Medim: Well, let me see...

Medim: I remember seeing twin moons.

Klonoa: Twin moons?

Huepow: Red mist, blue mist, yellow mist...

Klonoa: And twin moons...

Klonoa: I've got it! It's the Imperial flag.

Huepow: then the culprit's at the castle?

Klonoa: Let's get back to the castle!

3e. Leljimba (The Imperial City) Boss Part 1

The Beginning Dialogue:

Klonoa: Emperor Jillius!

Jillius: So, you made it this far...

Huepow: You're the one turning innocent people into monsters while they dreamt.

Jillius: Hmmph! What use are dreams! I never had a choice: I was born Emperor.

Jillius: You would never understand!

B O S S

This one is VERY easy. All you do is grab a MOO, and let the spiked spiral just bounce of it. It'll hit the eye-thingy with the crown, and you'll then fight it. First of all, it'll set out 2 mini-eye-thingies. One of the two will move downwards and try to hit you. Once it's near the floor throw a MOO at it. Do the same with the other one and the Big-Eye. Now you're back with Jillius. This time, before firing the Spike-Spiral, he'll let lighting flash from the sky to the floor. Look to the top of the screen and see where they'll be, and then go in a place you can avoid them. Then, repeat step 1 with the MOO and the

Spike-Spiral. And after that, repeat Step 2 with the Big-Eye, and then you'll be with Jillius again. Dodge the lighting and repeat steps 1-2. The first part of the end Boss is done. B O S S C L E A R!

The Middle Dialogue:

Huepow: We did it!

Jillius: Unghhh! You... have... done... well

Klonoa: huh?

Jillius: You discovered the clues I left and returned here. It is, as it should be...

Klonoa: What do you mean?

Huepow: You meant for us to come here? But, why??

Ha! I figured that's the extent of your power, you foolish dreamers.

Klonoa: Who's there?

Klonoa: It's Bago, the minister!

Huepow: it was all your doing!

Klonoa: What kind of monster are you?

Bago: I am the King of Despair! And my rule is absolute in the Kingdom of stolen dreams.

Klonoa: What?!

Bago: I will turn all dreamers into monsters! And you're next!

Klonoa: You'll never get away with this!

3f. Leljimba (The Imperial City) Boss Part 2

Now this is what I call a Boss! First of all, it'll probably drive you nuts and secondly you'll need a lot of lives. Once the guy finishes changing his head and the screen turns blanc and back to normal again, look at his head. It should be either red, blue or yellow. He'll fly from side to side and the platform you are standing on will rotate either to the right or the left. Grey 'tears' drop from the Bosses eyes and for into different coloured MOO's. Blue, red or yellow. Your main goal is to knock off his head by matching 2 of the same colours. But you should also look out for red, yellow or blue fireballs that sometimes come round. If they touch a MOO it will be the same colour as the fireball, and if it touches you you'll loose a life-heart. Anyway, lets say the head is blue and you fling a blue MOO at it hitting it, it'll fly off and you have to hit the sun looking thingy on the grey mass now there. If you hit it the Boss weakens. Soon after that, at the bottom of the screen you'll see grey tops. Stand in a place where there are none of those under you to avoid losing a life-heart. They seem to be some kind of ghosts and rise up from the ground. You'll have to avoid them 3 times before the boss comes back. When he does, repeat step 1 but stay on the look out for these grey ghosts, and the Bosses face may change colour all of a sudden. Don't forget to grab the life-heart!

Anyway, after you've weakened the Boss a second time, avoid the grey ghosts 4 times and repeat step 2. Once you've weakened him a third time, its B O S S C L E A R!

