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|   Walkthrough   |
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The bosses in this game are puzzle bosses. They are immune to conventional attacks, and can only be damaged when they are tired from attacking; as with Skarr and Nergal, or stunned from an explosion, as with Jack O' Lantern.

In the duration which they are tired/stunned, you can repeatedly attack them, taking away a nice chunk of their health bar. They will get sober after a while and go back to being invulnerable, where you can use the same methods to tire/stun them again and so on and so forth.

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==// I. General Skarr //
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General Skarr is a so-so boss in terms of difficulty comparison with the game's other 2 bosses. You can escape this battle unscathed if you can get your timings right.

Skarr flies around in a contraption that blows you back anytime you approach it (no damage incurred)- even when he is attacking. You cannot attack him while he is in this state.

The objective is to dodge Skarr's projectile attacks while keeping at a relative distance (he ceases attacking and flies away when you get close) and wait for his machine to power down (get tired). This is the only time where he will be vulnerable to your attacks.

It takes 10 projectile rounds (2 shots per round) for him to power down. This means you can easily avoid the five rounds (first part) by staying as far as possible. After the first 5 rounds, he will automatically fly towards your direction and blow you back. Continue dodging his attacks. Upon launching the fifth projectile, Skarr's movements come to a halt and his robot begins to power down for a few seconds. Attack him immediately. You can damage him up to 30-something percent every time he powers down.

When he is in critical health, sometimes it takes 15 projectile rounds before he powers down.

Repeat until beaten.

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==// II. Jack O' Lantern //
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The hardest of the bosses, although still considerably easy. There is a good chance of being damaged in this battle.

Jack stands on an elevated piece of land and repeatedly taunts you. You

cannot jump-reach him (You will be blown back with no damage incurred).  
You will also be blown back whenever you approach the bottom of his platform.

When the battle starts, move a bit forward to avoid damage from the spawning pumpkins behind you. Pumpkins will continuously spawn from the sides throughout the battle so only focus on the ones that are close enough to be a threat.

The objective here is to punch/kick a pumpkin onto Jack's platform where it should explode and throw a stunned Jack into the arena, now vulnerable to your attacks.

As soon as a jumping/rolling pumpkin moves near you, attack it towards the direction of Jack and stay on the platform, ready to explode. In the case that the pumpkin bounces back towards the arena, just avoid the explosion and attack another one towards Jack.

Jack will be thrown down from the platform explosion, and will be stunned for a few seconds. This is your chance to attack him. Keep in mind, though, that some pumpkins will fall down from the sky in front of Jack which can damage you. The solution here is to rush towards the bottom of the platform at the of explosion. You will not get blown back when Jack is stunned. You can get enough initiative to damage Jack more than 40% this way.

Repeat until beaten.

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==// III. Nergal //  
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Nergal is the last- and anticlimatically the easiest of all three bosses. It is incredibly easy to finish this battle without being damaged at all.

Nergal starts off this battle by immediately rushing towards you with his spikes. Touching with him from either the front or the back will damage you, so jump immediately to avoid his attack. When he reaches the side of the screen, he will rush towards you again, so be prepared to jump.

After rushing for some time (approximately reaching either side of the screen twice), Nergal will get tired and stop. You can now proceed to pummel his health down. A major warning, though: after Nergal recovers from getting tired, he shoots off tentacles in both directions which damages you, so after pulling off a combo or two, immediately run away to avoid the counterattack. The telltale sign for this is that his body will start glowing blue and a smile will be on his face.

The objective, basically, is just to avoid and attack.

Repeat until beaten.

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|           Credits           |
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God - for without him, nothing would exist, and through him, everything is possible.

Myself - for making this FAQ that you're using!

Chynna - for her love and the joy she brings to my life.

Midway and Full Fat - for releasing this game.

CJayC and Gamefaqs - for hosting this FAQ.

...and last but not the least: YOU! - For reading this! =)

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