

Ty the Tasmanian Tiger Boss FAQ

by KoopaKid1

Updated to v1.00 on Sep 14, 2005

Ty the Tasmanian Tiger

```
|  _ )   _ _ _ _ _ |  _ / \ / \ _ \
|  _ \ / _ \ / _ / _ |  | / _ \ | | |
| | ) | ( ) \ _ \ _ \ |  _ / _ _ \ | | |
| _ _ / \ _ / | _ / _ / | _ | / / \ _ \ _ \
```

Version 1.00

By Enzan

CONTENTS

I.Introduction

II.Bosses

III.Legal Stuff

..*.*.*.*.UPDATES*.*.*.*.*.*.*.

3/13/02

Took out some text, fixed some small bits.

2/7/03

Fixed more spelling errors, etc.

2/4/03

Fixed more slight errors and added some ACSII art.

..*.*.*.*.INTRODUCTION*.*.*.*.*.*.*.

I am making this FAQ for you to find out how to defeat every boss. TY the Tasmanian Tiger is a little difficult. You'll probably win it within 5 days or so. The bosses can be pretty tough to defeat, which is the main purpose of this Boss FAQ. This FAQ will probably be compatible with Xbox and PS2 versions, because the games hardly have any difference between them each, especially the boss fights that you encounter.

..*.*.*.*.BOSS 1-BULL'S PEN*.*.*.*.*.*.*.

Boss 1: Bull's Pen

Attacks: Charge, Rock Shower, Roar, Shockwave

Once it starts, run in front of the yellow pillar. Make sure he's chasing you. Once you get him to get to it, dive to the other side. He should bang into it and chip off his Boss Meter. Sometimes he'll roar in front of you causing you to be pushed. Now, go back to another pillar. Once he gets banged up again,

he'll start shooting rocks into the air and thus causing them to hit you. Two more hits to go. Now, go to another pillar and stay there. Run away and let him get hit. After this hit, one more to go. He will start to do enormous shockwaves, so be careful. Once he finishes off throwing and shockwaving, just go to another pillar. Once he gets hit, collect the first Talisman!

..*.*.*.*.BOSS 2-CRICKEY'S COVE*.*.*.*.*.*.*.

Boss 2: Crickey's Cove

Attacks: Chase, Bite

First, swim deep down, after you cross the gate. Find a red oxygen tank. Shoot it with an Aquarang. Dive back up quick, get on a platform and get out your Flamerangs. Now, wait until Crickey comes to bite it. Once he goes to it, shoot it with the Flamerang. After it explodes, some of Crickey's health will deplete. Keep doing this until Crickey the Mechanical 'gator is history.

..*.*.*.*.BOSS 3-SLY THE TASMANIAN TIGER*.*.*.*.*.*.*.

Boss 3: Sly

Attacks: Run, Throw Doomarang

Take out your Frostyrang--you're gonna need it. First off, hold down the R BUTTON while walking near him to target him. Then, freeze him with the Forstyrang. Use a boomerang or bite him. Another tactic is to use the Zoomarang to hit him. If you come back to beat Sly, after you've gotten every boomerang, use the Chronorang and Kaboomarang to beat him. After a while it's really easy.

..*.*.*.*.BOSS 4-FLUFFY'S FJORD*.*.*.*.*.*.*.

Boss 4: Fluffy

Attacks: Hand Smash, Enemies, Fire Vents

Fluffy is the hardest Boss so far. First, get your Flamerang out. Once Fluffy tries to smash you, burn his fur off. Do this to every part: Left Arm, Right Arm, Left Foot, Right Foot, and Chest. Once you burn his fur off, he will become a total solid robot. Now, burn the heat flames rising up from the vents. Once you do all that and he sinks in, the head-part will be left. A (Frill?) comes out. She tells you you've could've been a team so this would not have happened. She comes back inside. Now, the heat will be left. Whip out your Frostyrang and start shooting at the back of the head. Once you finish Fluffy off, you'll finally get the Talisman.

..*.*.*.*.BOSS 5-SHADOW THE GHOST BAT*.*.*.*.*.*.*.

Boss 5: Shadow

Attacks: Super Sonic, Bat Attack, Encounter

Shadow starts when you go to Cass' Crest. She steals Shazza AND the Talisman! Just find her and shoot the button to the left to create a bursting geyser to blow her to a different specific part of the stage. Now, jump across the gaps and careful with Blue Tongue Lizards, Frill Neck Lizards, and the blue tall things. Using the Kaboomarang may help. Now, follow Shadow across the gaps until you reach her again. Be careful you don't get your energy sucked by this vampire! Stay away from her and shoot the switch. Now, follow to the top edge. Be careful with the spurting lava. Look to the left, before the ledge leading to

her, and you should see a button. Shoot it. Now follow up the ledge, after she says "Nooooooooooooo!", then you defeated her!

..*.*.*.*.BOSS 6-FINAL BATTLE*.*.*.*.*.*.

Name: Boss Cass

Attacks: Cannon, Enemies, etc.

From here, go freeze every fire cannon. Then, bite them all. Go bang up the two beige doors with your boomerangs and go down into the main corridor. Use the Flamerang to blow up the ice tubes. Then, use the Doomarang that Sly gives you at the top. Shoot it up into the green light at the top. Then, you will have to maneuver the boomerang through a 10-minute tunnel. After it hits Cass, you win!

..*.*.*.*.LEGAL STUFF*.*.*.*.*.*.

Thank you for reading my BOSS WALKTHROUGH for TY the Tasmanian Tiger. I hope you found it helpful. You cannot copy this FAQ and post it on a site, nor shall you edit it anyhow, this FAQ is only for reading, and the ONLY site with permission to keep this FAQ is Gamefaqs.com.

Thanks go out to:

Nintendo-For having this game for the Gamecube, too.

EA Games-For publishing this game.

KROME Studios-For developing this game.

And you, for reading this.

Copyright © 2002-2005 Enzan

THE END of my Boss Walkthrough. I hope you enjoyed it.

This document is copyright KoopaKid1 and hosted by VGM with permission.