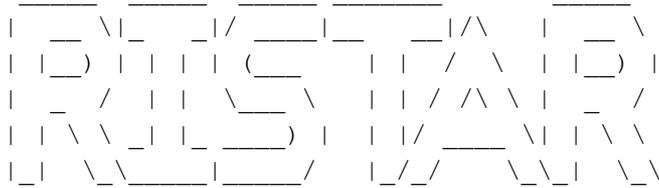


Ristar Boss FAQ Final

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Boss Guide
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() Introduction

I remember owning this wonderful game on the Genesis when it first was released. Ristar is hands-down one of the greatest platformers ever. Having recently been re-released on all three of the major gaming systems of today (GameCube, Playstation 2, and X-Box) on the Sonic Mega Collection I decided to compile this boss guide for this oft-overlooked game. This guide is divided by planet and stage in order of appearance. Good luck and I hope you enjoy this classic from the years of the Sega Genesis.

() Planet Flora (Stage 1)

The first boss is a push-over. The snake will randomly pop out of one of the holes in the wall and move to the next. Just stand on the ground and wait for him to pop out of one of the bottom holes. When he does grab his head. Do this four times to finish him off.

() Planet Flora (Dark Woods)

No boss here.

() Planet Flora (Riho)

Riho is the final boss of Planet Flora and offers a bit more of a challenge than the snake. Riho, as you will no doubt notice, is being controlled by an alien on his back. That alien is your ultimate objective here, not Riho. You have to strike Riho, however, in order to get to it. But first let's stalk about his attacks. Riho has two attacks: a mini-whirlwind he shoots from his hands in a down-left or down-right angle and a rain of glowing swamp matter. Stay under Riho to avoid the whirlwinds, then merely duck in-between the rain when he summons it. You need to hit Riho three times to knock the alien off of him. You can hit Riho when he is high by jumping and grabbing upwards. Once you knock the alien off Riho run up to it and grab hit. If you wait too long the alien will jump back on Riho. Hitting the alien will change Riho's color and force the alien to jump back on him. Hit the alien four times to defeat it and liberate Riho and Planet Flora.

GameFreakMania adds-

You only need to hit the alien 3 times. Also, you forgot to add that the mini-whirlwind traps you, and when you're caught the alien jumps off to hit you, completely vulnerable once you're out.

() Planet Undertow (Stage 1)

The "boss" here is actually a small collection of regular enemies. At the end of the stage you'll find yourself on dry ground as a

huge wave gathers in the background. This wave first carries three of the small blue guys that each throw a rock at you. Dodge these and then get to a side as the wave washes them unto your plain. Kill them to make the wave start carrying three fish. These fish will start raining glowing spit down upon you, so dodge in-between the rain blasts. The fish too will be washed up on the shore, so finish them off. Lastly the wave carries the jellyfish you see throughout the stage. These don't attack per se, but when the wave washes them up they can hurt you if you touch them. Once they land kill them to open up the exit.

() Planet Undetow (Lost Palace)

No boss here.

() Planet Undertow (Ohsat)

Ohsat is a rather large hammerhead shark. He has four methods of attack. His most basic attack is a charge. He moves back and forth in the background, then disappears off the screen. He then reappears from whichever direction he left in the background on the playing field. He will do this sometimes as well with a school of fish. The fish are just basic fish enemies you've encountered in the previous stages, they just follow behind Ohsat. He'll also do the same with exploding jellyfish that float on the screen for a couple of seconds, then explode. His last attack does not expose him to counterattack. Ohsat will occasionally bang his head against one of the pillars in the background and send down a rain of rocks on the arena. Despite this plethora of attacks, Ohsat is fairly easy to handle. If he does any of the first three attacks, simply wait for him on the same level and direction that he exited the screen. As soon as he appears grab him and get in a hit. Each time you do this he'll slam into one of the plugs on the ground, draining some of the water. It takes four hit to drain all the water, then another to finish him off. Do keep in mind that you must keep moving while underwater to prevent from floating to the top. That's the hardest part of this battle.

() Planet Scorch (Stage 1)

This boss sounds fairly easy in concept, but in practice is a bit more difficult because of how close the the holes are. The boss here is a simple version of memory. There are six holes, three on top and three on the bottom, and a number will appear over a hole then move to another. You have to hit the enemies that pop out of these holes in the order that they were numbered. You start at four of them, then do five, and lastly do six. You get a gem after getting the first one, a star after the second, and an extra life after the third. The game likes to put the first numbers up top, meaning you have to jump at an angle to get the enemies and avoid touching the ones below you. I have yet to find a way to avoid taking a hit if you have to do the middle top hole before the bottom middle one, so note that you will most likely take damage if it deals that out to you. Getting the sequence wrong results in a wave of lava flooding the arena, taking off one star of your health.

() Planet Scorch (Under Factory)

No boss here.

() Planet Scorch (Adahan Fall)

There's a couple stages to this boss. You begin the battle moving down a tunnel while rocks rain down upon you. Dodge these and

move ahead. You'll reach the a point where you now finally see the boss, a cybernetic groundhog. This guy begins the match by shooting his claws out of the ground, then bringing his whole body up after it. Obviously you don't want to be standing where he comes out. After he rises he'll fly to a corner and launch his claws across the screen. You cannot hurt him during this point, so just avoid his rising and run under him while he shoots his claws. After he finishes firing his claws he'll dive down and burrow into the ground. You still cannot hurt it, so don't even bother trying. After he does this whole thing a few times, he'll land on the ground instead of burrowing and start sending dirt waves at you. Jump over these and hit him as he tries to do it again. If he's not about to attack he will block any attempt to harm him, so you have to time it just right. He'll repeat the whole burrowing thing again, so just repeat what you've done before. Hit him twice to start the next phase. Now the boss will destroy the floor, starting a falling fight. The boss will fall behind you, then dive down at you. Catch him as he dives and hit him, or if he passes you see which side of the screen he disappeared on as he'll be hanging on the wall on that side not far down. You can catch him here as you fall too. One hit starts the previous phase up again, except now he will attack with his claw shooting from the ground as well. Hit him two more times to start falling again. Hit him again to blow his armor apart, reducing him to a small, harmless groundhog. You'll land on the ground along with its shattered armor and significantly smaller body. Hit it one last time to finish it off and save Planet Scorch.

GameFreakMania adds-

He doesn't always start with the claw-launching, he has another ground attack (but I forget what it is), and if you time your grab right you can hit him before he even gets the chance to hit you, and after his autoblock period.

() Planet Sonata (Stage 1)

This boss is a nice little break after the last two bosses. Although it might look like the maestro bird is your target, it is not. Your target is the three pecking bird heads. Just stand between any two of them and wait for them to strike. When they do grab and hit them. Three hits to each head destroys this boss. Do note, however, that sometimes the song will slow and the birds will stop pecking. When this happens you're about to encounter four flying green blobs that you see throughout the game, one after another. You can kill them with a single hit, but you don't need to do so. Once the last one is gone, the pecking will start back up.

() Planet Sonata (Dance Dance!!)

Again, no boss on the second stage of a planet.

() Planet Sonata (Awaueck Sing)

This bird can be kinda rough. Awaueck has different attacks at different points in the battle. He begins on the pedestal and is apparently singing very badly as the musical notes that come out of his mouth hit you. There are two types, the ones that come in groups of three and float outward and the the ones he drops and bounce along the ground. He also will drop both at once or the same type multiple times. As this is going on, ceiling tiles are raining down around you too, so there's a lot that can hit you. You need to make your way towards the pedestal and hit it three times. Hitting Awaueck at this point is impossible. After three

hits he is knocked from the pedestal and rolls across the ground. While he is rolling he cannot hurt you, so let him pass right through you. When he stops rolling he will rise up and begin to fly. While flying you can hit him and need to do so twice, which will make him return to the pedestal. While flying he has two attacks, a dive that either goes straight down or at an angle and a feather rain that drops feathers everywhere. While this is going on the ceiling tiles are still raining down. He'll go back and forth each time you either hit him twice or the pedestal three times. He takes a total of ten hits to finish off (not counting pedestal hits). After six hits the friendly maestro bird will toss you a star, giving you a little health boost you'll probably need.

GameFreakMania adds-

If you take too long and Awaueck is off the pedestal, either he will get back on anyway, or the maestro bird will give you a star. This has nothing to do with the sixth hit. Also, he takes 8 hits, not 10.

(I'm keeping both of our information on the star and the hits as on my end it what I had down still seems to be accurate. If anyone else can say one way or the other, I will post it here.)

() Planet Freon (Stage 1)

This boss is actually kinda fun. You'll find yourself in a snowball fight with the strange purple guy who's been harrassing you for the entire level. His only attack is to launch snowballs at you. In response you need to send some back his way. To make a snowball just stand still for a second or two. Ristar will make one. You can then grab and pick this up. Throw them back at your foe three times to win.

() Planet Freon (Splash Snow)

No boss here.

() Planet Freon (Itamor Lunch)

Itamor is an interesting boss in that you don't actually ever have to hit him. Instead you defeat him by throwing the soup the previous boss brings to you. He'll periodically come running out and offer it to you. Grab it and throw it in Itamor's mouth when it's open. In the meantime you have to dodge his attacks. He has several, all of which aren't too hard to avoid. First off he'll sometimes throw the strawberry he's chewing on. This sails across the screen and can be jumped over. Next he'll use ice breath, an attack that freezes you if you're caught in it. Rapidly tap the buttons to break free (this attack does not, in of itself, hurt you). His other main attack is to suck you into his mouth. This is unavoidable as you will eventually be sucked in, unless you can throw some soup in his mouth first. Just keep holding left and pray that the soup guy brings you some before you get sucked in. His remaining attack is only done as a counterattack after you throw the soup in his mouth. This counterstrike can be tricky, but is avoidable. Itamor will leap off the screen and come crashing down on one side of the screen. He'll then bounce to the other. You need to time your run under him just right. Stand right beside him and he lands, then run under him as he rises. You should be able to just make it under him safely. Once he eats enough soup he'll vomit up the black blobs he's eaten. Hit him for the win (so I lied, you do have to hit him once).

GameFreakMania adds-

He doesn't just use the bouncing attack as a counterstrike, he tries to aim at you when falling from the highest jump, and he always tries to suck you in after freezing you.

() Planet Automaton (Stage 1)

You face a a super blob enemy here. He's surrounded by other blobs though, making this fight fairly difficult. You have to hit the super blob six times to win. You can hit the other blobs, killing them until you hit the super blob again (they'll appear as black blobs). What makes this boss hard is the manner in which it fights you. This thing will arrange the other blobs in different formations and come at you. It will rotate between a circle of blobs around the boss that rolls around, a "+" that does the same thing, a slam that stretches them out across the screen in a "V", and a long stream that moves back and forth between the playing field, the background, and the foreground. This last form is especially deadly as you cannot tell whether the boss (or other blobs) are in on the playing field with you and can be hurt. Just try to hit the super blob, but don't hesitate to kill the others to get to him if you have to.

() Planet Automaton (Brain Maze)

No boss here.

() Planet Automaton (Uranim Power)

Uranim is a lot easier then the previous bosses. You begin the battle approaching Uranim while he throws stuff at you. Watch the television screens behind you to see when something is coming. Jump right as you see the screw on the televisions. Keep going until you get to Uranim. Uranim has a few attacks, although you don't really have to worry about them. He will throw things dropped by the claw above him, he punches, and he charges and shoots fireballs. None of this really matters though, as you should just start hitting him as soon as you are close enough. While you're hitting him none of his attacks can hurt you. Just keep it up until he collapses. Now comes the kinda tricky part. Start jumping back and forth over Uranim. The alien claw guy will try to stab you with the claw. You need to get him to stab down on Uranim. Once he does so, Uranim gets back up and starts doing his thing again. Start grabbing and hitting again until he goes down and repeat the whole process. He'll go down in no time.

GameFreakMania adds-

The reality of this boss's vitality is that hitting him does very little damage, but if the claw stabs him it does a lot more. I know this from having made him change colour simply by hitting him without the claw. Also, there's an easier way to hit him with the claw. Stand next to Uranim, wait for the claw to come down, get out of the way, and quickly hit the side of the claw, which will be knocked into Uranim.

() Space Fortress (Stage 1)

The only first stage not to have a boss. Lucky you. (Anyone else notice that on the score screen it shows the Space Fortress as a black planet?)

() Space Fortress (Stage 2)

Of course now you're at the second stage and it's got a boss here

waiting for you. The camera that followed you for the entire last level flies into a snake-like robot piloted by your alien friend from Uranim's level. This robot has a shield that stops any attacks you deal from doing damage. He's also got several types of attacks he'll use (often at the same time). First he has a boomerang he launches from his tail. This thing follows you around and is key to defeating this boss, but let's finish his attacks first. He's got three projectile attacks; a traditional laser he charges up and fires from his eye, a machine gun, and a different laser that streaks across the screen. The first laser takes some time to charge, so you can time your jumps to avoid it easily. The machine gun fires directly in front of the boss and does so without warning, but only hits right in front of the boss. The last laser is shot from its tail and streaks across the screen slow enough to dodge. His last attack is to throw some exploding mines. It snaps its tail before it uses these, so they can be seen coming a few seconds before they hit. To beat this guy you need to lead the boomerang towards the boss's eye. If it strikes it just right it will crack, forcing the alien pilot to hop out and fix it. It will not do any new attacks when this happens, so run up and strike him. He takes five hits to kill. You can also destroy the boomerang by grabbing it, but to do so is rather pointless as it is required to damage the boss. Defeat him and move right to enter the final stage.

() Space Fortress (Stage 3)

You've finally made it to Greedy's throne room. If you were expecting a challenge you will not be disappointed. Greedy attacks you with a wide array of different strikes and he takes a lot of hits to bring down. Greedy begins this fight by sending out five orbs that shoot bullets at you. They fire, then move. Each takes one hit to destroy. After taking them down Greedy jumps into the fray. In this initial stage he teleports to a place in the room and moves twice rapidly. You have to try and grab him while he does this. Sometimes during this stage he will fly high and surround himself with a shield of black blobs. He'll start sending them down at you quickly. To dodge this just run back and forth as they strike where you just were. Each time you hit him he drops two red blobs that you need to kill (they will stay on the screen until you do so). Hit him five times to move on to his next stage. Now Greedy will throw back his cape and get serious. He begins by opening a vortex in one of the upper corners that starts sucking you in. Two red blobs will drop down while this is happening. Grab the first to prevent getting sucked in, then kill it when the other drops in and grab it instead. Kill it once the vortex closes. His other attack during this stage is a real bitch. Greedy will mix up his vortex action by teleporting around at ground level and firing a huge electrical blast. I've yet to find an effective way to avoid this, although it is better to try and move right then left when it happens as his blast comes from the left side. Hit him either by jumping in the air and grabbing him as he tries to open a vortex or as he rises after an electrical attack. No blobs fall when you hit him during this stage of the battle. Keep moving and don't give him a chance to teleport next to a stationary target for an easy strike from his electrical blast. Hit him five more times to finish him off and win the game.

GameFreakMania adds-

If you hit any of the projectiles he fires at you before his first vortex attack, they will turn into yellow, and sometimes blue,

stars. This was vital to me when I fought him. Also, if you hit him when the projectiles are orbiting around him, he will fire three projectiles at once, drop the 2 enemies, and then continue on as if he shot them all, only he shoots them in your direction at the same rate as normal until he runs out. I am not sure whether or not this is a glitch, but nonetheless it should be avoided.

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