

# Mischief Makers Boss FAQ

by BoredGamer

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BOSS FAQ (for "Mischief Makers")

For play on Nintendo 64

Presented by Joseph Shaffer (Joe the Destroyer)

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Version: 1.1

Phase: Technically Complete

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If you are e-mailing me about feedback, questions, or anything having to do with any FAQ, please send it to [thechowrocker@yahoo.com](mailto:thechowrocker@yahoo.com). **IMPORTANT:** If you are going to send me an e-mail regarding any FAQ or review I've written, please include the game's name in the subject, OTHERWISE IT WILL BE DELETED.

This FAQ is technically complete. I will not likely be adding any new info, save for anything e-mailed to me if I deem it necessary.

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## Update History

11/12/02

-Primary Update

Decided to actually start doing this FAQ, despite the fact that I'm in the process of doing my Robotrek FAQ. The only reason I've actually started doing this FAQ is that there will not be constant updates, as this guide must be submitted to GameFAQs in a complete form. Sections 4 and 5 are up.

-3:36 PM Update

Added two bosses to the FAQ. Done with the Planet Clancer section.

11/13/02

-12:45 PM Update

ASCII Title is now up. Boss strategy for the Giant Bee is up.

11/14/02

-3:28 PM Update

Section 1 complete. Section 2B complete.

11/15/02

-11:49 AM Update

Near completion. Only need three more boss strategies for this FAQ.

-6:41 PM Update

FAQ is technically complete.

8/27/03- FAQ-wide update. See above for details.

12/3/10

-4:52 AM Update

Proofreading the FAQ. Been a long time since I've played this game.

Contents According to Joe

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/ SECTION 1: INTRODUCTION \  
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1A: ALL ABOUT THE MISCHIEF

You may have seen a spot for this one TV with the annoying cab driver or maybe even seen the cart in a pawn shop or used game store. Unfortunately, not many people know exactly what this game is about.

Mischief Makers is a game where you play as an android named Marina. Marina's creator, Professor Theo, is constantly being abducted throughout the story. Marina must rise to the occasion and save her creator. The game does very well to capture the feel of an action/comedy-based anime series. I say that if you like quirky or funny game titles, this one is well worth checking out. By funny, I mean more of a goofy funny; nothing incredibly lude or crude.

After having played the game, I looked at the reviews and guides for it on GameFAQs. After browsing through the guides, I decided I wanted to do a guide or two for the game, but only in-depth FAQs. Of the in-depth FAQs I wanted to create, I noticed there was no boss FAQ for the game and took it upon myself to create one. This guide covers many of the bosses in the game, even smaller ones like the Giant Bee or Cat Clancer.

1B: BOSSES

Like every level of this game, each boss demands a particular strategy. What may work for one boss certainly won't work for another. Try throwing Lunar or any of the other members of the Beastector to the ground. Doesn't work quite so well, does it? It is imperative that you watch the motions of each boss, look for possible weak points, and look for ways to expose them.

How do you know you have damaged a boss? They usually flash when they've been hurt. Some, however, will not, so just wait to see/hear what their reaction is. How do you know to latch on to certain parts or projectile? Look for the red circle and listen for the beep noise. Those will be your best indicators as to what you can latch on to. When you do latch on to something, be sure to try almost any combination of throwing or moving you can think of. Try throwing downward. With some, don't throw, but rather try to pull the part you grab in a certain direction (case in mind, Sasquatch Beta, where you can move his tank's howitzer upward to have him shoot himself). In short, use the old

gray matter and you should be able to prevail.

Here is a list of each boss in each area:

Planet Clancer:

Giant Sandworm, Bandits

Migen's Shrine:

Giant Bee, Migen Brothers

Mt. Snow:

Chilly Dog, Lunar, Cat Clancer, Cerberus Alpha

Aster's Lair:

Giant Toad, Giant Spikeball, Possessed Clanpot, Evil Clanball, Calina, Tarus,  
Giant Mole, Sasquatch Beta

Imperial HQ:

Merco, Pirate Clancer, Phoenix Gamma, Emperor, Beastector

2C: CONTROLS

-Basic Controls-

The controls of the game seem simple, but there are a few maneuvers you should know before doing any boss battles. Note that some combinations do multiple actions (i.e. grab, throw, and block)

Move: D-Pad left or right

Crouch: Hold D-Pad down

Pause: Start

Ready Position: Hold D-Pad up

Jet Left: D-Pad left twice or Left-C

Jet Right: D-Pad right twice or Right-C

Roll: D-Pad down twice or Down-C

Speak/Advance Text Box: L or R

Skip Cut Scene: Z

Jump: A

Grab/Block: B

Throw: B with something in your hand. Use other directions to throw upward, downward, or diagonally.

Grab/Block upward: Hold up and push B

High Jump: Hold up and push A

Float: Jump, then push up or Up-C. Push repeatedly to stay in air.

Slide: Hold down and push A

Slide Jump: Do a Slide, then push A while sliding

Run: Repeatedly push left or right. Not recommended for C buttons.

Shake: Grab something and constantly push down. Speed up rate of pushing to shake faster.

Controls for Teran-

Move- D-pad left or right

Crouch- D-pad down

Jump- A

Punch- B

Slide- Down and A

Uppercut- Up and B

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Note: Some names are pretty much guessed.

## 2A: PLANET CLANCER BOSSES

-Stage 1-7: Wormin' Up-

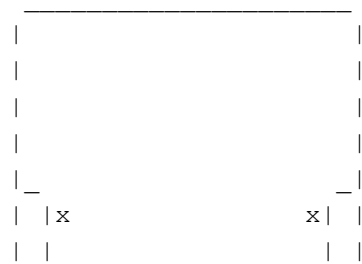
Boss: Giant Sandworm

This is the first boss fight you'll bump into. You'll be battling a huge, fire-breathing sandworm.

Phase 1: A very basic phase for this creature. He'll just bounce around from side to side. Nothing big. After taking just a bit of damage, he starts to breathe a tongue of fire. You'll know when he is going to do this because smoke will begin to pour from his mouth. There are a few ways I've found to get around that. One is to grab him before he lets out the flames. In other words, grab the instant you see smoke coming out. Another is to jump over him when he's belching out flames and grab him from behind. One last method is to wait until the flames subside and grab him then.

So what do you do when you grab him? The answer is quite simple, actually. You could throw him up or down. This way he would hit the ground and take damage. What I suggest is to throw him into either wall. Why? Well, not only will he take damage hitting the wall, but he will bounce off the wall and hit the ground, taking damage once again. On the layout below, the x's represent the area at which you should throw him.

Phase 2: This is where it can get difficult. Now, he'll begin to roll at you, kicking up flames behind him. If you wish to just avoid the roll, jump into the air and try to float. What you want to do is get your timing just right and catch him as he's rolling towards you. Once you've grabbed him, do the same thing you did on the previous phase; Throw him at the wall. After a little while, he should explode.



This is the layout of the level. Each of the rectangles at each bottom corner are ledges. Perched on the left ledge will be Celes.

-Stage 1-8: Crisis: Nepton-

Boss: Bandits

Many would not classify this as a boss battle, but I do. There are no alternate phases to this battle, it's all pretty straight forward. Stay right where you are. Teran and another Clancer should be on the same screen with you; They are your allies for this battle. When the Clancer bandits jump on the screen, grab one and throw him in any direction. I usually grab frantically and throw. Try to aim for other Clancers as well. As one group dies, another will appear. Wash, rinse, repeat. If you can do this without losing much life (I think the other two allies need to be in fair shape), then all the treasure below you will rise up and you will be the sole possessor of it.

2B:

-Stage 2-6: Flamb<sup>晃</sup>

Boss: Giant Bee

This one is really no problem, as long as you stay attentive and know just how to get around the different attacks. The bee really only has a few different modes of offense. One of them is a downward thrust with its stinger. When it does this, you can either dodge out of the way by running away or rolling under the bee, or you can do what I suggest and jump in the air to grab its head. Once you have a hold on the bee, throw it downward toward the ground. It should take damage. Another attack the bee does is that it will fly straight at you at a fairly high speed. If you're really not good at timing your grabs, then you should just jump over it. If you are, try grab it as it comes to you. Again, throw it at the ground.

The bee has one last method of offense: it unleashes its young. As each of the babies come at you, block them with your throw ability (attack them as if you're grabbing them) and each one will fall dead. Keep throwing the bee's head at the ground and he should eventually be toast.

-Stage 2-11: Migen Brawl!-

Boss: Migen Brothers (two targets)

This is the first really difficult battle you will encounter in the game. A couple questions should arise. How do you damage them? Which one do you kill first? The one you want to hit first is the smaller one (the one that's floating around), simply because he has the ability to heal the bigger Migen.

Phase 1: The smaller Migen, at first, will not attack. The bigger one will, at first, only attack using his fist. Notice that the target locks on to the bigger one's fist. That's where you attack. He will thrust his gigantic fist down at you. Hold up and push the grab button at just the right time to grab his huge fist. From here, throw it at the smaller Migen. Now, the smaller one should start using a shock attack that homes in on you. The only way I've noticed to get around this attack is to block it with your throw command. He will do this in quite a rapid succession, so be on your guard. Also after the first hit is scored on smaller Migen, the bigger one will start to shoot out fireballs. At first they should be pretty basic shots; they'll only move straight at you, so all you need to do is side step it. I've also found that if you block the fireballs, they will turn into blue crystals. This is very useful, as this will provide you with any energy you need.

If you should happen to attack the big one before the little one dies, then the little one can heal the bigger with a green crystal. I think there is a way you can steal the green crystal, but I'm not 100% sure on that.

Phase 2: Now big Migen is pissed. He'll charge up for an incredibly powerful attack. He should discharge a huge blast of fire onto the middle of the small island you're on. Get to either edge to dodge it. He'll also start firing more fireballs at you and hitting you with more successions of punches. Most of the punches cannot be grabbed, but do upward block them just to keep out of the way of danger. Block the fireballs, if you can, for more health (most of the time it's blue, one time I actually got a green). After a few punches, his eyes should go cockeyed. This means you can grab his next punch. Do so and throw it at his face to damage him. Another new attack he has added is a sideways swipe with his fist. I suggest jumping over this attack this early in the battle, if you can. If not, then just block it.

From here on, he'll do the different attacks in different order. Remember to block the punches. Also, blocking the fireballs is fairly helpful to restore some health. I've also noticed that his huge flame attack will start to move to the side as the battle progresses, forcing you to get closer to the edge of the island.

Phase 3: This is where it gets really tricky. Now he'll start faking his punches. He'll put his fist up in the air, a target will appear on them, but he won't throw the punches. You will have to react faster here. You shouldn't try jumping over his side-swipe. Block it. He'll start punching in much faster succession. Again, he'll throw a lazy punch before long and you should be able to grab it when he does. Catch it and throw it back in his face. After enough hits, he should start to back off. This means you've won the battle and saved Theo for the first time. Congrats!

2C: MT. SNOW

-Stage 3-6: Chilly Dog!-

Boss: Chilly Dog

This one is so incredibly easy, you really don't need a section for it. Since it is a boss, though, I decided to put it on here. This guy's weak point is his head. As he's running at you, grab it and throw him in any direction you please. I recommend throwing him to the opposite side of the screen (you start on the left, so you may throw right). This will put some distance in between you. There are a few attacks to beware of. He does a lunge attack which is no problem if you just let him come to you. You can catch him in mid-lunge, so I recommend doing that. One main reason I say to put distance between you is that he can get up and initiate a front flip attack. This does light damage, but still... Bash his head to the ground a few times and you should easily win the battle.

-Stage 3-8: LUNAR!!-

Boss: Lunar

It's time for your first showdown with one of the Beastector. This form of him is not very hard compared to the others. One thing I should say off the bat is that you cannot grab him and throw him to damage him; he's way too big. While you may not be able to damage him with throwing, you can stop some of his gun attacks by throwing him either way.

Lunar will fly around doing a dive bomb attack. Roll under him if you can, or jump out of the way. Sometimes, when he does a dive bomb he'll drop bombs behind him. Grab the one that's closest to you (try not to get one from the middles, lest you be engulfed in the blasts) and quickly throw it at him. Make sure you are not hit when you grab it, otherwise you'll lose it. Lunar also does a slide attack which will randomly drop bombs much like the dive bomb. Lunar will also pull out a couple different guns. One shoots a beam while the other is a machine gun. The beam can also be blocked. To avoid the machine gun, float in the air until he is done firing (see controls). Stay clear of his grab attack. I usually duck under it or side step. If he grabs you, he'll kick you for a little damage, but if he has you cornered in a grab, he'll kick the crap out of you.

-Stage 2-11: Cat-astrophe!-

Boss: Cat Clancer

Another incredibly easy boss. The only attack you really have to dodge is when Cat Clancer throws a dodge ball at you. Grab either one and throw it back at him/her/it. I find that sometimes throwing it diagonally from the air can be

the best direction to throw it from, although straight works just as well most of the time.

-3-12: Cerberus Alpha-  
Boss: Cerberus Alpha (Lunar)

This form of Lunar, on the other hand, is a bit tricky. On top of that, it goes into multiple stages.

Phase 1: You will be riding on Cat Clancer while Lunar is chasing you on a huge motorcycle, firing lasers and missiles at you. Many of the attacks are hard to dodge. Please note that you can jump on a missile and ride it. Anyway, I'll make a nice little list of them...

Fire Wave: He'll throw a fireball down at the ground. Jump in the air as the fireball gets to you or fly over it on a missile.

Huge Laser: This will lock onto you and blast wherever you're at. Try like hell to avoid this, as it can stun you and do quite a bit of damage. Before it comes straight at you horizontally, I recommend crouching to get away from it.

Missiles: Grab these and throw them at Lunar. Remember, you can also jump on them.

Green Projectile: Block these as they're coming towards you to turn them into crystals for health.

Keep dodging as described above. Grab missiles and throw them directly at Lunar. After a while, his cycle will transform.

Phase 2: A rather short phase. Cerberus Alpha has transformed. It will jump over you. Right away, get as far back as you can, so as to dodge Lunar's gun. Grab missiles and throw them back at him. After a hit or two, Cerberus Alpha will jump over you again, do a few attacks, then jump into the background.

Phase 3: You'll have to square off against Lunar and his insane attacks. This is honestly the hardest phase. Try your damndest to get behind him. When he's confused (there will be a ? above his head), grab him and throw him immediately. If you don't throw him fast enough, he'll recover from the grab. Many of his attacks require you to jump back, over, or run under him. After a few hits, he should jump back on Cerberus Alpha. Below are some attacks and how to dodge them effectively.

My advice is to watch his flips. If he fakes, do not jump towards him. Otherwise, he'll execute his uppercuts and rolling attacks. Those attacks are incredibly hard to get around and it is better to just not have to face them. If he does a regular kick attack, jump over it, then quickly grab and throw.

Phase 4: Now, Lunar will jump back onto Cerberus Alpha. Lunar's gun should be bouncing around. Grab it. It has unlimited bullets. Just aim the gun at Lunar and it should fire on its own. Cerberus Alpha will also roll at you. Dodge it by jumping over it as it's coming at you. This can be a bit tricky, but all in all easy as you have to turn back around to blast him. While it's in basic running mode, get as far from it as you can. It will do a bunch of flips, kicks, and claw attacks.

2D: ASTER'S LAIR

-Stage 4-2: Toadly Raw!-

Boss: Giant Toad

Not incredibly hard, but there are a few things you should know about this guy. His weakness is his tongue. He'll hop around from side to side throwing his tongue at you. You have two choices when you grab it. Either throw it back in his face or shake him (see controls). Shaking him is a higher recommendation than throwing it, as shaking damages him four times. Wash, rinse, repeat.

One other thing you should know is that there is a phase that only happens if you get him weak enough without killing him. A Clancer will appear on a cloud (a la Lakitu). When he sends a jolt of electricity down, grab it and throw it at the Toad. You may not have to do this phase of the battle, though.

-Stage 4-3: 7 Clancer Kids-

In this stage, you'll have to fight seven bosses, only three different ones though. Each you'll have to fight twice, with exception of one you'll have to fight three times.

Boss: Giant Spikeball

I find this one to be pretty damn easy. The first bit of advice I'll give you is not to jump. You really don't need to. On top of that, it'll set you up for some damage at the hands of the spikeballs/bombs surrounding the boss.

This guy has a circle of bombs surrounding him. Grab upward to take a bomb. All of the others will temporarily disappear. Throw the bomb at the enemy to damage him. Hit or miss, he'll generate another circle of them. However, should you hit, one of the bombs will be replaced with an untouchable spikeball. Should you attempt to grab the spikeball, you'll take damage. As time goes by and the number of bombs become less and less you'll have to time your grabbing ability, so as not to grab a spikeball and take damage. Hit him with the last bomb and he should go down.

Boss: Possessed Clanpot

Honestly, I found this one to be the hardest of the three, but that could just be me. This guy will move side-to-side in the little room he's in, dropping flames on you. Do an upward block to the flames. Some of them will have red crystals, some will have green crystals, most will have rocks for you to throw back at the Clanpot. As you hit him, he will drop more and more flames in greater succession. You should know that he's getting weaker as he turns brighter red. Throw enough rocks and you should finish him off.

Boss: Evil Clanball

Nothing quite like a huge Clanball with jet thrusters sticking out of its sides. This guy will move side-to-side much like the Clanpot, except this one will stop occasionally and let out simultaneous blasts with his jet thrusters. As they hit the ground, rocks will kick up. Grab a rock and throw it at his head. Keep grabbing and throwing until the rocks disappear. Stay clear of the thrusters, though. Either get in between them or stand off to the side. I usually get in between them because it's easier for me to grab a rock then. After enough rocks, this one should be done for.

-Stage 4-5: Rescue! Act 2-

Boss: Calina

Calina is incredibly easy, especially when you are normed with Teran's controls



(see controls for more details). Calina will float around dropping bombs. Do not let the bombs explode. Punch them before they have the chance. When she's right above you, execute an uppercut. She'll fall to the ground and that's your cue to run over to her and begin punching a few times. She'll pick herself back up and continue her bomb dropping. Just keep doing the uppercut-punch thing over and over until she keels over.

If she should happen to blow up the blocks you're standing on, then there is one thing that is worth noting. As you drop lower, so does she. If you can position her just such that she's really close to one of her own bombs, they can damage her, although that won't be necessary. Just stick with the uppercuts and punches.

-Stage 4-6: TARUS!!-

Boss: Tarus

There are two ways to damage this brute. Notice that he likes to throw a lot of punches. Well, there is one where he will slide from a good distance and stop for a few seconds, stuck in a pose. When he does this, grab him from behind before he finishes the pose and throw him forward. He should land flat on his face.

He also does a bunch of different jumps. There is one in particular where rocks will rain down. Grab the rocks and throw them at him to do damage there as well. Be careful when you do grab a rock, though, that you are not hit by another rock while trying to grab one. Nothing much to remember here, just duck under his punches and stay clear of the rocks.

-Stage 4-9: Moley Cow!-

Boss: Giant Mole

Another fairly easy boss. He'll run at you and begin to do a claw attack. Wait for an opening and grab him by the head. Throw him from there and he'll hit the ground and take damage. One thing you must be aware of is when he does a huge dive bomb. When he does, try your damndest to grab him as he's coming down. If not, he'll tunnel underground. Every once in a while he'll pop up and throw a rock at you. Grab him by the head and pull him out of the ground to resume the fight as it was. After you've thrown him around a few times, you may want to keep a distance from him. I say this because before he finally dies off, he does a flurry of claw attacks. When you see him coming at you in such a way, float above the ground until he passes under you. He should hit the wall and explode.

-Stage 4-11: Sasquatch Beta-

Boss: Sasquatch Beta (Tarus)

Phase 1: Tarus will be in the Sasquatch Beta throwing rocks at you. Grab a rock and throw it back to do some damage. Also pay attention to his howitzer. When you see a target on it and it is charging an attack, you can grab it and jet thrust upward. Keep doing so until the howitzer is vertical, then the blast will shoot straight upward. Get out of its way and it will hit Tarus instead, doing damage to him. Should the tank actually fire, run towards Sasquatch Beta to get away from the explosion. Repeat these processes over until Tarus falls out.

Phase 2: This phase may be a bit difficult to figure out, but once you have the process down, it's actually quite easy. Sasquatch Beta will transform with Tarus riding on top of it. As you may have noticed, Sasquatch Beta's weakness is in its foot. When it kicks, time your grab just right and grab its foot. Now, pull back and trip it; Tarus will fall off. Pull Sasquatch Beta until

it's at Tarus's feet. Now, jet thrust upward and down quickly to bring Sasquatch Beta on Tarus. If you don't jet down fast enough, the robot will recover and deal no damage to Tarus. Remember, you have to hit Tarus with the robot for it to count for any damage.

2E: IMPERIAL HQ

-Stage 5-4: MERCO!!-

Boss: Merco

Merco's strategy is short, but fairly difficult. Keep a good distance from him, as he has a whole slew of attacks with his lance. What you need to do is latch on to his shield and pull away from him. You will now have his shield as a throwable item. Throw it at him to do some damage, then pick it up before he gets to it. If you see him flying over head, that means he's going to dive bomb, so you need to be ready to dodge. If you see him suddenly stop with his shoulder sticking out while in line with Marina, that means he's going to do a shoulder tackle. If he's low to the ground, then float over him. If he's higher up, then let him pass over you. This can be a difficult move to dodge, simply because it comes out of the blue. He only does it, though, when he's about to be defeated. Hit him enough times with the shield to finally finish him off. This isn't the last time you'll meet up with Merco, though.

-Stage 5-5: Trapped!?-

Boss: Pirate Clancer

The main reason I put this guy up is that even though he's pretty weak, finding out how to destroy him can be a pain. Anyway, when he starts off, he'll jump back and throw spikeballs. Jump over them and chase him to the edge of the room. He should shoot his hand up to the ceiling and try to swing to the other side of you. When he does, jump up and grab him, then thrust downward to throw him into the ground. After the first throw, he'll change his throwing patterns. Now, the spikeballs will bounce through the air. Run under them as they come up, then chase the Clancer to the other side of the room again. When he tries to swing by, use the same strategy you did before. Now, the spikeballs will bounce in randomly different ways. Once again, grab him as he swings and throw him into the ground for the third and final time.

-Stage 5-6: Phoenix Gamma-

Boss: Phoenix Gamma

Finally, Merco's second round of battle. After this, you only have two more bosses until the end of the game, so let's give 'em hell!

Phase 1: The first thing Merco always does is his corkscrew attack. Dodge out of the way of it as it comes at you by either moving up or down. He'll actually do this until you can expose his weakness. Now, grab the shield like you did on the last battle against him and pull it away from his hand. There will also be an indicator saying you can pull his lance away, but DO NOT DO IT! If you do, he'll continually do his shoulder block attack which means you may not be able to damage him, as he will not leave any openings. So, just pull off the shield and throw it at him whenever you get the chance. Once you have pulled it off, he'll start using power surge attack that runs in random motion. The best way to get around this is to wait and see where you will be in relation to the screen. If you are near the top, then head downward to avoid it. If you're near the bottom, then head to the top. Also, you can block the power surge as well. Beware Phoenix Gamma, because when you get too close to it, it will attack you with a drill attack. Grab the shield and keep dodging the power surge, then wait for an opening and throw the shield at him. Pray that the shield doesn't linger around Merco for long. If you get too close

to Merco, he'll use a lightning-quick lance attack on you. So, wait for one of these attacks to bounce the shield your way. If it's just not happening, then you may have to find a way to the other side, just remember to dodge around any of his attacks.

Phase 2: Phoenix Gamma will transform. His first line of offense is a peck attack. To avoid this, stay down near the bottom. After it's done pecking, grab its head and thrust downward until its head snaps out of your hand. Now, Phoenix Gamma will add a new attack to its arsenal. It will start sending down thin lasers. Get near the bottom and stay there to avoid the lasers. After a few attacks, it should unleash one big attack in all directions, then the target will lock on to its head. Right after that really big attack is when you should grab its head next. Be careful here, as Merco will send a power surge down at you while you clutch Phoenix Gamma's head. After the third hit is scored, the phase will change again.

Phase 3: This one is quite tough. First, Phoenix Gamma will send regular projectile at you. This can be easily dodged. After that, you'll be barraged with missile fire. If you're hit by even one missile, this can really cut into your life. You'll be stopped temporarily, and then hit by every other missile. Try to grab one of the missiles. Should you do so, the screen will go into back into a horizontal perspective. Push left and B to throw the missile once the screen has focused and Marina will send the missile at Merco, ending the battle. However, should you fail to grab any of the missiles, Phoenix Gamma will shoot a rather powerful laser that's hard to avoid. If you are hit with it, you'll be stuck in the line of fire and won't be able to move. From here, just wait until the missiles are fired again and try your hardest to actually find the mark this time.

-Stage 5-7: Inner Struggle-  
Boss: Emperor

My recommendation before starting this battle is that you have mastered the art of throwing diagonally.

The Emperor is actually quite easy. Around him you should see a bunch of different words inside of bubbles (rage, anger, sad, blood, etc.). Grab one of them and shake it. It should transform into a positive version of the word that was on it. The instant it changes send it at the Emperor. Beware not to let too many of them go to the top, as they will become fireballs that will rain down on you. Keep in mind that you can block the fireballs if you are ever unable to dodge them. The main reason I tell you to throw right away is to avoid being hit by too many of the fireballs, as you will be wide open while shaking or even carrying the positive words.

-Stage 5-8: Final Battle-  
FINAL BATTLE: BEASTECTOR

Compared with a few other bosses in the past, Beastector is quite easy. First, wait for Beastector to do a stomp attack. When it does, grab its foot and throw it upward. This should launch it into the background and drop it on its head. After a few throws, the Beastector won't use its stomp attack anymore (at first, it will be less frequent; after a while it won't be at all). From then on, it will either jump into the background, to the right, or to the left. Should it jump into the background, it will unleash its high-power laser attack. To dodge this wait until the attack starts, then run either right or left as far as you can. If you're all the way to one side and the laser is closing in, then jump and float to avoid it. If it jumps to the right, that means it's about to use its gun. When it's in the process of shooting, run as quickly as you can towards it to make it stop shooting. If it jumps to the

left, that means its going to fire off its hand at you. Get far enough away from it and wait for the hand to come to you and grab it. You will be put into a first person perspective where you will be able to throw the hand back. Place the crosshairs just to the left of the Beastector. When it steps into them, push B to let it loose. Another move to be aware of is its sliding kick attack. Apparently, you can grab its foot during this attack, but I usually either run forward or jump/dodge out of the way of the attack. After you've hit Beastector enough, it should completely explode. Congrats, you've finished the game!

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/ SECTION 3: FAQ \  
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Q: How do I get yellow crystals in boss levels?

A: Defeat the bosses with taking minimal damage. Some of them will be incredibly easy to do this with (Cat Clancer), others may take a few tries (Cerberus Alpha).

Q: How do you block some projectile?

A: Use the throw command. So, if a projectile is coming towards you that can be blocked, act as though you're trying to catch it.

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/ SECTION 4: LEGAL BIT \  
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/ SECTION 5: THANK YOU AND GOODBYE \  
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