

Rayman Boss FAQ

by oracle93

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Rayman Boss FAQ for PS
Version 1.0
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Introduction
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Hello again! Oracle93 here, presenting his third FAQ: a boss guide to end all boss guides. This guide is for Rayman, an old game from the 90s. It's cartoony, it's side-scrolling, and you control with the D-Pad. However, it's an extremely fun and challenging game, and all those new games with flashy graphics and complicated control systems and "innovative" crap should take an example from it. On a side note, I highly recommend the sequels, The Great Escape and Hoodlum Havoc.

This is a guide for the 8 bosses in the game. If you are having trouble with one, hit Ctrl+F, then type "Boss" and the number it is.

My e-mail address is at the top of the guide in case you find a problem I haven't covered. EL NOA YOU SPAMMO! SPAM=BAD! NNOO SSPPAAMM!!!!

Enjoy!

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Controls
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D-Pad(left/right): Move Rayman left/right

D-Pad(down): Duck

R1: Crawl right

R2: Crawl left

Square: Punch

Hold Square, then release: Charged punch

X: Jump

X, then X in midair: Helicopter

O: Run

Start: Pause

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FAQ (Frequently Asked Questions)
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Q: Can I put your FAQ on my website?

A: Yes, but ONLY with my explicit permission.

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Boss Guide
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Boss 1: Little Moskito

Location: The Dream Forest, Anguish Lagoon
Strategy: This boss only has three attacks. In the first, he will fly down from the ceiling and attack. In the second, he will zoom across the floor. The third is like the second, only higher up. To defeat him, all you need to do is attack him at the right time. The first attack is a prime opportunity. When he comes from the ceiling, punch him when he gets low enough. He can also be punched while charging. Watch for his head on the outskirts of the screen, this means he is about to charge. If he is on the ground, attack when he gets close enough. If he is higher up, jump before you punch. A few hits to defeat this easy boss. (Side note: I think this guy is Bzzit, from Rayman 2, but have yet to find conclusive evidence)

Boss 2: Moskito

Location: The Dream Forest, Moskito's Nest
Strategy: This boss is a lot like the last one, except with more HP and some new attacks. Again, you cause damage by landing punches at the right time. Attack during the charges and hovering periods to get the most hits. The three new attacks involve spiked balls. First, Moskito can fly across the top of the screen with a small spike ball. When you run underneath, he will drop it. Avoid this by moving in the opposite direction from Moskito. Second, he will fly into the arena with a medium-sized spike ball. He will then drop it, so avoid it as it bounces. Finally, he can carry a huge spike ball across the screen. Simply duck to avoid this.

Boss 3: Mr. Sax

Location: Band Land, Mr. Sax's Hulabaloo

Strategy: Mr. Sax, as is customary for all world bosses except Space Mama and Mr. Dark, will chase you before the fight, which, unlike with all the other bosses, is an opportunity to score some hits. As he chases you, you will see wrong notes (those spiky musical notes that are all over Band Land). Punch them back at him to damage him. You can deal a maximum of 4 damage this way. After the chase, you drop into the arena, and the real battle begins. Note that Mr. Sax often crosses the area, using a combination of walking and jumping. You'll need to get on the other side of him or you'll take damage, so run underneath him when he jumps. Mr. Sax has three attacks. The first is one, two, or three bombs that explode in eight directions. The second is a bomb that will explode and damage you if you're on the ground. In the third, he shoots wrong notes which bounce along the floor. This attack is the way to defeat him. When the wrong notes are played, punch them and they'll fly at Mr. Sax. Compared to some of the other bosses in Rayman, Mr. Sax is easy to defeat. You'll probably only need one or two tries.

Boss 4: Mr. Stone

Location: The Blue Mountains, Mr. Stone's Peaks

Strategy: Mr. Stone is one of the more difficult bosses of the game. At the start of the fight, jump onto the boulder and grab the large power ball. While in the air, punch the head of the statue to damage Mr. Stone, then helicopter to get over him as he charges. Watch out for chunks of the rock when he breaks it. A boulder will drop from the ceiling now, so watch out for it and the pieces after it breaks. Another rock will fall and Mr. Stone will catch it. Quickly knock the rock out of his hand before he throws it. If you do this right, the rock bounces to the other end of the room. Jump on it and punch the statue for another hit. As before, helicopter to get over Mr. Stone while he lumbers at you. Head into the middle of the room now. Mr. Stone will call three rock puppies for you to defeat. After you beat them, look out for falling boulders, then knock the rock out of his hand again. Jump on it and punch the statue, then helicopter over Mr. Stone. On his fourth life, he will shoot blasts of energy at you. Avoid them by jumping and ducking, then repeat the process: avoid boulders, punch boulder in Mr. Stone's hand, jump on boulder, punch head of statue, helicopter over Mr. Stone. Now, he will get a rock and throw it at you. Avoid it, then look out for the pieces and Mr. Stone. After some attacking, a cloud will appear. Jump on it, and punch the head of the statue. At this point, Mr. Stone won't do anything you haven't seen before, so punch the head three more times to defeat the evil lord of the Blue Mountains.

Boss 5: Opera Mama

Location: Picture City, Eraser Plains

Strategy: Rayman is on a stage, and a ship comes in on the background. Before you fight Opera Mama herself, you must defeat her two crewmates. The first one jumps out to fight you head-on, while the second one bombs you from the crow's nest. The first enemy uses his earring as a

boomerang. Avoid it and punch him until he falls. Now, hit the crow's nest three times to knock out the pirate with the bombs/ He will throw his bombs at you, so jump over them. Punch him and he should go down quickly. Finally, Opera Mama jumps out of the ship. First, she will fire three knives out of her cannon. They will stick in the ground, so bounce on one of the handles. Opera Mama will rise up, so punch her in the head. Back on the ground, she will fire four knives which rotate for a few seconds at the top of the screen. After that, they will fly at you, one by one. They aren't difficult to avoid, as once they start to move, they can only stay on the same path. Once they have all fired, Opera Mama will shoot knives into the ground again. Bounce on them to attack, then avoid the four flying knives again. Repeat the process one more time and Opera Mama gains a new attack. She fires knives into the ground, like before (attack with them), but after a while, they will start to rotate, and shoot horizontally at you. Repeat the process of the other attacks for victory.

Boss 6: Space Mama

Location: Picture City, Space Mama's Crater

Strategy: I HATE THIS BOSS! My complete and total hatred for this boss knows no bounds! The blazing fire of a million suns is only a tiny fraction of how much I hate this boss! Just thought we should clear that up. Anyway, the housewife from hell enters in a flying washing machine, which you should duck to avoid. When the machine lands, Space Mama comes out and advances toward you, firing a blast from her rolling pin (avoided by ducking). After the shot, punch her in the head. She will move closer now, so repeat the process until you either get hit or Space Mama jumps. If she jumps, wait until she lands, then punch her and avoid a rolling pin blast (be warned that she can land on you). After you have depleted about half of her HP this way, the Challenge of Exploding Pots will begin. Whenever a pot explodes, it will go out in two directions. Also, during this section, watch out for Space Mama whirling across the arena. Duck to avoid the first two pots, then quickly crawl to the left or right to escape the next one. Now, Space Mama creates a layer of pots. Crawl into the gap to stay safe. Crawl into a corner to avoid the next three, then quickly crawl into the middle. Stand up now, and run under the gap. Duck to avoid the Space Mama, then run to the gap on the other side. Duck again, then run back to the other side (see why I hate this boss?). Finally, crawl into the last gap to survive the great Exploding Pot Challenge. Here, you have an opportunity to attack Space Mama in the normal way, so do it. Now, in a section that is almost as irritating as the last one (but not quite), Space Mama hides behind the washing machine. To get her out, you will have to punch the machine until all the lights on the dial have turned on. She will fire a short low shot, then a high one which can be either long or short. Jump over the low attack, then punch the machine and duck under the high one. This may take a while but does work. All you have to do is make sure not to screw up. After you destroy the machine, it bounces, so watch out. Fight Space Mama like in the beginning, and after 4-5 more hits, she'll go down.

Boss 7: Mr. Skops

Location: The Caves of Skops, Mr. Skops' Stalactites

Phase 1 Strategy: You begin on a bridge of five platforms, in front of a sleeping Mr. Skops. Punch him to wake him up, and he'll destroy part of the bridge. After doing this, he shoots his claw at you. Jump over it, and beware of getting hit when it comes back to him. He'll destroy another part of the bridge and shoot his claw again. This process will repeat until four of the platforms are gone. Mr. Skops will move back a bit, so helicopter and grab the ledge. Don't jump up, though. He will move forward and shoot his claw, then move back and pound the ground. When he is back, you have to stand on the platform, when he is forward, hang off it. Repeat this until Mr. Skops sinks the stone platform into the lava. Run and jump to the gold platform to avoid death. This platform is the first in a series of three that lead to another stone ledge where Mr. Skops is. Do not move from this spot. Wait until Mr. Skops destroys the two platforms in front of you. At this point, he will shoot a blue beam at your platform. Wait until you can jump over it, then leap and helicopter to Mr. Skops's platform. He will sink the stone ledge, so run right, swing across the rings, and run right again. Touch the sign to enter battle with Mr. Skops. (I know that this segment is actually a level, not a boss fight, but since it involves Mr. Skops and the strategy is so precise and complicated, I figured it was worth including in the guide)

Phase 2 Strategy: This is the true battle. Considering the difficulty of the fights with Space Mama and Mr. Stone, you'd think this would be difficult, but it's actually surprisingly easy. Mr. Skops cannot be harmed by any of your attacks. Therefore, in a staple of boss fights, you must deflect his attacks to damage him. Mr. Skops only has two attacks: the claw shot he used in phase 1, and a homing blue beam. The beams are what you damage him with. Though they may seem to be homing in on Rayman, they're actually tracking his fist. Given this, wait until the beam is fired, then punch Mr. Skops. The beam will fly into his face and hurt him. Do this 7 times, and Mr. Skops walks up to you, giving you much less dodging space. Hit him with one more beam to win.

Boss 8: Mr. Dark

Location: Candy Chateau, Mr. Dark's Dare

Phase 1 Strategy: This is it, folks, the final confrontation! Mr. Dark has a whopping 4 different forms! At the beginning of phase 1, he takes away your power to punch, and dangles it on a fishing line for a few seconds before pulling it away. Now, you have to avoid his various fire techniques. First, he shoots two fireballs that move in a wave. Jump between them, or over them when they converge. Next, he creates pillars of fire that move from side to side. Get between them and move with them. Sometimes, he will do both at once. Eventually, the pillars of fire start to close in, and Mr. Dark says you're doomed. Stay between them, and at the last minute, an electroon will give you back your punch. This will begin phase 2.

Phase 2 Strategy: This boss is an odd combination of Mr. Stone and Mr. Skops. The weak spot is the head, but if you try to punch now, he blocks it with his claw. You must wait until the claw is out of the way, i.e., when he has thrown it at you. Jump over it and punch the boss in midair to damage him. After several hits, phase 3 will begin.

Phase 3 Strategy: You're fighting twin Space Mamas, but don't worry, there aren't any pots or washing machines. They will just move up and

down the sides of the screen, shooting at you with their rolling pins. Jump or duck the shots. The great thing about this fight is, not only can the Space Mamas be attacked at any time, but if one is hit, damage counts for both. Keep punching, and after eight hits you'll get to the final battle!

Phase 4 Strategy: This is the final boss of Rayman, a hybrid of Moskito and Mr. Sax. You will automatically be shrunk for this fight. When the boss jumps, run underneath. The impact will catapult you into the air, so attack the head. Eight more hits, and you've won Rayman!

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Version History
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Version 1.0: Completed contents, introduction, controls, FAQ, guide for every boss, special thanks, disclaimer.

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Special Thanks
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oracle93: Me, for being the self-proclaimed greatest Boss Guide writer of all time.

CjayC: For being the one who started gameFAQS, the site that hosted my crap walkthroughs when I had nowhere else to turn.

Ubisoft: For creating Rayman, Rayman 2 and Rayman 3, unsung classics of the gaming world.

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Disclaimer
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