

Rejoice: Aretha Oukoku no Kanata (Import) Boss FAQ

by TechMaster

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Rejoice - Aretha Oukoku no Kanata

Boss FAQ

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1. Version History

Version 1.0 - Guide started and finished from April 30, 2003 to May 1, 2003.

2. Legal Stuff

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3. Author

This guide is written by TechMaster. Email: techmasterys@yahoo.com

4. Boss Health Indication

When a boss is hit, four of the colors below will flash.

White: No Damage

Blue: High HP

Yellow: Medium

Red: Low HP

5. Bosses

<Attacks> Description of attacks. Sometimes patterns will be described here.

<Weak Point> Not all bosses can be damaged from a direct attack. This section is to notify and specific requirement for the boss to be damaged.

<Speed> Tells the players the speed of the boss.

<Tactics> This section will explain further tactics if needed. Some of the stuff in this section could also have been covered by <Attacks> or <Weak Point>.

Note: All these boss names are official English names. They are not made up by me.

[Boss 1] Doku Kinocon

<Attacks> He can move around and crash into the characters as well as jump and then crash down. He can also shoot out a spray of projectile and reproduce smaller mushrooms that can attack the player.

<Weak Point> He should be vulnerable when he is on the ground.

<Speed> Fast, but don't worry too much. There's a reason why.

<Tactics> Right in the beginning of the battle, rush for the stairs behind that mushroom where you just walked down from. I'm not sure why but the game makers didn't take it out. Just walk to either the left or the right side (either way will do). You will not get hurt unless you walk too close. Use your basic ranged attack against him and you should be able to hit him while he can't hit you. He will eventually start to release his babies and killing them bring good exp. I gained about ten levels just fighting that boss by just killing his offsprings. Really, just hide at that place and attack. You will eventually win even though the battle may be longer than one expected.

[Boss 2] Stain Glass Knight

<Attacks> He swings his sword constantly and he will also move around. Sometimes his sword will create a sword beam that will go across the whole screen. (however, he never turns around) He can also recreate his shield and use them as a guided projectile.

<Weak Point> Not really sure. What I am suspecting is either he take damage after a few hits (not likely) or he takes damage in around his upper body.

<Speed> Medium.

<Tactics> Start by going around him several times and hitting him when you have the chance when you're at his side. Use a ranged attack because you don't want to be near him. After a few turns, you will notice his pattern. His shield projectile is at medium/slow speed and you can jump over them to destroy them. His pattern is that when the character is on the right he will release his shield. Walk immediately to his left while he walks to the right. Jump over the shield and then keep on attacking him. Do so until he moves left and releases two shields. Walk to his right and the shields should follow. You can either wait for the first shield to disappear then jump over the second one or, if they are overlapping, jump on both at once. Attack him whenever you have the chance. Repeat the method and he'll be dead. A side note is that he will regenerate himself two times. That means that you have to fight him three time in total.

[Boss 3] Ice Cube

<Attacks> His common attack is to move in high (or low) speed in his pattern. In one of his forms he will shoot small ice chunks.

<Weak Point> Before he is reduced to his last form, this boss' weak spot is his lowest chunk of his body. Hitting any of the other parts will result in no damage.

<Speed> Medium/Very Fast

<Tactics> As I stated before, attack his lowest part of his body. Pay attention to its pattern and dodge them as best as you can. There is no way besides dodging that will prevent him crashing upon your character. The ice chunks can be dodged by jumping. Just repeat dodging his pattern and you should be fine. Tough boss though. Use ranged attacks as well.

[Boss 4] Mozz

<Attack> In the beginning of the fight, her two giant shell like projectile will follow you unless you destroy them. They can damage on touch. She can also rise up and crash towards your character. When she lands, she will cause an earthquake that will cause damage everywhere on the ground.

<Weak Point> She is only vulnerable when she is brown. IF she is grey that means your attacks will not affect her.

<Speed> Medium.

<Tactics> Kill the two shells first. Top priority. Jump when she is about to land. This way you will not be damaged from the earthquake. Hit her when she's brown (on the ground standing still). Her crash attack can be dodged easily. What is more difficult is her earthquake attack. Timing is important fighting against this boss. Use a ranged attack to fight against her.

[Boss 5] Lsokuz Tokage

<Attacks> He can roll into a ball and start rolling in his pattern. He can also shoot three dragon like projectile from his mouth in three different directions (he does this when he's standing on the left side). He can also shoot dragon like projectiles starting from the left and advancing towards the right. Sometimes he will do a flamethrower when he is standing still in the top center part of the room.

<Weak Point> He should be vulnerable most of the time. Remember to attack him mainly when he is still at the top central area of the room.

<Speed> Fast/Very Fast

<Tactics> It is almost impossible to attack him efficiently from the side due to the current in the pirate ship. Stay at the bottom right area of the room unless he is either at the top central area standing still or he is about to roll over you. When he is still, approach him and keep on attacking. Use the water slash magic attack for best efficiency against this boss. Repeat and he should be dead.

[Boss 6] Giant Cannibal

<Attacks> He can either throw a small stone projectile (same as the knight, he doesn't turn) as well as moving horizontally and vertically.

<Weak Point> He is vulnerable at anytime.

<Speed> Slow

<Tactics> Don't use the main character this time. Instead, use his friend. Get the strongest sword in the game and start slashing at his sides. If you're quick enough, sometimes he will even stop moving for quite some time. When he's too close to you, just move off. If you're too close to the edge, just go to his other side and repeat the tactic. He will die in no time. He is considered by me the second weakest boss in the game.

[Boss 7] Gigass

<Attacks> He can teleport around the room. He can also float around. He can form a magic ball to attack. He can also fire fireballs. His most destructive move would be a long magic ray. Avoid at all costs.

<Weak Point> When he is still.

<Speed> Normal/Fast

<Tactics> You can beat him by hiding in the top left or right corners of the room. He won't be able to hit you there. Hit him when he's still and he will die in no time. Use long range attacks.

[Boss 8] Balloon-Dragon

<Attacks> His only attack is to blow three types of balloons at the character. Very simple and easy to kill.

<Weak Point> His air plug.

<Speed> Slow/Normal

<Tactics> It is suggested to use long range attacks against this boss. This way, he can be killed faster. Just kill his summoned balloons and keep on hitting his air plug. Very simple.

[Boss 9] Bamboo-Dragon

<Attacks> He will roam around the top end of the room. His attack pattern are one cyclone that somewhat follows you but not exactly, four lightning that will hit you if you ever stay still, then five fireballs that can hit diagonally.

<Weak Point> His head.

<Speed> Normal

<Tactics> Cyclone is easy to avoid. Lightning just press left or right when his horn starts to shine. Fireball is rather easy to dodge as they are in fixed directions. Just hit his head when you have the chance.

[Final Boss] Demon King Howard

<Attacks> He can summon up to four dark energy balls which will all go across the screen (some will only go half the screen) in either left or right. At first, his protection evil amulet will jump down and attack you. Hit it and kill it as fast as possible. If it is not killed, it will jump back to Howard and you have to wait for it to come back down again. Once it is killed, you can now damage Howard. He will release more dark energy balls at this state (in the first

round he will only release around 1-2 dark energy balls at a time, now he'll release up to four). He can also summon 2-4 mini amulets to attack you. Of course, killing these mini amulets will let the player gain experience. Touching Howard is asking for death. When Howard moves up or down behind the platform, he can still hurt the player.

<Weak Point> His heart after it is exposed.

<Speed> Normal/Fast

<Tactics> Battle him for at least one round to see his dark energy ball patterns. Kill the amulet and Howard will be vulnerable. When those mini spider amulets appear, kill them quickly, or else they can annoy the player a lot. Just aim for Howard's heart at all times and he should be dead after a tough fight. A hint before fighting him is to change the playable character to the squirrel. This is because before the fight a wave of heat will damage the playable character. I doubt anyone would want their main attacking character to be damaged. Thus, use the squirrel as a meat shield to go through the heat and fight Howard with main character at max life.

6. Special Thanks

- Thanks to Yanoman and JAM for releasing this game in 1995.
- Thanks for GameFAQs for providing a space for this guide.

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