

Danny Phantom Enemy FAQ

by Jelly Soup

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Danny Phantom: The Ultimate Enemy Enemy FAQ

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1. - Copyright Info

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2. - Basic Info

Attack Position:

For the most part, Ghosts will hang out on one of three different positions on the screen:

- High - The top most part of the screen.
- Mid - Right above Danny's head.
- Low - Right above the ground.

With each Ghost I will list the position they stay at the most. Keep in mind that a Ghost can move to any position, I'm just listing the most likely spot.

Slime:

When you take down a Big Ghost, they drop a puddle of slime, which can be sucked up with the Phenton Thermos. Different slime does different things:

- Green - Restores some HP.
- Purple - Restores some GP (Ghost Power).
- Red - Restores both HP and GP by a lot.

With each Ghost I will list the slime that they drop most often. Keep in mind that a Ghost can drop any color slime (except red, that's pretty exclusive), I'm just listing the most likely drop.

For all strategies (boss included), I'm going to assume that you are playing as Level 1 Danny with no ghost powers (besides flying, intangibility and the ghost rays used on flying levels) and no Phenton Works tools (besides the Phenton Thermos).

I will further assume that you understand that dashing makes Danny intangible.

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3. - Basic Ghosts
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3.1. - Small Ghosts
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Bat Ghost

Appearance: Small and pink.
Attack Position: Mid
Attacks: - 'Running' Tackle
Dealing with it:

The Goomba of Ghosts. In other words, little more than an annoyance. Really, fancy moves aren't needed here. Just punch them a few times.

Devil Ghost

Appearance: Orange, with small spikes on it's head.
Attack Position: Frequently switches between High and Mid.
Attacks: - Fireball
Dealing with it:

Not as bad as Dragon Ghosts. These guys run away also, but they don't spit fire as often. Unless you're low on health, they are low priority. Take care of whatever is in the way first, then just smack'em around a bit.

Dragon Ghost

Appearance: Tan and snake-like.
Attack Position: Mid
Attacks: - Fireball

Dealing with it:

These things are a pain. They run from Danny like a mouse, spit fire like a turret and hide behind other Ghosts. Dash through whatever it's hiding behind and hit it with a 6-hit combo.

Ghouly Ghost

Appearance: Blue, looks like a wispy cloud.

Attack Position: High

Attacks: - Tackle (only if you get in it's way)

Dealing with it:

These guys are also a pain, mainly because when you hit them, they drop down for only a moment. Not long enough to do any real damage. All the same, just jump up and hit them. If you land in time, you might be able to cause some useful damage. If not, just repeat the jump/hit pattern. However, you must work fast. These things will tackle Danny when he jumps into their line of sight.

Scaredy Ghost

Appearance: Black, looks like a puff of smoke.

Attack Position: Low, then moves up and off the screen.

Attacks: - None

Dealing with it:

They aren't as threatening as they look. They pop out of different object and are worth a bunch of points. As they run away very quickly, when one appears, dash up to it and perform a 3-hit combo.

Hidden Ghost

Appearance: Orange-brown, looks like a walking pile of mud.

Attack Position: Low

Attacks: - None

Dealing with it:

Same as the Scaredy Ghost, but they don't fly.

Angry Ghost

Appearance: Pale pink, with little spots running down it's side (it looks somewhat like a bus).

Attack Position: N/A

Attacks: - None

Dealing with it:

Only seen in flying levels.

They have no attacks and are there to simply get in the way. Just shoot the hell out of them.

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3.2. - Big Ghosts

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Boxer Ghost

Appearance: Blue with spots and big muscles.

Attack Position: Low

Slime: Purple

Attacks: - Tackle (However, it will dash at Danny and perform a 3-hit combo AFTER the tackle).

Dealing with it:

Just walk up and punch it a few times. If it raises it's arm, dash behind it and unleash hell.

Looming Ghost

Appearance: White, with a wide mouth. Kinda like your classic bed-sheet ghost.

Attack Position: Low

Slime: Green

Attacks: - Punch (VERY short range, need to be right in Danny's face to connect)

Dealing with it:

Beat the crap out of it? Really, fancy moves aren't needed on these things, just rock'em, sock'em action.

El Matador

Appearance: Green, with bull horns.

Attack Position: Low

Slime: Red

Attacks: - Tackle (Similar to Boxer Ghost, only hits once for low damage)

Dealing with it:

Ok, if you are under level 5, you'll need to perform at least two combos. As soon as the first one ends, start the second immediately, or El Pain-in-the-ass will run you over. I know that I said it does less damage than other tackles, but keep in mind that there will be more than one ghost on screen at a time, so the damage can add up after a while.

Splatter Ghost

Appearance: Blue, wide eyed and...drippy.

Attack Position: Low, but jumps.

Slime: Green

Attacks: - Slime Drops (Every time these things jump, they splatter ecto-gunk everywhere. And it hurts. A lot.)

Dealing with it:

Basically, hit it before it hits you. Once it starts jumping around, there will be little you can do. Just dash into a corner and wait for it to relax. Then hammer it.

Frankenfish

Appearance: Lime green, with whip-like arms.
Attack Position: High
Slime: Purple
Attacks: - Whip Snap
Dealing with it:

These guys amuse me. The programmers really dropped the ball on this one. The ghost is so big, that, although it hangs out in the High position, it stretches to the Mid position, right where Danny can hit it without jumping.

Oh, and, don't try jumping to hit it. Those whips sting.

Ghost Police

Appearance: Green and in a police uniform.
Attack Position: Low
Slime: None
Attacks: - Billy Club
Dealing with it:

Only seen during the fight with Walker.

They gang up on you, but don't be intimidated. Just plow right through, they really aren't that strong. However, they are the fastest of the Big Ghosts.

Meat Monster

Appearance: Small, they look like a pile of mud.
Attack Position: Low
Slime: None
Attacks: - Punch
Dealing with it:

Only seen during the fight with the Lunch Lady.

Same as the Ghost Police.

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4. - Bosses
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Valerie

Attack Position: Low
Attacks: - Plasma Cannon

- Plasma Disks (Three low-damage disks, only used when Danny is flying)

Dealing with it:

Don't worry, you won't have to fight her with the surf board.

No much of a boss. Complete your best combo, then dash away to the other side of the screen. Wait until she starts firing at you, then dash into her face, and combo like crazy.

Box Ghost

Attack Position: Mid, High.

Attacks: - Box Throw

Dealing with it:

Perform a combo a combo on him, then dash behind him. Rinse repeat. If you see a box coming at you, don't try to out run it/jump over it. Just intangible dash past it.

Lunch Lady

Attack Position: Switches between Low and High positions frequently.

Attacks: - Silverware Toss

- Fridge Toss (Only while flying and when there is a distance between Danny and her)

Dealing with it:

You'll get in a 2-hit combo, then she'll move to the High position. Likewise, when you get in a 2-hit combo up there, she'll move to the Low position. Use this to your advantage.

If the Meat Monsters get in your way, just plow right through them.

Skulker

Attack Position: Low, sometimes floats up to the High position.

Attacks: - Plasma Shot

- Plasma Launcher

- Punch (3-hit combo, only used while flying in High position)

Dealing with it:

He'll zip around, going intangible all over the place, fire off a few shots, repeat. Dash around like him until you see an opening. Perform a quick combo and dash to a corner. Repeat as needed.

All the well known characters are too easy.....

Nicolai Technus

Attack Position: Low

Attacks: - Electric Punch (3-hit combo, fast)

- Electric Staff (If Danny is in his face, he'll swing the staff at him. Otherwise, Technus will dash across the screen in a similar way as El Matador)
- Electric Bolt (Directly follows Electric Staff)

Dealing with it:

The fastest of the bosses. The old hit and run method works fine here. If you see him pull out his staff, get behind him, don't try to dodge. If you dodge, you'll get slammed with the Electric Bolt, and, trust me, you don't want that.

The thing about Technus is, you don't want to get too far from him. He's fast and so is the Electric Punch, which can, very quickly, be followed by the Staff.

Dan Phantom

Attack Position: Low

- Attacks:
- Plasma Spikes (Set of three spikes hits the ground and runs in a stright line. Can be used while flying)
 - Plasma Saw (Saw-like blast will bounce around screen. Only used from far away)
 - Punch (4-hit combo)

Dealing with it:

Perform a combo or three on him, dash or jump over any attacks, repeat. This is kind of a pathetic fight. The only thing that makes him tough is his attacks do more damage average than any other enemy in the game.

Skulkteck 9.9

Attack Position: Low

- Attacks:
- Plasma Cannon (Like Skulkers, but two at a time)
 - Tentacle Attack (Only used after being attacked, widest range attack in the game)

Dealing with it:

One of the few tough bosses.

You're only going to get in about a 4-hit combo before the tentacles come a gunnin'. When you see him straighten his back, dash in the opposite direction (and I mean all the way to the other side of the screen, these things have a long reach). Once the tentacles retract, go smack him around a few more times, then dash away. Repeat as needed.

If, however, you get caught in a corner when the tentacles show up, you have two options:

1. Dash through him, all the way to the other side of the screen. Stop short and you stand a good chance of getting hit.
2. Take the hit and try to combo as soon as the chance presents.

Walker

Attack Position: Switches between Low and High frequently.

Attacks: - Tackle

Dealing with it:

You'd think he'd be tougher. I mean, he's damn strong in the cartoon... Anyway, Walker operates just like the Ghost Police. He'll hit behind his meat shields, but don't waste time on them if you can help it. Just plow right through and unleash hell.

One little thing: Don't get too far away. He'll egg on the cops and they move fast.

Box Lunch

Attack Position: Low

Attacks: - Food Toss

Dealing with it:

This is basically the Box Ghost, but smaller. Just dash through her attacks and perform some well deserved child brutality when the opportunity arises.

Ember

Attack Position: Low

Attacks: - Guitar Strike (Only if Danny is close)

- Sound Blast

- Sonic Fist (Follows Sound Blast, but only while flying)

Dealing with it:

Perform a combo and dash behind her, attack again, etc. If you're capable of performing combos with more than 5 hits, be careful. After the 5th hit, she moves back a bit and readies a Guitar Strike. If you move fast, you should be able to hit her (thereby canceling the attack). If you're not sure if you can make it, it would be best to get out of the way. However, don't go far. You don't want her to start firing Sound Blasts.

Clockwork

Attack Position: Low

Attacks: - Ghost Axe (Short range, used right after teleporting)

- Flame (Mid-Range, follows Ghost Axe, but not after teleporting)

- Ghost Bazooka (Long range attack, only if Danny is far away)

Dealing with it:

This takes a bit more patience than the rest, but it's rather simple once you know his pattern. You'll get in about two hits before he teleports. When this happens, dash in one direction until he appears behind you with the axe. You'll just miss the attack and will have enough time to nail him twice. Rinse, repeat.

Vlad Plasmius

Attack Position: Low

Attacks: - Punch (6-hit combo)
- Plasma Shot (Mid-range, only seems to be used while running)
- Life Shield (Follows being attacked, ALL attacks that hit the shield will heal him)

Dealing with it:

The only hard boss to be found. This guy moves fast and isn't very shy about using the Life Shield. You should be able to get in about three or four punches before the shield goes up. As soon as it drops, get in his face. Ah, but be careful. He may throw the shield back up as soon as you get to him, or he may not. There is no real way to know. This will take some time and patience.

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5. - Q&A
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Q: Can I fight the Fright Knight, Johnny 13, Kitty or Observers 1&2?

A: Nope. I'm guessing they were just included into the Ghost Gallery because they were in the Ultimate Enemy movie.

Q: What is the point of the Scardy Ghost and Hidden Ghost?

A: Bonus points.

Q: Are the attack names you have listed the official ones?

A: Hell if I know. The game doesn't name them and the show has only named a few. I don't think it really matters, as long as you know what I'm talking about.

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