

# Lady Sia Boss FAQ

by BoredGamer

Updated to v1.0 on Jul 5, 2003

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## LADY SIA BOSS FAQ

For play on Nintendo Gameboy Advance

Presented by BoredGamer

Version: 1.0

Last Updated: 7/2/03

Phase: Technically Complete

## THE FOLLOWING SITES HAVE HOSTING PRIVILEGES:

GameFAQs ([www.gamefaqs.com](http://www.gamefaqs.com))

If you are e-mailing me about feedback, questions, or anything having to do with any FAQ, please send it to [Blublublublul129@cs.com](mailto:Blublublublul129@cs.com). If any e-mail is sent to [Blublublublul129](mailto:Blublublublul129) that does not concern a FAQ, it will be deleted/ignored, as I primarily use this address for FAQ-related stuff.

After the Monster Rancher 3 FAQ, I'm going to say this. If you don't have anything nice to say, don't say it at all. I know that not everyone is instantly going to listen to this, but if you wish to flame me for something on a FAQ, please don't even bother e-mailing because you will be instantly ignored and added straight to my e-mails' blocking lists, so that you can never e-mail me with that address again. Also with the last one, if you feel the need to falsely accuse me of plagiarism, please only do so if you are the author of the item that you felt was plagiarized. If you are not, you will be instantly ignored.

Please stop sending me files. I will not download them unless they are someone I know, and by this I mean someone I know -personally- like family or best friends. I have suspected that some files that have been sent to me are viruses (with good justification after being persecuted) and did not download them. This also means not to send me FAQs or any other material to critique.

Any alternate boss strategies are welcome.

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## UPDATE HISTORY

7/2/03

-9:10 PM Update

Decided to start this FAQ despite the fact that my Robotrek FAQ isn't complete. Completed this one in about 3 hours. I also spent some other time posting on the message boards while doing this. If any flaws arrive, I will fix them. I may add more stuff to the FAQ section, but

it's unlikely.

Reference credit goes to:  
Instruction book

Contents According to Joe

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/ SECTION 1: INTRODUCTION \  
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Rather than giving you the low down on what Lady Sia is and what not, in this guide I'd rather just get straight to the point and say screw all the side stuff. I will, however, tell you a little bit of the gameplay, so as to lead you into the following sub-section. For those of you who don't know and have seen this just sitting there on a shelf in a game store between the prices of \$10-20, Lady Sia is an action-packed and very beautifully crafted blend of platformer adventure and hack-n'-slash fighting. I suppose you can almost compare this to some of the older NES games like Ninja Gaiden or Kabuki: Quantum Fighter (maybe not so much in terms of gameplay or worth, as much as fundamental elements). At the same time it has one thing that many platforms have been doing lately, in that you have some side objectives to complete in the form of collecting different items to give you a certain completion rate (although the game doesn't give you a completion percent, like Jak and Daxter or Super Mario Sunshine).

Sia has many different types of attacks and maneuvers in her arsenal. This is one thing that adds quite a bit of depth to what would be a pretty shallow game. All I can say before leading you into the next sections is not to judge this game based on its look. It's actually quite a fun, with a decent enough challenge factor.

-As Sia-

You may not know this now, but Sia actually has two forms: Human and Sasquatch. She can also ride a bird, giving her a couple more options open to her.

In human form, while tinkering around you may think that your are limited. This game isn't just attack, jump, fire a magic ball. Attacking can be done with the B button, but holding then releasing creates a magic ball. The longer you hold it, the bigger it gets. After a while, it will actually auto-release, so you can't hold B forever. Jumping requires you to push the A button.

The L and R triggers also play a role. Holding L can help you to tiptoe silently, so as not to disturb the sleepers, while R is another slash button. R can be used in combination with B to create some other slashing combos. I usually don't do them, but you can experiment a bit.

Breakdown:

D-Pad Left/Right: Move Lady Sia

D-Pad Up: Pan screen up, climb up, use a lever

D-Pad Down: Crouch, climb down, crawl (when used with Left or Right D-Pads)

A: Jump

B: Attack, combo, hold for a magic blast

R: Attack, combo

L: Creep

Start: Pause

You also get spells. Each spell does a different effect for you. Using them can be a bit tricky.

Left, Up, Right, A+B = Water (makes you invincible)

Up, Left, Down, A+B= Fire (kills all enemies on screen)

Left, Down Right, A+B= Air (kill one enemy)

-As Sasquatch Sia-

The Sasquatch controls are much different than regular Sia's. You can still attack and jump as normal, but you cannot do any combos or magic. You can, however, pound the ground by jumping in the air and holding Down on the D-pad, guard by holding R, and Dash by holding L and pushing directions Left and/or Right.

Breakdown:

Same controls as before, except no magic or combos.

Ground Pound: Hold D-Pad Down in midair

Guard: Hold R

Dash: Hold L, push D-Pad Left or Right.

-On the Bird-

There really isn't much to the bird. Pushing A can help you go fly faster in some parts and holding B will put his claws out to grab an enemy.

Breakdown:

A: Fly faster (only when indicated)

B: Hold claws out (when holding B, release to drop the enemy)

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/ SECTION: 2 BOSS STRATEGIES \  
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2A: PELICAN

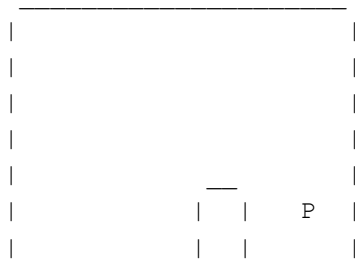
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Pelican is an incredibly easy boss, there really isn't much to map here. At point 1, which is the very top of his ship, enemies will begin to come out. What you want to do is hold the B button down and fly towards them. Your bird will then take hold of them in his claws. Try to do this before they get a shot off. If you can't, then just take the damage. There is some life you can gain back. As soon as he does, release B away from the deck and he'll drop them to their death. Be careful not to swoop down too close to the propellor. The best way I've found to do this is to stay close to the propellor with the B button held down. This way, the T'soas will just walk right into you claws before they can even fire a shot.

If at any time you're feeling low on life, head to point 3 for a heart, but be careful on the way down. At point 2, there is a huge laser cannon that can do some good damage. When you get too close, it will fire a steady laser stream. The only way to break the stream is to fly lower. That way the cannon will shut off. Then, you'll have to fly back up quickly before it fires another shot.

After about 3 or 4 T'soas, Pelican will pop out, armed with a gun. Unfortunately, he's being protected by the propellor. If you cannot withstand one more shot, then I highly suggest getting that heart at 3, being cautious all the way. Finally, finish off Pelican. Hold B and fly right into the propellor. Your bird will snag him and he'll surrender immediately.

## 2B: POSEIDON



The little piece sticking out there is a pillar you can stand on. This is a key piece to the battle against Poseidon (point P).

Poseidon is also quite easy, if you know what you're doing. The objective here is to hit the jewel on his belt three times with a magical attack. The first thing you want to do is stand just below the pillar and watch his next move. If he begins to back up, get on the pillar quickly. This means he's going to be sending a tidal wave right at you. Once the wave passes, a hermit crab will be left behind. Destroy it to obtain a magic crystal.

Pay very close attention now. Poseidon usually does an attack twice that will leave him wide open. He'll raise his triton without backing up, which is a sign for you to charge a quick blast. It does not have to be a big one, it just has to hit the blinking crystal. He'll do this same move again, then do another big wave. Should you miss the chance to hit his crystal, he'll send a small wave at you instead. Be sure to stay on top of the game, otherwise Poseidon will own you. Here are a few things to remember as a sort of breakdown of the situation.



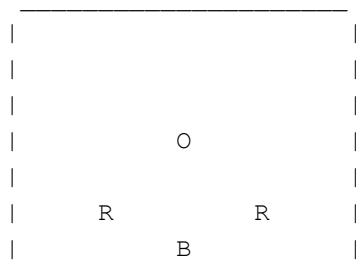


when you dash straight in one direction and don't stop until the attack misses. When she begins this phase, I usually like to stand either to the far right or the far left to give myself lots of room to move. Keep doing this a few times and she'll land at point 2. From here, she'll summon three dark beasts. Jump over the beasts as they run at you, as you cannot kill them. After doing this, she'll disappear. What she'll be doing is floating around aimlessly. Be careful here, as it is easy to get hurt. The tricky part is hitting her without taking damage. Just swipe at her when she gets near and be careful not to accidentally jump into her or blindly walk into her.

After a while, she'll do a new attack instead of shooting blasts at you. This attack is more of a DBZ style one. She'll jump into the background and throw it at you. You can pretty much dodge it the same way as the other attacks, by dashing. After that, she'll immediately go into her corkscrew float phase, meaning she's damagable. This should also be the final her on her. Score it and watch in awe as Sia paws her to death until the screen fades out.

2G: ONIMEN

This is the final battle...



O = Onimen's position

R = Place where rats come out

B = Port for barrier

Onimen is really not that hard of a boss. Many would disagree, but I found him much less challenging than Fox Lady. The first thing Onimen will do is throw an object at you that shrinks you. Do not avoid it. It has to hit you for the battle to progress. After that, some rats will come out at the R points. Killing them is an easy task. However, right after you defeat the second batch, run quickly to point B below Onimen. A huge block will fall from the ceiling. Get on the other side of it and dash towards it. This should push it into point B and block the barrier. Now, Onimen's vulnerable. Jump up and swipe him a good one. He'll now begin flying around and throwing dark "fireballs" of some nature. To dodge these, simply walk underneath Onimen. He only seems to throw them at an angle, so he really can't hit you when you're underneath him. Be sure to keep in step with him. Be careful not to touch the spikes, which are on either wall in this room. After he's done with his fireballs, he'll land back at point O, the block will be gone. Just do the same thing again a few times.

One thing to note is not to worry about the stream of energy flowing up to from underneath. This will cause you no damage, but the barrier around him will if you try to touch it.

After a few hits, Onimen will transform into a demon and fly away. That's it. You've won.

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/ SECTION 3: FAQ \  
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Q: How do you do the ground pound?

A: When playing as a sasquatch, jump in the air and hold the Down direction.

Q: I can't get the spells to work! What do I do?

A: Just keep trying. You really may not need them too often, though. They may also be a little harder to do on an SP.

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/ SECTION 4: LEGAL BIT \  
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/ SECTION 5: THANK YOU AND GOODBYE \  
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I give my thanks to the following.

Jeff "CJayC" Veasey and GameFAQs.

TDK and RFX for Lady Sia.

Hastings for carrying it for a mere \$10. It's a great game!

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