

Monster Force Boss FAQ

by Lagoona

Updated to v1.01 on Mar 27, 2008

This walkthrough was originally written for Monster Force on the GBA, but the walkthrough is still applicable to the PSX version of the game.

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MONSTER FORCE

(for Gameboy Advance)

Boss FAQ

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by Lagoona

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(1) + Introduction +
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Monster Force for the GBA can be described as a 3rd person maze shooter. You play as a young version of a famous monster (Drac, Wolfie or Frank) who has to fight his way through maze-like levels while shooting monster minions, using switches and finding keys in order to get to the exit.

The levels have different theme settings, and at the end of each theme - after two regular levels and a trial level - you fight a boss. While the levels themselves can already be quite tricky and the trials may often seem impossible (luckily, you don't have to beat them, you advance even if you fail them), the level bosses can be hard as well if you don't know what you're doing. And this is where this guide comes in, of course.

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(2) + Preparations +
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This is a quite general tip: if you're having trouble with a boss, make sure you're well prepared for the fight in terms of equipped relics and tools! The game allows you to replay beaten levels as often as you like, so use this to collect atoms and buy the relics you find useful. Useful relics are e.g. Health increase and Normal Shot power-up, and as far as tools are concerned, Health refills are vital - I always made sure I had at least three of the strongest ones available - and maybe Invincibility, depending on the boss. The Force Combo power-up relic loses its usefulness when you progress, especially for boss fights. You will most often not have the time to charge long enough because the boss is too fast - and triple shots are in my opinion just as effective and slightly faster, just make sure you get the timing right.
Use the red arrow indicating the boss' position when he's off screen.

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(3) + Boss List +
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Here's a list of all bosses you'll encounter in the game, in order of their first appearance in the game.

- Cemetery Shadow (end of Cemetery zone, Castle Level 1)
- Village Shadow (end of Village zone)
- Pumpkin Boss (end of Garden zone, Castle Level 3)
- Atlantis Shadow (end of Atlantis zone)
- Dragon Boss (end of Temple zone, Castle Level 4)
- Desert Shadow (end of Desert zone, Castle Level 2)
- Clouds Shadow (end of Clouds zone)
- Factory Shadow (end of Factory zone)
- Sergeant Smash (end of Castle zone)

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(4) + Boss Strategies +
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I will address the bosses in the order you encounter them in your playthrough. I'll give you the 'level start info', then I'll try to rate them in terms of difficulty and give strategies that hopefully help you where you may have trouble.

* - very easy
** - easy
*** - medium
**** - hard
***** - very hard

Name - Cemetery Shadow
Where - End of Cemetery zone
Tagline - Destroy the Shadow Creature!
Time Bonus - Finish under 1:30
Difficulty - * (very easy)

This guy looks quite funny. I'd describe it as a big black Blob with yellow eyes, thin legs and long gummy arms. His attack pattern (what an exaggeration) is simply chasing you around. So (after shooting the stone pumpkins for their atoms) your tactic will be to get away from him, turn around and shoot him, then rinse and repeat when he comes close. You can beat him even without running (but simple walking), but if you do run, you'll get a bit more time to shoot him. The only annoying thing in this fight is the very narrow space you have, shaped like a broad cross with two additional small openings, so try not to hit a corner while running, or the Shadow Creature might get you. If you want, you can try to get a Force Combo in, but I'd prefer the triple shot. He should go down in no time. This was the first, but by far not the last time you saw this Shadow Creature guy.

Name - Village Shadow
Where - End of Village zone
Tagline - Return of the Shadow Creature!
Time Bonus - Finish under 1:30
Difficulty - ** (easy) to *** (medium)

Well, this is actually the same Shadow Creature again (only without his yellow eyes), and this time he's a bit angered... The good thing in this fight is that you have much more space to run around - and trust me, this time you need to run, walking will be too slow. The bad thing is that he's learned a few tricks.

This time, he will not only come after you, but he also attacks you by swinging his arms in a clapping motion to crush you. Additionally, each time you evade his attack (except for the very first one, as far as I've noticed), even though that wins you some time where he stands still, he spawns a small green pumpkin enemy that also comes after you. Fortunately, these things are very slow, but may still get in your way when you run from the Shadow Creature. So I'd advise you to ignore the green pumpkins as long as you can and only get rid of them when there are too many and you have the time (triple shot works best). It's still better to shoot the Shadow Creature instead, because when you kill him, all his minions will disappear.

If you thought that would be all, you're wrong, as with each shot you land, the Creature will get a bit faster. And after he loses about half his health, he even spawns two green pumpkins at a time instead of only one. After that point, he'll become so fast you'll have trouble evading him at all. So be ready to use your Health tools. And as the green pumpkins drain less of your HP when hitting you, you'll prefer getting hit by them than by the Shadow Creature. With enough Health tools you can even use this strategically - get damaged by the green pumpkins while simply standing and firing triple shots at

the Shadow Creature and replenish your HP when needed. Also, if you have an Invincibility tool, use it wisely towards the end of the fight when the Creature is already very fast and there are lots of green pumpkins. One final note - if you manage to get quite far away of the Creature, his position is indicated by a red arrow. Use this indicator to shoot at him and don't wait until it comes back into vision.

Name - Pumpkin Boss
Where - End of Garden zone
Tagline - Destroy the Pumpkin Boss!
Time Bonus - Finish under 1:30
Difficulty - *** (medium)

This fight starts with you against two big pumpkin heads with a scary face. While they swirl around, you cannot harm them, so wait until they stand still and their face shows. And also now, Do NOT use the Force Combo, as it just bounces off them without doing any damage. Stick to normal shots and triple shots! After a few shots, each big pumpkin will split into two medium sized pumpkins that move in the same pattern, but a bit faster. They move around in horizontal, vertical and diagonal straight lines. You'll have to wait again till they stop and you can see their face. After a few more shots, each of them again will split into two small pumpkins, which also zoom around in the same way, but now they're quite a lot faster. So try to evade them until they stop and show their face, then immediately shoot them. They don't take many hits, but if you wait too long, they swirl around again, so aim well.

I found it easier to concentrate on only one of the big pumpkins first while leaving the other one big and slow - he's easy to evade that way and you'll not have eight small but fast small pumpkins zooming around and hitting you. You can even try to optimize that by also only shooting one of the medium sized pumpkins, then take out the two small ones before taking out the second medium sized one and his two small off-springs. That way you cut down the maximum amount of small, fast, hard-to-hit on screen at the same time to two. If you do get hit a few times, don't forget to use your Health tools. Of all the attack tools, none is actually helpful. The Bomb tool, which may seem useful when there are several small pumpkin heads zooming around, doesn't do any damage, as far as I've seen. So the only other useful tool is Invincibility, especially if you're going for the Crystal rating.

Name - Atlantis Shadow
Where - End of Atlantis zone
Tagline - Son of Shadow Creature!
Time Bonus - Finish under 1:30
Difficulty - *** (medium)

Again a fight against a Shadow Creature. This time, it takes place in a quite large place which is separated into two areas by water, an inner part where the Shadow Creature is and an outer part along the outer walls. This is where you are restricted to. Additionally, the walls and water areas are not smooth but have corners, so there's no easy straight running.

As expected, the Shadow Creature comes after you. Even if he can't leave the inner island, he can still hit you if you pass through a narrow part of the outer section, but not if you're in or near one of the four corners. Additionally, he shoots blue water balls homing in on you (he indicates this by shortly blinking white), but they only follow you for a short time.

The best strategy here is to run away, especially from the blue balls, and just when they disappear, turn towards the Creature and fire away at him, until he's either coming dangerously close again or shoots balls at you again. And remember, if you get far away from him and he's not visible on the screen, his position is indicated by the red arrow, so use this to also hit him off-screen. This is quite easy in the first part of the fight, but after a few hits, the Shadow Creature gets faster, just like in the Village Shadow fight, so you might need some Health tools if you're not careful.

A different strategy, that involves getting hit a few times but almost always works if you have a few Health tools, is simply waiting in one corner except for the upper right one (you can't really hide there) and shooting at the Shadow Creature (preferably with triple shots). Sometimes it even happened that the Creature's blue shots didn't even hit me but disappeared against a wall corner.

Name - Dragon Boss
Where - End of Temple zone
Tagline - Destroy the Shadow Creature!
Time Bonus - Finish under 1:30
Difficulty - **** (hard)

Hey, big change, not a Shadow Creature. This time you fight a dragon that consists of five round balls, a head part and four tail parts, which initially are all connected in a row. The battleground is a medium-sized square with two small inaccessible part in the top right and the bottom left corner. And by inaccessible I mean only you can't run over the patches, the dragon still can... First of all, the charge combo doesn't work, it bounces off the dragon without effect. So stick to single shots or, if you get the time, the occasional triple shot. Once you hit the dragon a few times, his last part will deconnect and roll around almost aimlessly. Hit it more and a second part will deconnect and roll around freely. Rinse and repeat until there's only the head left, then you can kill the dragon by shooting his head. It's no use shooting the deconnected tail parts rolling around, this has no effect on them. One more nasty thing is that when a deconnected part hits you, additionally to you taking damage, it will confuse you (the question mark above your head indicates that the controls are inverted).

I've found two strategies to work for this fight. The first one is more tedious but could be applied when going for a crystal rating, while the second one is cheaper and you're sure to get hit a few times.

Strategy 1: Get a few hits in right at the beginning of the fight. Then lure the dragon in one corner and let him get somewhat close, then run as far away as you can in the opposite corner and immediately get a few shots off at him. He'll soon be quite close again, so dash off to the opposite corner again and shoot. Apply this pattern for the whole fight. It gets harder when more parts of his tail are detached and rolling around, so you may have to adapt and change your corners. (Initially, the upper left and bottom right work a bit better because there's no inaccessible patch.)

Strategy 2: This one is a bit cheap but much easier than the first one. However, you're sure to get hit a few times, so make sure you have some Health tools ready and don't forget to use them when you get low on health. First, get very close to the dragon, then stand still. He will then circle around you. If he hits you, slightly adapt your position, it should be possible to find the right position where he won't touch you anymore. I never managed to do this without him hitting me at least once, but that's ok, because you should be able to sustain more than one hit. When you have him circling around you, shoot away to your heart's content. The only thing to worry now are the deconnected tail parts. They are bound to hit you from time to time - but for

that we have the Health tools. And as you're standing still, you also don't have to worry about the confusion effect of the hits. :-)

If you're aiming for a crystal rating, you can try strategy 2 together with 4 green Invincibility tools. I haven't tried this myself yet, but if you have enough firepower from relics, you could be able to defeat the dragon fast enough before you run out of tools.

Name - Desert Shadow
Where - End of Desert zone
Tagline - Return of the Shadow Creature!
Time Bonus - Finish under 1:30
Difficulty - ** (easy) to *** (medium)

This is the Shadow Creature again, but this time in ninja style! He isn't black this time, but semi-transparent blinking silver. Much like the ninja-pumpkins encountered in the Desert zone levels, you can only harm him when you activate the switch and he turns solid. However, after touching the switch, the effect of the switch runs out pretty fast, so fire away fast. Again, don't bother with the Force Combo but use the triple shot instead.

The Shadow Creature generally comes after you in a pretty straight motion, and he also tries to smash you with his long arms (mind you, he does hurt you even when transparent!). Additionally, he spawns the already mentioned ninja-pumpkins, like he did with the green pumpkins in the Village zone. Don't bother with these, though, and only get rid of them when they block your way around the Shadow Creature, because they are immobilized while the switch is active (the ninja-pumpkins, too, can only be hurt when solid while the switch is on).

So what you'll want to do is always stay close to one of the two switches and keep them activated (it doesn't matter which one you touch, they get activated simultaneously). The available space is quite long, but not very broad, and the two switches are located towards one end of the battlefield each. At the start of the fight you can directly activate one, then go a bit to the right until you see the Shadow Creature, then immediately run back to the switch and start shooting at him. As soon as the timer runs out, reactivate the switch and continue shooting. When he comes too close, activate the switch again, then run around him to the other switch and continue firing at him from the other side (again: red arrow indicates his position if you left him too far behind, just fire away). Rinse and repeat. Remember to keep the switches activated all the time (also when you change position), so the ninja-pumpkin minions can't shoot at you. It shouldn't take too long until he goes down. And with him, also his minions disappear.

Name - Clouds Shadow
Where - End of Clouds zone
Tagline - Destroy the Shadow Creature!
Time Bonus - Finish under 0:30
Difficulty - *** (medium) to **** (hard)

Surprise, it's the Shadow Creature again. :-) This time, at the start of the fight, he releases four mini-versions of himself. They start running towards the corners of the square battlefield, and then they come after you - as does the big Shadow Creature. The difference is that the mini-shadows (normally) run only in straight diagonal, vertical or horizontal lines, while the big one moves freely. The key to victory here is to defeat the mini-shadows, then the

big one will disappear as well. With every mini-shadow you kill, the big one becomes faster, so prepare to run fast and don't forget to use your Health tools when needed.

This is probably the only boss fight where I recommend using the charge combo at least a few times. The triple shot is still more effective in killing the mini-shadows, but if you hit one with a force combo shot, you'll slow him down and make him wander around slowly, like the big one in the beginning. Just take care to not hit them straight from the front, or the shot may simply bounce off them. Also the big Shadow Creature can be stopped in his tracks by a force combo shot for a little while (except straight from the front, as with the mini-versions), so use this time to fight off the mini-shadows. You could even kill them with force combos, but it takes much more time than with triple shots.

Name - Factory Shadow
Where - End of Factory zone
Tagline - Destroy the Shadow Creature!
Time Bonus - Finish under 0:30
Difficulty - ** (easy)

Well, right, yet another fight against a Shadow Creature. This time, it takes place on a big square place, but it's rather him that uses the place (if you let him) and not you. His attack scheme in this fight is running around horrendously fast - luckily only horizontally, vertically and diagonally until he hits a wall, then anew in your direction. If he hits you, it takes a big chunk of your health bar, and you get confused (the question mark above your head indicated the inversed controls). However, if you know what you're doing, this guy's a joke. If you approach him slowly at the start, you can see his feet first. He stands there and only slowly turns around, trying to look in your direction so he can speed off to hit you. Now all you have to do is make sure to always stand behind or beside him by running around him, and he'll turn around endlessly. Well, not endlessly, if you keep shooting him when you got behind him. :-) He takes quite a few hits, but if you hold true to this strategy, he'll go down without leaving his starting position and without hitting you.

If you should happen to cross his line of sight and he starts dashing around, get away from him as far as possible. Now use the red arrow to find his location and shoot him from far away. Keep moving a bit, so you could evade if he should run at you (it can happen that you won't see him again and kill him off-screen). If you can't seem to hit him, go closer to him cautiously until you see him. You may have to evade an attack, but at least you got a few shots in and now know again where he is.

Name - Shadow Creature
Where - Castle Level 1
Tagline - Revenge of the Shadow Creature!
Time Bonus - Finish under 1:30
Difficulty - * (very easy)

This is the exact same fight as the very first one against the Shadow Creature at the end of the Cemetery zone. Only this time, you are quite a lot stronger than last time, so you'll breeze through in a few seconds. Most probably a single triple shot should be enough.

Name - Desert Shadow
Where - Castle Level 2
Tagline - Revenge of the Desert Shadow!
Time Bonus - Finish under 1:30
Difficulty - * (very easy)

This is the exact same fight as the one at the end of the Desert zone. So considering you have more health and, more importantly, more firepower, you should be able to get rid of that Shadow in a short time. Activate the switch close to your starting position and run to the right, till you see the Shadow Creature. Immediately run back to the switch. Keep it activated while shooting (preferably triple shots) at the Creature, and he should go down even before he reaches you.

Name - Pumpkin Boss
Where - Castle Level 3
Tagline - Revenge of the Pumpkin Boss!
Time Bonus - Finish under 1:30
Difficulty - *** (medium)

This is the exact same fight as the one at the end of the Garden zone. The pumpkins of all three sizes take as many hits as last time. So the only advantage you got is that you have more health than before. So basically apply the same strategy: shoot the pumpkins when they stop and their face shows and evade them when they zoom around. Remember, the force combo shot doesn't work, it will simply bounce off them. It shouldn't be hard to win this fight.

Name - Dragon Boss
Where - Castle Level 4
Tagline - Revenge of the Dragon Boss!
Time Bonus - Finish under 1:30
Difficulty - **** (hard) to ***** (very hard)

This is basically the same fight as the first dragon boss fight at the end of the Temple zone, but not entirely. In the top left corner of the battlefield is now a small patch of spikes that hurt you quite a lot. And the dragon moves slightly faster than last time. So even though you have more HP and a stronger shot, these two new things make the run and hit strategy (see Strategy 1 in the first dragon boss fight) much more difficult. At least I wasn't able to beat him that way, even with 4 Max Health tools. So I'll suggest the second strategy. Get close to the dragon and stand still until he circles closely around you. Adapt your position slightly until he doesn't hit you anymore. Now fire away at him. The detaching tail parts will again hit you from time to time, so don't forget to use your Health tools in time, but this way you should be able to beat the dragon more easily.
Again, also in this fight, you can try to go for a crystal rating with 4 green Invincibility tools equipped. It may be enough to kill the dragon before you run out of tools. I haven't tried this yet, so maybe you have to time their use such that you only activate them right before a tail part hits you.

Name - Sergeant Smash
Where - End of Castle zone
Tagline - Destroy Sergeant Smash!
Time Bonus - Finish under 1:30
Difficulty - ***** (very hard) to ***** (unfair)

Prepare for a very hard fight against a very big mean pumpkin! The fight takes place on a medium sized battleground that is a bit longer than wide, but at least has no obstacles. Smash has four small pumpkins circling around him. He moves around the place in horizontal, vertical or diagonal lines, and when he stops, the four pumpkins fire sonic-boom-like shots at you (one each). This behavior stays constant during the whole fight. However, the small pumpkins change...

In a first stage, they are transparent and don't have any effect. After a few hits, they turn solid - and as they are pumpkins with an X mark, they deflect all shots that hit them, so only shots passing between them will hit Smash. After a few more hits, the small X pumpkins will turn into mini-versions of YOURSELF. They then act like small protective voodoo dolls that even transfer damage to you when they are hit! Talk about mean and cheesy! This forces you to aim well and time your shots such that you only hit Smash and not the circling clones around him. This is, obviously, the hardest part, and you'll need as many Health tools as possible.

Generally, your main objective should be not to get hit by the moving Sergeant himself or the four pumpkins around him, as this takes away a LOT of your HP. The sonic-boom shots hit for less damage, but of course, you should also try to avoid them. You had best not stand still for a long time while shooting, but move around (and away from Smash) constantly. Shoot at him when you're sure he's not gonna ram you or shoot you right away (e.g. right after evading his shots) with single or triple shots. Force combo shots work well on him, but you'll soon see that they're not recommendable. In the first stage, they are ok; but in the second stage (when he has the X-pumpkins around him), the combos rarely get through to Smash. And in the third stage, you are guaranteed to hurt yourself a lot by hitting the mini-versions of yourself. And one more important thing: during stage three, even if you use an Invincibility tool, you'll lose HP when you hit a voodoo doll yourself. So there's no easy way. Just have your Health tools ready.

Now this is how I beat him. At the beginning of the fight, I used an Invincibility tool and quickly whittled Smash's HP down with triple shots so he reached his third stage. Fighting carefully, you can do this without the Invincibility tool, replacing it with one extra Full Health tool, but this is the safe way. Then I stuck to single shots (not risking to hurt myself with the powerful triple shot) in rapid succession, while evading Smash himself and his shots. Making sure to only be hurt by shooting the voodoo dolls (which takes off the least HP), it's easier to time and make best use of the Full Health tools. So I didn't care too much about going near Smash and timing my shots so they'd only hit Smash, but relied on the fact that he'd go down before I had no Health tools and no HP left. And it worked!

One additional hint: if you're about to be rammed by Smash himself, quickly shoot a voodoo doll, thus you'll get very short invincibility while only getting hurt a bit and you can get away from him again.

Good luck on this fight, you'll need it!

Addendum

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If you cannot seem to beat one of the later bosses (especially Sergeant Smash), there's always the possibility to replay already beaten levels for

atoms and spend them in Igor's shop for best suitable relics and tools. Especially, go for the black colored tools (called Scrolls), they raise your attributes (HP, normal shot, force combo) PERMANENTLY. So this may be the ultimate way to raise your HP and power to a degree where you are able to finish the game.

I beat Sergeant Smash and with him the game using DRAC who had the following stats:

Force Level: 39%  
Attack Level: 22%  
HP: 45

Relics: green normal shot power up  
green armor (HP power up)  
green force combo power up (exchange this for boss fights)  
red luck power up (lol, no good for bosses, only helpful for atom quota, and even for that it's the weakest version)

Tools: 1x green Invincibility  
3x black Health (max)

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(5) + Version history +  
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Version 0.9 - All boss strategies written.

Version 1.0 - Added the 'Addendum'. This is the first official, accepted version. But the table of contents is still missing.

Version 1.01 - Added Table of Contents. Minor format changes and update of the (03/27/08) credits section.

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(6) + Contact +  
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If you have a question, found a mistake or would like to have something added, don't hesitate to contact me at: DrLagoona (at) hotmail (dot) com.

Of course, you're welcome to simply drop a line saying that this guide was helpful to you. :-)

Please have <Monster Force Faq> in the subject header when doing this.

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(7) + Legal Stuff +  
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Monster Force is a trademark of Vivendi Universal Interactive.

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(8)                               + Credits +
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...to Digital Eclipse and Universal Interactive for creating and publishing this game.

...to <http://www.network-science.de/ascii/> , as the header ascii was created with this ascii-generator.

...to myself for having the patience to finish this game and write this guide. :-)

And thanks to CJayC for running GameFAQs. Well, actually, for having created GameFAQs - and to Sailor Bacon (aka SBAllen) for taking over.

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