

Rayman 3: Hoodlum Havoc Boss FAQ

by KoopaKid1

Updated to vFinal on Jan 26, 2005

This walkthrough was originally written for Rayman 3: Hoodlum Havoc on the GC, but the walkthrough is still applicable to the PC version of the game.

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Rayman 3: Hoodlum Havoc  
Nintendo Gamecube  
Boss FAQ  
Version FINAL  
=====  
by KoopaKid  
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Welcome to my 5th Boss FAQ. As you can clearly see, there is no "Introduction", because it would be short, and basically pointless due to the fact that a Boss FAQ is short, and only needs the basic information and strategies for all the bosses within the game, therefore, I have removed the Introduction chapter. You may or may not count this section as an introduction. The following Boss strategies will tell you how to beat each boss in Rayman 3: Hoodlum Havoc. Enjoy.

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MASTERKAAG  
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Location: Clearleaf Forest  
Difficulty: Medium
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Hoodlums! This hoodlum is actually kind of a toughie. He will be between the pillars, or "legs", of this constructed "robot". To defeat him, you'll need more than Rayman's fist attack. He will constantly walk, or stomp through the small arena. He is pretty fast, so be sure to evade his feet. Just as a precaution, if you get too close for comfort to this boss, he will start stomping on you. Just don't go near him. Anyway, a blue button will constantly appear on the ground. Step on it, and soon another one will appear. Press it. Afterwards, yet another one will appear. Press that one too. Now a fist power-up will appear in the center. Before you press the last blue button, _make sure that the robot is far away from the middle_. Now, get the power-up. Now that you have received the rocket fist power-up, press B, and B again. The rocket will launch. Move the rocket with the control stick towards the hoodlum.

Make sure you _do not_ hit the "legs", because you'll have to start again. Anyway, make sure you hit the "pilot". Once he's damaged, just repeat the above a few more times. At his last remaining health bar peice, hoodlums will appear where the blue button is at. Quickly take them down, and continue pressing the buttons. After he's defeated, hordes of hoodlums will appear! Rayman will then take the two strings used to move the double-legged contraption and get ready to squash some hoodlums! Once you take control, move the Control Stick to move and A to stomp. Smash every single hoodlum. After you defeat the first horde, more will come, so just simply take them down by walking over them or stomping. Once all are defeated, you'll finally win this battle.

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BEGONIAX
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Location: The Bog of Murk

Difficulty: Easy/Medium

This witch-looking character is another toughie (sort of...). She has an elixer pot with green, bubbling potion. The way to beat this boss is to give her a taste of her own medicine (or poison for that matter). She has a frog potion attack, which transforms you into a frog. In frog mode, you'll have to jump to the right or the left while avoiding her. After a few seconds, you should turn back to normal. Now, when you see her stand on the pot, quickly throw your fist at the green potion. Now, the potion will spill on her, turning her into a frog. Now, go from left to right throwing your fists at her to attack her. After that, she will turn to normal. She also has a dangerous charge attack, where she charges quickly through the narrow passage. When she comes near you, jump to avoid her attack. Repeat the above strategy to defeat her.

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RAZOFF

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Location: The Bog of Murk

Difficulty: Easy

This gunslinger is easy, actually. It's simple, too. Just start throwing your fists at him when he starts shooting, and use the handy-dandy auto-targeting lock-on function to lock-on to this shooter. When he starts shooting, start attacking him. Remember the side-step lock-on feature. Keep hitting him. After some hits, he will exit. Just follow the halls until you find him again. Now, start hitting him once again. He will start shooting madly; that's your sign of soon defeat. After that, he will leave again. Like previously said, just follow the rooms and halls until something happens. When you reach the fireplace with two chairs, a cross-hair will lock-on to you. Hide behind and chair. After some time, he'll give up. Go through more halls and rooms until you meet up with him again. Just repeat the above steps to win this.

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CANNONBALL BILL

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Location: The Bog of Murk

Difficulty: Hard

This is the toughest, hardest boss so far! Razoff is back, on a cannonball. He has only two attacks: Swing, when he does the obvious. And Demolish, when he hits the floor and breaks that part away. The cubes that lie underneath you contain a hand that will place you back on surface if you happen to fall down. As you begin, target onto him and start throwing your fists. Then, dodge his cannonball swing. Keep doing this until his health is in the middle-right part. Now, a fist power-up will appear in the middle. Quickly get it. Charge up your fist while dodging it's swings, then let out a powerful punch on him. Continue to do this until you win.

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HECKLER

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Location: The Land of the Livid Dead

Difficulty: Easy

This is probably the most simple battle yet. He looks tough with all of that football-like armor, but he's actually a wimp. You need a powerful punch to dispose of his thick shielding. First, go near the gate doors and grab the can for the fist power-up. Once you get that, charge up your fist and throw it at

him. This will take off his armor, revealing flesh. Now, throw your fists at him. This will actually do alot of damage. Avoid his attacks and repeat the above a few times and you'll win in no time.

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WALKING SUBMARINE

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Location: The Land of the Livid Dead

Difficulty: Medium/Hard

This boss can be tricky. It's a 4-legged machine that shoots out small homing torpedoes. You're underwater. No weapons. How will you defeat this thing? With strategy, of course! As soon as this robotic menace shoots out some small homing torpedoes, go towards the artillery cannon and do an underwater summersault with B or A. This will mis-direct the torpedo to the cannon. After this, the cannon will start shooting at you. When the mouth opens again, do the same summersault to mis-direct the torpedo. After a few hits, it will use the laser. When it does, do the summersault every time it goes by. It will also start shooting very rapidly. Avoid it's shots at all costs. After some time, you should get rid of this menace machinery, Afterwards, get some Red Lums to refill your health.

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REFLUX

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Location: Desert of Knaaren

Difficulty: Medium

You're about to fight a challenging, skinny mummy-like opponent in an elevated platform arena surrounded by lava. Sounds tough, right? The thing is, if you fall in the lava, you don't get hurt. Talk about wrong game physics! Anyway, enough about physics and on to the strategy. Reflux will use several attacks, nearly countless, or memorable. Some are Comet Drop, where several comets crash down. Shockwave, where he does the common shockwave. Spreadwave, where it's a long-lasting shockwave. Fire, where he uses several fire attacks simultaneously. And Spin-Scape, where he uses a ground spinning hologramic attack. Just jump over those. There is a red fist-powerup on the gate against the wall of the platform. Jump down onto the gate while avoiding the oncoming fireballs. Grab the can and go back up to the surface. Reflux will use his attacks. When his staff is out, charge up your fist and throw it at him. Do this a few times to deplete his health meter. He will start using more powerful and advanced attacks now, so just keep doing the above while avoiding his attacks to win.

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THE HORRIBLE MACHINE

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Location: Hoodlum Headquarters

Difficulty: Easy/Medium

The Horrible Machine? Puh-lease. This is the easiest battle yet. All you must do is four things:

- 1) Dodge the cannon's attacks
- 2) Hit the button
- 3) Destroy the enemies
- 4) Repeat

Anyway, you see that button under the thermometer? Charge up your fist and shoot out at the button, while jumping and dodging the machine's attacks. Do

this four times quickly to put this machine into overheat. Now, two enemies will be released. Destroy the enemies. Repeat the process to defeat this boss. Keep in mind that each time you deplete the machine's health, the firing rate will increase, as well as the enemies.

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REFLUX

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Location: The Tower of Leptys

Difficulty: Hard

The final battle yet, and tough, too. Reflux is back for vengeance, and this time, he's not joking around. He has his lightning attack, as well as his staff shooter. When you start, you'll see small round yellow circles, or "lightning crosshairs" on the ground. That is where the bolt will strike. Avoid these circles. Although it does a very little bit of damage, you should conserve your health. The arena is surrounded by fist power-ups. First, get the blue can, the chain fist. When you get the fist, Reflux will use the shooting attack. These are easy to dodge, for the time being, anyway. Lock-on to Reflux's staff shield. Shoot your fist into the shield and shock it by rapidly tapping B. After some shocking, the shield will deplete. Now, quickly get a red can. Once you get it, target onto him and start throwing your fists into him. After he takes damage, his attacks will be more rapid. Repeat the above strategy to defeat Reflux...Or at least his first form...

For his second form, he is huge and has a number of attacks. Just run to the right or left, and when Reflux tries to smash his hands down, go inside one of the "cracks" to avoid it. Find the blue can power-up and make your way to the floating metal thingies. Throw your fist at it and swing. Get the red-can powerup and Reflux and smash his fist into the platform. Walk up his arm and to the white orb. Throw your fists at it rapidly to do damage to him. Repeat this a few times to destroy his second form. It's not over yet...

For his third "form", he will levitate. Get the Red Lums and go up the platforms. Grab the yellow can for the helicopter helmet. Fly up the platform. Reflux will cause the platforms to disappear, so do it quick. Get the second helicopter helmet and go up the platform. The same will go on and on until you reach the top. There are 3 platforms at the very top, find the one with the rocket launcher. Once you get that one, Rayman will shoot a rocket to Reflux, and Reflux will fall down! But then...He'll get wings! For his last form, Globox will come in his ship. He'll fly up. Now, the game will auto-save. Prepare for yet another battle with Reflux.

Now that you pilot the artillery cannon in the rear of the ship, it's time to take down Reflux once and for all. Start shooting at his shield located atop his head. When Reflux charges up his red shot, quickly take it down, and continue shooting the shield. After the shield is gone (twice), immediately shoot the white orb when he charges towards you. Afterwards, he'll lower to the ground. Now, you'll hover one the ground, with hundreds of hoodlums. There will be a crosshair on the floor. Press the B or A Button to shoot a missile. Take down all of the hoodlums from re-generating his health. Now, it's time for another air-battle. Repeat the same again a few times to yet again take down Reflux. Destroy all of the Hoodlums and return to air. Keep shooting his shield and destroy it twice, and then the white orb, lather, rinse and repeat to defeat Reflux.

Congratulations on completing Rayman 3: Hoodlum Havoc. Now write down your secret code shown before the credits, sign on to <http://www.raymanzone.com> and get your score status!

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