

Chip 'n Dale: Rescue Rangers Boss Guide

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CHIP N' DALE RESCUE RANGERS BOSS GUIDE

NES systems

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#INTRODUCTION#

CDRR is an old, old NES game that I just happen to have in the back of a drawer. One day, I decided to replay it, and found it was quite fun. I decided to do a quick boss guide to help stuck players. There's no violence here whatever (defeated bosses disappear from the screen instead of exploding or anything). While it isn't as much fun as the newer games, this is still a game worth playing occasionally!

#GENERAL NOTES#

-Zones C, F and H have no boss whatever and they will be skipped.

-Every boss room has a ball, which is the same as a crate only it cannot be hid in and can be used unlimited times.

-With all bosses, the magic number of hits is five.

#THE ACTUAL GUIDE#

Zone 0 boss: Brusher

The first boss is a tall purple pillar thingy that has some hands on the sides and shoots sparks at you. Dodge the sparks by running along the floor and they should miss. After they fire, grab the ball, stand in the very center of the machine, and throw it straight up at the bulb at the top. This is the weak point.

Zone A boss: Owl

One of the simplest bosses of CDRR. All he does is rain feathers down on you and occasionally lower himself to the ground. The feathers shouldn't be too hard to dodge, so just throw the ball straight up and hit him.

Zone B boss: Spaceship

Okay, this is sort of hard. The ship will fly either above you and drop aliens on you or fly low and

try to ram you. If it flies high, jump over the aliens and if you can, throw the ball straight up. If it flies low, throw the ball sideways and it should connect.

Zone D boss: Robot

This seems hard because of the mechanical monstrosity's huge size, but isn't too bad. It'll send a number of toy balls out and these will come down, trying to hit you. Try to find a big enough hole and avoid damage, and then immediately pick up the ball, jump and throw it sideways. You must hit the lights on the robot's belly to hurt it.

Zone E boss: Green Grouper

Ah, this guy is a nasty one. He'll fly above you and can drop sparks like nobody's business. Try to dodge the sparks and when you get a chance, throw the ball skyward.

Zone G boss: Fat Cat

No, this isn't the final battle. It can be really easy if you know what you're doing, and almost impossible if you don't. Immediately get between the floor spikes and pick up the ball. Then inch your way toward the left spike until Fat Cat starts throwing the stream of bullets slightly to the left instead of straight down. When this happens, run over and grab the ball, and throw it straight up at him. You must do so quickly, before the bullets come straight down again.

Zone I boss: Caterpillar

This is one of the harder bosses. Pick up the ball and throw it at him. He'll then split into five pieces and drop down at you. I suggest standing about 1/4 of the way across the screen and the parts will miss, probably. After he recollects himself, hit him again.

Zone J boss: Fat Cat

This is the final battle, but it isn't very hard. Fat Cat attacks by dropping ashes from his cigar that will damage you. Try to dodge them, and of course, when you get a chance throw the ball at him.

#CREDITS#

I got a lot of information for playing the game from a Nintendo tip atlas, and I'd like to thank them for helping me to get through the game. Other than that, zip.

Enjoy Disney's Rescue Rangers and good luck.