

Dragon Buster (Import) FAQ/Walkthrough Final

by Alex

Updated on Jul 15, 2007

DRAGON BUSTER

FAQ

A I e x

July 12th, 2006

=====
Table of Contents
=====

1. Controls
2. The Basics
3. Items
4. Enemies & Bosses
5. Codes
6. Credits & Legal

=====
1. Controls
=====

Attack [B Button]
Jump [A Button]
Double Jump [Double tap A Button]
Thrust Attack [Jump and press down + A]
Downward Stab [Double Jump and press down + A]
Use Item [Press A while holding down]
Run [Tap opposite direction of movement]
Pause [Start]

=====
2. The Basics
=====

Every stage is designed in a similar fashion. You begin at one end of the map and your goal is to make it to the dungeon on the other end which contains the Dragon. Between you and your goal are a number of different types of locales. They include one castle-type, tower-type, mountain-type and cave-type. With the exception of the colour palette, most of these areas are basically the same. The few differences included a change of minor enemy types and occurrence frequency of the minibosses.

In each level you will encounter (randomly) four types of minibosses. These are described in the "Enemies & Bosses" section. One of these minibosses hides the exit for that particular stage. In order to find the exit within each stage, the player must battle through these minibosses until one of them spawns the exit door after it dies.

Each miniboss will drop some kind of item (described in the items section of the guide). These items can be used not only in battle, but often have passive uses on the map as well. To use an item simply press the A button while holding down on the D-Pad.

Be aware that some levels will loop forever and you must be aware when you're moving through repetitious terrain. Most of the time it's obviously and especially so if you walk through a seemingly new area that should have a miniboss, but doesn't.

Basically the most effective way to play thorough this game is to use the thrust repeatedly. Do a single jump and press down and A to perform a stab attack much more powerful than your regular strike.

=====
3. Items
=====

You will be awarded with an item every time you defeat one of the minibosses. These range from common and weak to rare and powerful. The use for each of these items is described below:

Scroll - Shoots a single fireball

Magic Staff - Shoots a basic projectile

Lantern - Summons multiple pillars of fire

Skull Necklace - Freezes enemies in time allowing player to attack freely

Goblet - Damages all enemies on the screen at once

Blue Potion - Restores Vitality

Axe - Used to clear one forested area on the map

Key - Used to open one locked gate on the map

Jewel - Awards experience points

=====
4. Enemies & Bosses
=====

Very few of the basic enemies in this game have any noteworthy quirks about them. The majority can be defeated with a single sword swing. One exception is the zombie (not the large one) which cannot be killed using physical attacks. Some kind of magic (a fireball for example) is necessary in order to eliminate them.

The "Cave Shark" as it is known is a light blue coloured enemy which only appears if you stand in one place for too long, or just generally take too long to do anything. It will attach itself to the hero and drain his Vitality. You can detach this monster by striking it repeatedly until it dies.

The Bishop

The robed enemy holding a staff. He will shoot a projectile out at you on occasion. The way he holds his weapon makes it difficult to get close. Use the downward stab attack to defeat this enemy.

The Wizard

Knives float around the ceiling and swing down to strike you. His attack is similar to the Bishop's, but his defenses are weaker. Just run in stabbing and you'll do fine.

The Fafnil

A fire-breathing dinosaur is the third type of enemy you will encounter. Getting close without being burned to a crisp is difficult. Again, use the double jump and the downward stab to eliminate this foe.

The Skeleton

Swings a sword and does little else. Your best bet is to attack in kind. Go in swinging and using the thrust attack for an easy win.

THE DRAGON

This enemy is the final boss of every single stage. He very rarely changes, though as you progress through the game it will take more hits to defeat him, and his fire breath will stay on the ground longer (and spew further). Getting under his head while attacking, and moving away from him while dodging are necessities in order to ensure victory.

===== 5. Codes =====

Enter code: Right, Down, Up, Left, Right, A, B, Start (on the title screen)

The first thing you will notice is that the world have transformed from a verdent green to a bloody red. Enemies are now more difficult and more powerful. You also don't gain more power and Vitality with experience. The code makes the game virtually impossible, but does unlock a different ending.

===== 6. Credits & Legal =====

This guide is copyright (c) 2006 - 2007 A I e x

Credit to Pluvius for the increased difficult code.

It is written specifically to be used on GameFAQs.com
