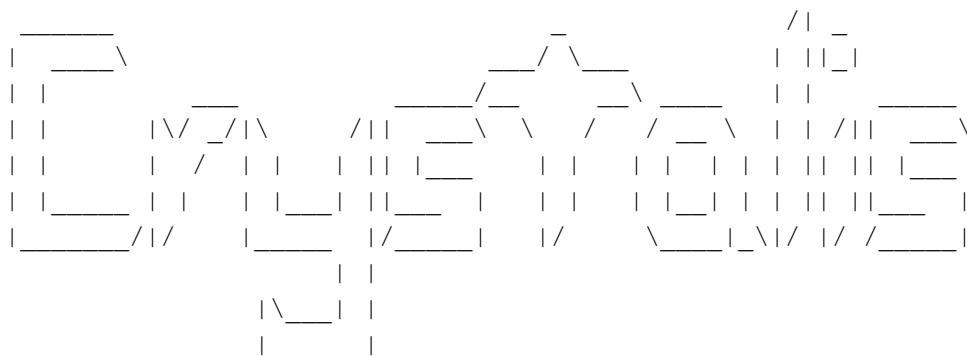


Crystalis Boss FAQ

by Dyse

Updated to v1.10 on Oct 25, 2004

This walkthrough was originally written for Crystalis on the NES, but the walkthrough is still applicable to the GBC version of the game.



Line Art by: Uhhhhh

Boss Guide for Crystalis (NES)

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I. Introduction

This is a boss guide that I put together for one of my all time favorite NES games Crystalis. Some of these bosses gave me mega trouble when I first started to play this, and even now I forget how to beat some of them. Well, I hope you enjoy reading it as much as I did typing it!

II. Game Controls

These are just the basic controls, for more in depth controls please read one of the Guides.

D-Pad	Moves you around	
A	Use selected item or magic	
B	Use weapon	
Select	Brings you to item screen.	
Start	Brings you to status screen.	

III. Boss Guide

=====
Boss 1: Big Bat
Sword: Wind
Level: 3
Difficulty: Very Easy
Item dropped: Rabbit Boots

This is your first boss, and he is very very easy. This guy throws bats at you as his main form of attack. Since he is kind of slow charge your meter, and when he appears attack him with the ball of wind. After a few hits he will start to teleport faster. This is a sign he nears completion a few more Wind Ball attacks and he's toast.

=====
Boss 2: Big Beetle
Sword: Fire
Level: 5
Difficulty: Easy
Item Dropped: Ball of Fire

This guy is your first real challenge. He is kind of easy once you get use to him. His main form of attack is his green spit, which shoots at you pretty fast. Also there are two flying bugs which will attack you as well. Only right in his face is where he is vulnerable. So when he stops spitting he will rest in a spot for a second then start again. You attack him then, with your meter charged. When you get him down to 6 hits he will spit faster, but that's a sign to show you he is close to defeat.

=====
Boss 3: General Kelbesque
Sword: Wind
Level: 7
Difficulty: Medium
Item Dropped: Flame Bracelet

This guy is kind of tough but bearable. His main method of attack is a stomp, which causes the dust to unsettle and attack you. Before this fight make sure you have healed selected, and full MP for your Tornado bracelet. If you hit each time with the Tornado bracelet, then this fight is a breeze. If you happen to run out of magic then the ball will have to do. It will take longer with it though. This guy likes the other two bosses will show signs of defeat when he starts stomping faster.

=====
Boss 4: Sabera
Sword: Fire
Level: 11
Difficulty: Medium
Item Dropped Broken statue

She moves around and making it kind of difficult to attack. She will shoot a lot of fireballs at you so you have to be weary of her attacks. Keep a safe

distance, and the battle will be yours in no time. One other thing is don't get too close, so the flame bracelet is useless here, since you have to be close to attack her using the flame bracelet. Instead use the regular ball of fire on her and keep a very good distance. She will like the other bosses start shooting it faster, after this she will be defeated.

=====
Boss 5: Mado
Sword: Water
Level: 12
Difficulty: Hard
Item Dropped: Ball of Thunder

This guy is pretty tough, and in my opinion the hardest member of the Finest Four. His main attack will be balling up into a ball and bouncing all over the room. Make sure you have Heal ready and a lot of MP because you will need it for him. When this guy stands still use the Blizzard Bracelet, and let it go this should take off at least 4 hits. Keep doing it in the middle of the room, and if he stands still long enough and you do it directly on him he should be defeated.

=====
Boss 6: General Kelbesque
Sword: Wind
Level: 13
Difficulty: Hard
Item Dropped: Opel Statue

This time General Kelbesque is quite a bit harder. He now attacks with projectiles much like Sabera. He still does the stomp and he is much faster than before. I suggest you have the Heal equipped again, and use it every time his stomp dust hits you. Keep the Tornado Bracelet charged. He will go down eventually if you keep on using it. When he attacks with the projectile make sure you're to his side and as far away as possible never stand in front of him. There is no way to avoid it if you do. As long as you have a lot of MP you shouldn't have much to worry about.

=====
Boss 7: Sabera
Sword: Fire
Level: 13
Difficulty: Hard
Item Dropped: Fruit of Repun

Sabera is back and this she is faster kind of like Kelbesque is. Don't think she isn't that much tougher the same strategy from before should work. Since her projectile is faster to, don't get in front of her. I would use the magic shield here just in case, and her projectile should bounce off of you. If you chose to use it make sure you have the Flame Bracelet equipped since the Shield can allow you to get close to her. Just like before she isn't that much stronger, and the usual amount of blows will kill her once and for all.

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Boss 8: Mado
Sword: Water
Level: 14
Difficulty: Very Hard
Item Dropped: Sacred Shield

Mado is a lot quicker this time (Like he wasn't fast the last time =) He still uses the same attack but it's harder to catch him this time. The same technique

will work, but it isn't as effective as before, because now he is more likely to hit you when he bounces off of the walls. Make sure you have full MP for this battle, because more than likely your Blizzard Bracelet attack will not take off as many hits as before. Don't threat though, it may take longer but you will eventually down him. If you run out of MP then you're down to the Ball attack. You have to time the attack to take off optimum hits. It will work in the end though

=====
Boss 9: Karmine
Sword: Thunder
Level: 14
Difficulty: Very Hard
Item Dropped: Ivory statue

Karmine is the Finest, and one of the hardest in the game. He has this nasty habit of turning you into a monster, I know its uncontrollable. Also he shoots fire and it bounces off of the walls, making this battle a crucial one. If you get turned into a monster, you can't cure it with the cure spell, but you can with Fruit of Repun. They cost a lot but make sure your stocked before coming into this battle. The ball of Thunder works wonderful against him though, and having Magic Shield on a lot works well too. The magic Shield can deflect his magic attacks and his monster spell is kind of slow so if you see it coming you can usually stop it. It will take a lot to bring him down, and maybe even a few times before you actually do.

=====
Boss 10: Emperor Draygon
Sword: Thunder (Power Ring required)
Level: 15
Difficulty: Extremely Hard
Item Dropped: Psycho Armor

Emperor Draygon is one tough cookie. The Power Ring is a must here and I don't think its possible to beat him without one. He will attack with a lighting bolt that takes up the whole screen, and a nice chunk of life he also will dash down real quick, this is avoidable once you get good at it. Best bet is to stay near the top and you can at least avoid his lightening bolt. Charge your Storm Bracelet and a few short hits and this guy is toast.

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Boss 11: True Form Emperor Draygon
Sword: Thunder (Bow of Truth required)
Level: 16
Difficulty: Very Extremely Hard
Item Dropped: None

Immediately use the Bow of Truth to reveal his Dragon form. He has quite a few attacks most are hard to avoid. Not only does he shoot a lot of fireballs, he also posses that annoying habit to turn you into a monster. His chest opens up to unleash and supreme attack on you. This is whe nyou attack throughout most of the fight avoid him at all cost and have heal equipped (You will need it) also make sure you sell a lot of stuff in Sahara town for Magic Rings, so you can replenish your supply of magic. When his chest opens up use the Bracelet attack, a few of these just like his last form will kill him once and for all.

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Final Boss: DYNA
Sword: Crystalis

Level: 16
Difficulty: Very Hard
Item Dropped: None

This is the last battle my friend, but not a real tough one though. Since DYNA doesn't move at all. DYNA shoots two different beam, one that sprays in a lot of directions and nearly impossible to avoid, and the other is a big beam. You should be able to avoid the big beam, but the spray is another story. The Crystalis sword is really good you can charge it for just a little while and let the beam out. So you can keep doing that this guy won't take long after that. Eventually he will shoot faster, and the best bet is to get next to his eye and keep shooting at him, he will be finished.

Alternative DYNA Strategy
By: Sinaku

In the battle against DYNA, there is a safe spot, near the lines on the floor to the left of center, standing so the lower half of your body is off-screen. There is probably one on the right too, but I always stand on the left. You'll have to move around a little to find it, but when you stand there, the spray ALWAYS misses you, you'll be completely out of range of the big blast, and the very right edge of Crystalis' shot will be able to hit DYNA's eye. So you can just stand there and fire repeatedly until DYNA is dead. Nifty, huh?

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IV. Copyrights

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I would first like to give thanks to God for giving me this gift to write reviews and some FAQs.

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Last but not least all the mega cool guys like Brandon, Steve, Jared, Joe, Epo, and Bru for being mega cool reviewing/FAQ writing guys!

And to myself for writing this FAQ, and if you like Heroes of the Lance my FAQ for that is coming soon!

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