

Skyblazer Boss FAQ

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SKYBLAZER

Magic Spells and Boss Tactics

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1. Magic Spells:

Wave: Sky wave both of his hands and creates a small wave of energy that hits straight forward. Uses 1 MP.

Comet Flash: Sky forms a blue wave from his elbow which surrounds his body and crashes into the enemy. Uses 2 MP.

Special Uses: Used to pass certain areas in the game. Very useful in towers or to pass lava areas.

Heal: Heal certain amount of HP during battle. Uses 2 MP.

Star Fire: Sky forms eight directional arrows that hits in eight directions. Uses 2 MP.

Special Uses: Useful against one of the bosses.

Time Stop: Sky uses magic to stop all enemies. Uses 2 MP.

Lightning Strike: Sky punches upward and sends a lightning shock from the sky to fall down on a single enemy. Uses 2 MP.

Warrior Force: Sky is unstoppable for a few seconds. Uses 2 MP.

Fiery Phoenix: Sky turns into the fiery phoenix for about 5-7 seconds and damages any enemy on touch. Strongest spell in the whole game. Uses 4 MP.

Special Uses: You must use this spell against Ashura in order to destroy his shield.

2. Boss Tactics:

Boss 1: Teapot Genie

Attacks: He shoots two fireballs when the genie comes out of the teapot.

When the genie is in the teapot, it will walk toward Sky and will hurt Sky on touch.

Tactic: Sky can only damage him when the genie is in the teapot. Hit him as much as you can when he is in there. When he is in genie form, try to guide his fireball upward by jumping when he is going to shoot the fireballs. He will immediately go back into the teapot and you can hit him as much as you can. Repeat this until he dies.

Difficulty Rating: 4/10

Approximate Time To Defeat: 1-2 minutes.

Boss 2: Rolling Eye

Attacks: He rolls a monster rolled up like an armadillo. His regular attack is charging at you like a ball. He always rolls clockwise. Whenever he reaches the bottom right corner, he opens his eyes and shoots a fireball.
Tactic: The only way to avoid getting hit is to dodge him when he's rolling like a ball. He can only be damaged if Sky hits his eye. Every hit will make this monster larger, thus easier to defeat. Climb the wall and jump to dodge him in your first three hits. After that, stay in the bottom left corner whenever he rolls at you. Dodge his fireballs and hit his eye.
He'll die after taking 6 hits.

Difficulty Rating: 3/10

Approximate Time To Defeat: 1-2 minutes.

Boss 3: Ice Wall

Attacks: His only attack is by turning himself and smashing you in one shot.
Tactics: When he swings himself there is always a space in the wall. Go through the space or else Sky will be killed in one shot. When he shows his face, hit both his eye and the central eye to damage him. However, you can only damage each part once in every turn, meaning you cannot hit the same place twice. Keep doing this until he is defeated.

Difficulty Rating: 5/10

Approximate Time To Defeat: 2-3 minutes.

Boss 4: 4 Sea Anemones

Attacks: These are no ordinary sea anemones. They will release a ball that will turn into a small fish and then will become a big fish. That is their only attack but it can be very annoying.

Tactics: The best tactic is to go to the center of the square which the four anemones are in and use star fire on them. Sky will be able to hit all of them in one shot. Those balls can be destroyed in one shot but if they grew into fish they will need a few more hits. Just hit them when they are being released and Sky will hit both the sea anemones and the balls. Four hits by the star fire will destroy this boss completely. He's easy if you know how to use spells correctly.

Difficulty Rating: 1/10

Approximate Time To Defeat: 10-20 seconds.

Boss 5: Sky Illusionist

Attack: He will create two illusions of himself and all of them will surround Sky and start shooting fireballs.

Tactics: Let Sky stay in the center of the platform so the illusionist will form around him. Hit them when they appear. Do this quickly or else Sky will be murdered. He has low HP so he should not be a lot of problem. He can be annoying though.

Difficulty Rating: 6/10

Approximate Time To Defeat: 1-2 minutes.

Boss 6: Flame Mammoth

Attack: He can fly high up and land on Sky. His trunks can also shoot out three fireballs. Beware or Sky will be killed in a few shots. He can also charge at Sky. His physical damage usually takes 2 HP of Sky's health.

Tactics: The only way to damage him is by hitting his trunks. My tactic would be avoiding straight contact with him and let him fly and land on one of those platforms. His fireballs will not be able to hit Sky. Hit his trunks quickly when Sky has the chance.

Difficulty Rating: 7/10

Approximate Time To Defeat: Around 5 minutes.

Boss 7: The Great Dragon

Attack: After a certain amount of time he will appear under Sky. If he is ever hit he will stop and shoot out a wave of fire. He has the highest HP

among all the bosses in the game.

Tactics: When he fly towards Sky from the bottom of the screen, move left and hit the dragon pearl in his arm. That is his weakness. He will stop and start flame-throwing at Sky, but that attack can be avoided by moving left ward to the other platforms. By repeating this for a few minutes then he will be defeated.

Difficulty Rating: 2/10

Approximate Time To Defeat: 5-7 minutes.

Boss 8: Ashura

Attack: He will have a shield and can not be harmed unless the shield is destroyed. Sky will get hurt if he ever touches Ashura. When Ashura's shield is off, he can form four fireballs from his hands and aim them at Sky. These fireballs are guided so they are really hard and annoying to dodge.

Tactics: Use the fiery phoenix spell to destroy Ashura's shield. Try to hit Ashura three times when Sky is still in phoenix form. Ashura will die if he gets hit 6 times by the fiery phoenix. Not a really hard boss if you know how to kill him.

Difficulty Rating: 7/10

Approximate Time To Defeat: 20 seconds.

Final Boss: Raglan

Attack: His basic attack is by punching Sky with his gigantic knuckles. If he is hit, the gem on his forehead will shoot out a laser-like ray, which is followed by a flaming missile-like ball. Also, if Sky touches the lava below, you will see Sky's HP drop very quickly.

Tactic: Let Sky climb up the left wall and reach a blind spot. This way, Sky will not be hit by the knuckles. Jump onto the knuckles when the knuckle stops in front of Sky. Hit the eyes of Raglan and the gem that is on his forehead. Run quickly back to the blind spot so you won't be hit by the ray. However, if you stay in the blind spot you will be hit by the flaming ball. The way to avoid both is to run back to the blind spot and jump right after the rays pass Sky. This way the ray will pass over sky from the head and Sky can dodge the flaming ball by jumping. Just a reminder, Rangle will punch more and more after more damage. In the start of the fight, he will punch only three times and then stop. In the end, he will punch 5 times. By doing this over and over again, he will die in no time.

Difficulty Rating: 7/10

Approximate Time To Defeat: 3-5 minutes.

3. Author: Tmaster.

4. Legal Stuff: You can use this FAQ in the following circumstances:

- Include my name as author.
- Change nothing in this FAQ.
- E-mail me whenever someone wants to post this on a website.