

Super Star Wars Boss FAQ

by RealBadGlasses

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Super Star Wars Boss FAQ

Written by R.W

Email: rwindsmail (at) gmail.com

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I. Intro

Super Star Wars is a great platformer, and a very difficult one. I ran into trouble on a few of the bosses, and found the boss tips in all the walkthroughs I looked at to not be very helpful. I hope this FAQ will help you out with any problems you may have. If you have any tips of your own, e-mail me with them. I will be sure to credit you if I use them in this FAQ.

II. Version History

1.0 - 6/8/2010

First Version.

III. Boss Strategy

a. Sarlacc Pit Monster

This boss is very simple. You can simply crouch on the edge of the pit he stands in and hold down the fire button. If you want, you can shoot the rocks he throws out of the air, and avoid taking damage - but you don't really need to, as you should be doing far more damage to him than he is to you, and he will die before you will.

b. Lava Beast Jawenko

Jump to the middle platform at the start of the fight, and make sure you do not get knocked down by the lava that jumps at you from behind. Then handle this fight by holding down the fire button, and making sure to move forward on the platform if his lava attacks put you in danger of falling off. You can jump over his attacks if you wish, but it shouldn't be necessary - again, you should be able to kill him faster than he kills you.

c. Mutant Womprat

The easiest, most risk free way of beating this boss is to use your blaster and stand at the left edge of the screen. Hold down the jump and fire buttons, and you should be almost continually pushing him back, damaging him at the same time. In a short amount of time he will be dead.

A riskier strategy is to use your saber, jumping and hitting his head and then retreating.

You can kill the small womprats for hearts if your health is running low.

d. Kalhar Boss Monster

You can use the same strategy on this guy as you did on the Womprat, just jump and shoot the whole time. When he comes near you, just jump to avoid his head or arm attacks. If you want, you can use the saber, which is more dangerous but quicker.

e. Hover Combat Carrier

You've now run into the hardest boss in the game, and my inspiration for writing this guide. You have to destroy all the carrier's parts before you can damage its life bar.

Begin the battle by sliding to about the middle of the screen and then crouching. He will miss you with almost all of his attacks now, and you can concentrate on destroying his center gun and his left and right boosters. Try to destroy the center gun first, as it is the most dangerous, but you can only damage it when it lowers itself to fire.

You will need to move after destroying the bottom 3 pieces of the ship. First, move to the left and destroy the carrier's upper-left cannon. You can simply stand and shoot diagonally at it, and it should be destroyed pretty quickly. Then, run over to the right edge of the screen and crouch down. Fire diagonally at the upper-right cannon to destroy it, though it, like the center cannon, can lower itself to avoid your shots.

After destroying those five parts, you will now be able to damage the carrier's life bar. Simply stay crouched where you are and fire at the main body of the carrier, and it will go down very quickly.

f. Imperial Defense Droid

This is the games other difficult boss. There are basically two ways to beat him.

The first requires you to have a good amount of health and a decently powered up blaster. Just crouch in the left corner and fire at the boss. You can only damage him when his head opens up to fire missiles or drop bombs on you, but keep firing to make sure you get your shots in when he does open it. Only stop firing at him when he shoots his missiles at you, and stop and shoot them down. When he jumps over and drops bombs on you, just ignore them and fire at him - if you have a decently powered up blaster you should be able to kill him before they kill you, because he has a pretty small life bar. Moving to dodge the bombs would open you up to the rest of his attacks and stop you from firing at him when his head is open.

For the second strategy, slide under his legs and get behind him when he jumps, and then just fire at his head when he opens up to fire. Make sure to shoot down his missiles and try to dodge his bombs, and be sure to keep sliding away from

his feet when he jumps, because you will be dead very quickly if you don't.

After you beat this guy, congratulations! You are basically guaranteed to beat the game now, as the rest of it is pretty easy.

g. Detention Guard Boss

You need to attack the core to hurt it, which is the red thing hanging down from its center, which you are able to hit when it opens up to attack. Most of his attacks can be ignored, though try to avoid being directly under the core, so you don't get hit by the lightning it shoots directly down.

After you destroy the core, a smaller ball will remain. It will shoot at you, but just stand there and shoot at it, it will die very quickly - it does not even have a life bar.

h. Tractor Beam Power Level

Just stand directly under the core and fire up at it. It will fire little balls at you, but depending on what blaster power you have, you will destroy these balls in the process of shooting the boss. If not, and you are running low on health, you can take the time to shoot down or dodge the little balls.

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