

Outside front cover

**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES**

**⚠ WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions**  
Altered vision

**Eye or muscle twitching**  
Involuntary movements

**Loss of awareness**  
Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

**⚠ WARNING - Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

**⚠ WARNING - Battery Leakage**

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

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**THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.**



**THIS GAME PAK INCLUDES A MULTIPLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK CABLE.**



**THIS GAME IS COMPATIBLE WITH THE WIRELESS ADAPTER ACCESSORY.**

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## TABLE OF CONTENTS

The Story	02	Magic	18
Gameplay	03	Status	20
Solar Energy	04	Protectors	22
The Solar Sensor	05	Config/Sleep/Save	23
Controls	06	Solar-forging	24
Starting the Game	08	Actions	26
Saving the Game	10	Other Game Features	28
The Game Screen	11	The Mall	30
The Menu Screen	12	Hints	32
About the Menu/Map	13	Game Link® Cable	36
Items/Valuables	14	Multiplayer Mode	37
Weapons	16	Link Shopping	39
		Passwords	40

## THE STORY

Once the Sun and Moon retreat into darkness, twilight descends on the City of the Sun. A deep shadow is born in its wake. The beginning of the end.

The Solar Boy Django and Master Otenko, the Messenger of the Sun, have finished their adventures in the City of Death, Istrakan. Together, they return to Django's hometown of San Miguel, the City of the Sun.

They find that the place is still plagued by the wandering Undead. It remains a City of Death. The evil curse of the Forces of Darkness, the Immortals, is still at work: the Undeading, which transforms the seeds of all life into the Undead... Why is the City of the Sun still cursed?

Can Django restore happiness to the people in this City of Death?

And most importantly...

Can he bring back the Sun?

## GAMEPLAY

**Drag out enemy bosses and purify them!**  
The object of Boktai 2 is to drag Vampires – the dark race of Immortals out of their Dungeon homes and into the light of the Sun in order to purify them. By evading the many tricks and traps placed throughout the Dungeons, the aim is to hunt down enemy bosses, defeat them, and purify them with the Pile Driver.

**Game Flow**

- 1 Enter a Dungeon and search for the boss.
- 2 Defeat the boss and put them in their coffin.
- 3 Drag the coffin to the Pile Driver.
- 4 Use the Pile Driver and solar energy to purify the boss.
- 5 Proceed to the next Dungeon.

**The Sun is your ally!**  
You will need sunlight as you play Boktai 2. The Solar Sensor on the Game Pak senses your playing environment and sends sunlight (solar energy) data to the game in real time. Strong sunlight will refill your solar energy battery quickly, and weak sunlight will be less effective.

**Boktai 2 and the Internal Game Clock**  
Using the clock function embedded in the Game Pak, the screens and content of Boktai 2 change from daytime to nighttime, just as in the real world. The Undead are active and mobile at night, but spend the daylight hours resting deep inside Dungeons.

## SOLAR ENERGY

### Your Energy Source

The Solar Sensor is embedded inside the slit in the back of the Boktai 2 Game Pak, as shown in the diagram below. Hold it up so that the sun's rays can enter and supply you with solar energy.



### When Do I Need Solar Energy?

You'll need solar energy for using magic and to activate the Pile Driver during boss battles. Solar energy detected by the sensor can also change the course of the game in various ways.



Charging your character's energy

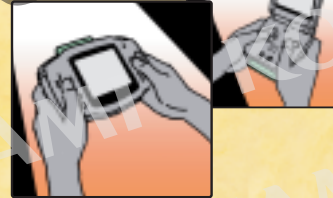


Purifying an enemy boss with the Pile Driver

## THE SOLAR SENSOR

### Holding the Solar Sensor

The amount of sunlight detected by the Solar Sensor is affected by the way it is held. When using the Game Boy Advance SP, where the slot for the Game Pak is on the bottom, make sure the Solar Sensor isn't in the shade. Depending on the conditions, the Solar Sensor functions to some extent even in indirect sunlight or in the shade.

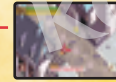


### Warning!

- Do not let the Solar Sensor get wet, and do not use/store it in conditions of excessive heat or cold.
- Do not attempt to disassemble or modify the Solar Sensor.

### Beware!


If the Solar Sensor detects too much sunlight within a set period, your character will overheat and pass out.



### CARE AND MAINTENANCE OF THE SOLAR SENSOR

#### Notes on Usage

- Make sure the sensor is not hit, shaken, or treated in a rough manner.
- Avoid use or storage in extremely hot, cold, or humid places.
- Do not focus sunlight on the sensor with a lens or other such implement.
- Under certain conditions (for example, when sunlight hits the sensor at particular angles, or if the sensor is dirty) the sensor may not get the proper amount of light. If the sensor is dirty, wipe it gently with a soft cloth.



**CONTROLS**

**L Button**

- Use magic, Toggle Enchantment Magic on/off
- Switch Menu Screen

**Control Pad**

- Move your character
- Select attack direction
- Look around (when holding the R Button)
- Hold when in front of wall to flatten against wall
- Select items

**R Button**

- Hold down the R Button and use the Control Pad to look around
- Switch Menu Screen

**SELECT**

- Hold down Select and press the R Button to Quick Change your weapon
- Hold down Select and press the L Button to Quick Change your magic
- Switch between different gauge displays
- Fast-forward messages

**START**

- Bring up the Menu Screen
- Enter selection

**A Button**

- Charge energy (Solar Charge)
- View panels
- Open treasure chests
- Creates a knocking sound when flattened against wall
- Grab a coffin
- Talk to other characters
- Enter selection
- View next lines of messages

**B Button**

- Attack
- Fast-forward messages
- Cancel selection

**CONTROLS**



## STARTING THE GAME

When starting the game for the first time:

### 1 Setting the Solar Sensor

Insert the Game Pak in the Game Boy® Advance system and turn the power ON. The Solar Sensor Settings Screen is displayed. Follow the instructions, blocking light from entering the Solar Sensor, and press the A Button.



#### Warning!

If the Solar Sensor and Clock are not set correctly, the game may not function properly.

### 2 Setting the Clock

- Control Pad: Move cursor and change time
- A Button: Set
- B Button: Back/Cancel

### 3 Set your Location

- L Button/R Button: Choose region
- Control Pad (Up/Down): Choose area
- A Button: Enter
- B Button: Back/Cancel

### 4 Title Screen

Press **START** or the **A Button** at the Title Screen to bring up the Main Menu:

**GAME START** — Start the game  
**OPTIONS** — Change game settings  
**SOLAR SENSOR SETTINGS** — Reconfigure the Solar Sensor  
**LOCATION SETTINGS** — Change location settings  
**HELP** — Access information about the Solar Sensor, etc.  
**LINK** — Go head to head, trade items, or copy Emblems  
**SOUND** — Unlocked when certain conditions are fulfilled

## STARTING THE GAME

### 5 Starting a New Game

Select **GAME START** to bring up the Data Selection Screen. Select **START NEW GAME** and follow the on-screen instructions to create game data.

— Entering a Boktai password —  
If you enter a password from the previous Boktai game, your character's abilities and the types of items you have at the start of the game will change. The speech of some of the other characters will also be different.

### 6 Set Character Name

- Control Pad: Move cursor
- A Button: Enter
- B Button: Back/Cancel
- **START**: Move to End

### 7 Confirm Settings

When you are happy with the settings, select Yes.

— Continuing a previously saved game —  
Choose your previously saved game data on the **GAME START** screen to restart. You can only have one saved game at a time. If saved data already exists, please note that it will be overwritten when you start a new game and choose to save.

## SAVING THE GAME

You can save game data at any point during the Boktai 2 adventure.

- There are some exceptions, such as during events.
- Data saved reflects the conditions when you entered the current area.

### Saving Data

Press **START** to pause the game and bring up the Menu Screen. Choose **Save** from the Menu and enter to save. Wait until the **Saved** message appears before powering off your Game Boy® Advance.

### If Your Life Runs Out...

If your **Life Gauge** is reduced to zero by an enemy or some other cause, your character collapses and the 'Continue?' message appears.

Choose **'YES'** to resume the adventure. You will begin exactly as you were when you entered the area where your character was defeated, but your **Life Gauge** and **Energy Gauge** will only be restored halfway.

Choose **'NO'** to end the game. You will lose all data recorded since the last time you saved.

### Warning!

Do not remove the Game Pak or power off the Game Boy® Advance system while saving, as this could result in malfunctions.

## THE GAME SCREEN

### Status Display

Shows that you can distribute your status points.

### Energy Gauge

Shows the energy you need to perform magic. It charges up automatically with sunlight, but you can also give it a rapid charge.

### Item Effect Gauge

Shows how much longer the current item's effect will last.

### Marker

Marks entrances and exits for your reference. Can be turned off from the Options menu.

### Magic

Adds properties that give various special effects to weapon attacks.

### Life Gauge

The game ends when this gauge hits zero as a result of attacks from enemies or other causes.

### Darkness Gauge

Shows your opponent's remaining energy.

### Item

Shows items picked up from treasure chests, etc.

### Weapon

You can attack with your currently equipped weapon. This can be a sword, spear, hammer, gun, or your bare hands.

### Solar Gauge

Shows the level of sunlight currently entering the Solar Sensor. The higher the level of sunlight, the faster your Solar Gun will charge.





## THE MENU SCREEN

### The Menu

Pressing **START** on the Game Screen pauses the game and brings up the Menu Screen. There are a total of 10 menus, and you can switch between them using the **L** and **R** Buttons. See the relevant page for more detailed information on each menu.

Press the **B** Button to get back to the Game Screen from the Menu Screen.

### List of Menus

Pressing **START** a second time on the Menu Screen displays a list of menus like the screen to the right. Choose a menu from the list to open the screen for that menu. Press **START** again to close the menu list.

### Menu List

Map	p.13	Status	p.20
Items	p.14	Protectors	p.22
Valuables	p.15	Config	p.23
Weapons	p.16	Sleep	p.23
Magic	p.18	Save	p.23

The Weapons, Protectors, and Magic menus only appear once you have acquired one or more of each item. Also, the Save menu does not appear in a place where you can't save.



## ABOUT THE MENU/MAP

### The Map Screen

If the map is too big to fit on the screen, use the Control Pad to scroll around. North is towards the top-right of the screen.



### Map Legend

- Dungeon Entrance/Exit
- Blue Stairs (up)
- Red Stairs (down)
- Elevator
- S: Solar Station
- T: Trap (mid-level boss room)
- I: Immortal (boss room)
- Warp magic square
- Coffin: Location of coffin



## ITEMS/VALUABLES

### The Items/Valuables Screen

This screen shows you what items and valuables you have and lets you use them. Use the Control Pad to choose an item and then select it with the A Button.

**Trash (only for items)**  
See p.15.

**Rearrange**  
See p.15.

**Item Info**  
Some items might have a Damage Gauge. (see p.15)

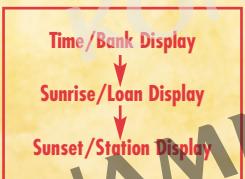


**Time**  
The current time.

**Bank**  
The balance of SOLL (solar energy) in the Solar Bank.

**Switch Display**  
You can change what is displayed in the Time/Bank area by pressing the A Button while holding down SELECT.

## ITEMS/VALUABLES



**Time/Bank Display**  
Sunrise...The time the sun will come up.  
Sunset...The time the sun will go down.  
Loan...The SOLL (solar energy) you have borrowed from Dark Loans.  
Station...The SOLL (solar energy) stored in Solar Stations.

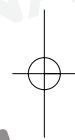
**Rearrange/Trash**  
Select Rearrange and press the A Button to organize the items you have in order. When you want to discard an item, select it



and press the A Button followed by SELECT. You can't throw away valuables, so the Trash option is not displayed for them.

**Damage Gauge**  
A damage indicator is shown in front of the names of items like Solar Fruit. As you store solar energy, the level of the gauge decreases. When it disappears completely, the item turns into a rotten item.

- Examples of Items/Valuables**
- Earthly Nut**—Restores some Life.
  - Solar Fruit**—Restores some Energy.
  - Rotten Nut**—Restores Life but...
  - Healer**—Restores a little Life.
  - Antidote**—Cures poisoning.
  - Warp Leaf**—Enables warping to outside the Dungeon.
  - Sunblock**—Protects the body from the sun's rays.
  - Tomato Juice**—Restores Life but...
  - Oak Coffin**—Wooden coffin. (Valuable)





## WEAPONS

### The Weapons Screen

This screen shows you what weapons you have and lets you equip them. Select a weapon with the Control Pad and then press the A Button to equip it. You can also use the weapon you set up for Quick Change (see p.17) on the Game Screen.

### Type

Weapons can be one of the following four types. The first time you acquire a weapon of each type, you will automatically equip it.



**Attack**  
Shows what the attack power would be for each type of weapon if you equipped it.

**Equipped Weapon**  
A weapon that is currently equipped is marked with an "E" in your "WEAPON BAG". You cannot trash or sell an equipped weapon, or put it in the Warehouse.



**Trash**  
See p.15.

**Rearrange**  
See p.15.

**Weapon Info**  
Each weapon has a certain LV (level), and you must reach that level yourself before you can equip that particular weapon.

## WEAPONS

### Quality

Quality refers to the strength value (basic strength) of a weapon that is added when it is Solar-forged (see p.24). Its value changes depending on the composition of the weapon, and it ranges from -10 to +10.

### Special Effects (SP)

These are a weapon's special characteristics. For example, special effects include "Increases damage to beast monsters", and depending on the weapon's composition during the Solar-forging process, it can have up to three special characteristics.

### Damage Points (DP)

As you use weapons, their DP will build. When the DP reaches a certain level, the weapon will lower in quality and start to lose its special effects. As DP builds up, the damage indicator by the weapon's name will decrease.

### Weapon Quick Change

While you hold down SELECT on the Game Screen, your currently equipped weapons are displayed in a vertical list. Press the R Button while holding down SELECT to swap to the weapon at the bottom of the list.





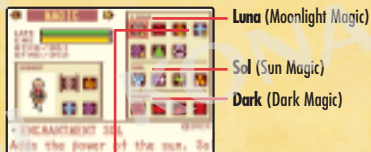
## MAGIC

### The Magic Screen

As the game progresses, you can learn new magic. Select the magic you want with the Control Pad, and press the A Button to prepare it for use.

### Types of Magic

There are three classes of magic: Moonlight, Sun, and Dark Magic. Prepare the magic you want to use and then press the L Button to unleash its effects!



### Equipped Magic

Magic that you are currently equipped with is indicated with an "E" in the magic list on the right.

### Moonlight Magic

Moonlight Magic is divided into two types, and using it consumes energy.

**Enchantment Magic**  
Press the L Button to apply the magical property to a weapon you are equipped with (your character will flash), and then press the B Button to attack. This will use up some energy. To remove the effects of the magic, press the L Button again.

**Special Magic**  
Performs the magic that is equipped. The amount of energy this consumes (the magic cost) depends on the type of magic.

**Red Django cannot use Dark properties. Black Django can only use Dark or Luna properties.**

## MAGIC

### Sun Magic: Red Django's Magic

This is a unique type of magic that uses the sun's rays. Each form of sun magic requires a different amount of sunlight (solar gauge value). The stronger the sunlight is, the more powerful the magic effects will be.

### Dark Magic: Black Django's Magic

This is a unique type of magic that uses up energy. The amount of energy used (the magic cost) depends on the type of magic.

### Examples of Magic

- E-Sol / Moonlight (Enchantment) Magic / Magic Cost: 5 / Property: Sol / Adds the Sol property to weapons.
- Transform / Moonlight (Special) Magic / Magic Cost: 0 / Property: Luna / Switch between Red Django and Black Django.
- Freeze / Sun Magic / Magic Cost: 0 / Property: Frost / Terrify a patrolling monster and immobilize it for 1-10 seconds. Only effective when used from behind.

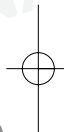
- Sleeping / Dark Magic / Magic Cost: 0 / Property: Dark / Rest in a coffin and recover energy as time passes. The speed of recovery depends on the coffin. However it cannot be used when an enemy boss is sealed in a coffin.

### Magic Quick Change

When you hold down SELECT on the Game Screen, your currently equipped magic is displayed in a vertical list. Press the L Button while holding down SELECT to swap to the magic at the bottom of the list.


### Transformation! Red Django and Black Django

Django changes when you use the Moonlight Magic, Transform. After setting up Transform, press the L Button and Red Django will turn into Black Django and vice versa.



## STATUS

**The Status Screen**  
This screen shows you detailed information about your character.



**Skill**  
Skill is a measure of your proficiency with each type of weapon. For swords, spears, and hammers, this affects your Solar-forging. For guns and your bare hands, it affects your attack power. The more enemy monsters you defeat with a weapon, or the more times you forge a weapon with your Solar-forging abilities, the higher your skill for that type of weapon will become.

**Acquired status points**

## STATUS

**Allocating Status Points**  
As you gain experience points and level up, you will acquire status points. When you see "STATUS UP OK" displayed over the Life Gauge on the Game Screen, allocate your status points between the four stats on the status screen.



**How to Allocate Status Points**  
Choose Vitality, Spirit, Strength, and Agility using the Control Pad, and then distribute the points by pressing left and right.



Press the A Button when you have finished allocating the points.

Status List	
Life	If this gauge fails to zero, it's game over!
Energy	Solar energy.
Attack	Attack power.
Defense	Defense power.
Status Point	Acquired when you level up, and can be allocated among the following four stats.
Vitality	Affects max. Life Gauge.
Spirit	Affects max. Energy Gauge.
Strength	Affects attack power.
Agility	Affects movement speed and defense power.
LV (Level)	The current level of your character.
Experience	The experience accumulated by defeating monsters.
Next	The experience required for the next level up.
Skill	Your proficiency with each type of weapon.
<div style="display: flex; flex-wrap: wrap;"> <div style="width: 50%; padding-right: 10px;"> <p> Sword</p> <p> Spear</p> <p> Hammer</p> </div> <div style="width: 50%;"> <p> Bare Hands</p> <p> Gun</p> </div> </div>	

Abnormal Status	
Ignite	Slowly takes away Life.
Freeze	Slows down movement.
Petrify	Unable to move or attack.
Cursed	Unable to solar charge or use Sun Magic.
Poisoned	Slowly takes away life.
Confused	Inverts up, down, left, and right on the Control Pad.
Stomach Ache	Screen becomes blurry when you move.

- Ignite, Freeze, and Petrify can be overcome by pressing the Control Pad rapidly.
- A Cursed state can be lifted by soaking up a certain amount of sunlight, or by using an item.
- Stomach Aches and a Poisoned or Confused state will pass in time, or can be cured using an item.

## PROTECTOR

### Protectors

Here you can check what protectors you have, but you can only equip one at a time. Choose a protector with the Control Pad and press the A Button to equip it.

**Attack/Defense**  
Shows what the defense power of a protector would be if you equipped it.

**Protector Info/Equipped Protector**  
The protector that is currently equipped is marked with an "E" in your protector bag. You cannot trash or sell the equipped protector, or put it in the Warehouse.



**Trash**  
See p.15.

**Rearrange**  
See p.15

**Protector Status/Endurance and Weight**  
The endurance and weight parameters shown in the protector info show how tough and heavy it is. Endurance affects your defense power and weight affects your movement speed. Protectors can also have special effects just like weapons.

## CONFIG/SLEEP/SAVE

### Config

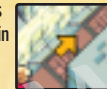
You can alter the following three settings in the game:



- **Control Settings**  
Designate the ↑ direction on the Control Pad so that the character moves either up, up and right, or up and left on the Game Screen. This is recommended if you have difficulty with diagonal controls.

- **Message Speed**  
You can choose the speed of message display out of Normal, Fast, and Slow.

- **Markers**  
Turn markers on if you want arrows guiding you to entrances and exits in the dungeons. Turn them off if you do not want them displayed.



### Sleep

Sleep allows you to pause the game, turn off the screen, and save power. Press SELECT and the L and R Buttons simultaneously to return to the game. It is useful if you want to take a short break, but if the batteries run out during sleep mode, it is the same as switching OFF the power, so save your game and turn OFF the system if you intend to take a longer break.

### Save

You can save your current game progress, but there is only one slot for saved data. Beware of saving new data because your old saved data will be completely overwritten and lost.



## SOLAR-FORGING

### What's Solar-forging?

Solar-forging is the process of combining weapons together into one new weapon. Sunlight is needed for the forging process.

### Types of Weapons

You can forge three types of weapons: Swords, Spears, and Hammers. The combination of weapons used for the forging affects the outcome of the final weapon. Your forging is influenced by your skill. Some of the forged weapons may have special qualities as well.

### Forging Rules

A combination of the same weapons

- The same weapon.
- A combination of the same type of weapons
- The same type of weapon.

A combination of different types of weapons

- A weapon that is different from the types used to make it.

### Results of Solar-forging

The quality of weapons made by solar-forging depends on how well you forged them. If the forging process is successful, the quality of your weapons will be higher, and they may acquire special effects (SP).

## SOLAR-FORGING

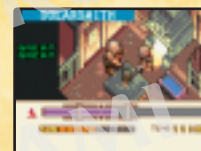
### The Solar-forging Process

The Solar-forging process consists of repeatedly adjusting the fire temperature and then forging the weapon, all within a 30 second period.

- 1 Talk to Smith at the Smithery and choose "Forge".
- 2 On the weapon selection screen, choose two weapons that you would like to forge together.
- 3 Heat the weapons in the fire.  
When the Smith Gauge rises, time correctly and press the A Button at the ideal temperature. The stronger the sunlight is, the faster the Smith Gauge will change.



- 4 Remove the weapons from the fire and forge them. Press the A Button at the exact point when the Smith Gauge is at the optimum temperature. Repeat this as the gauge moves from side to side.



Hit the button at the optimum temperature!

- 5 Repeat steps 3 and 4. The Solar-forging ends after a 30-second time period.

The two weapons that you used for the forging no longer exist, but a new weapon is created!



## ACTIONS

### Move: Control Pad

Press the Control Pad in the direction you want to move.

### Drag a coffin: Hold down the A Button



Hold down the A Button near a coffin to drag it. If you release the A Button or are attacked by enemies, the coffin will be dropped.

### Flatten Against Wall: Control Pad

Flatten against walls to get past mummies and other enemies with poor vision. You can also move when flattened against a wall. Press the R Button while flattened to scroll the screen in the direction you're facing. This is especially useful for checking on enemies in the vicinity.



26



### Knock on a Wall: A Button when flattened

Press the A Button when flattened against a wall to tap against the wall and attract your enemies' attention.

### Push: Hold down Control Pad

You can push wooden boxes and other movable blocks. Hold down the Control Pad in the direction of a block to push it.



### Look Around: Control Pad while holding down the R Button

Hold down the R Button and use the Control Pad to look around. This technique is useful for scouting out enemies and possible routes.

## ACTIONS

### Prepare Weapon: B Button

Press the B Button to prepare your weapon, and release it to attack. If you're not equipped with a weapon, you will attack with your bare hands.



### Charge: A Button

Press the A Button in the outdoor area of a Dungeon or under a Skylight to charge your solar energy.



### Open Treasure Box: A Button

Press the A Button near a treasure box to get the item inside. Make sure your item bag isn't full though, or you will not be able to collect any more items. Items that you cannot take are returned to the treasure box.



### Talk: A Button

When there's a bubble over a character's head, you can talk to him/her by pressing the A Button. You can also talk to people over the counter at shops in the Mall.

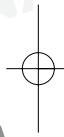


### Use Magic: L Button

Pressing the L Button switches Enchantment Magic on and off. For all other kinds of magic, pressing the L Button will allow you to use the magic.



27





## OTHER GAME FEATURES

### Sol de Vice

A glove that makes it possible to use magic properties (Enchantment). Sword, spear, and hammer attacks do not normally have any special properties, but by using Enchantment Magic you can add properties to these weapons so that they inflict more damage on enemies.



### Hint Panels

You'll find panels like this at various points throughout the Dungeons. Press the A Button in front of one to get some basic advice about your adventure or some useful information about how to solve a puzzle.



28

### Solar Stations

These machines automatically store solar energy detected by the Solar Sensor. Stored solar energy can be charged as energy at any point, even at night. The number above the station is the amount of solar energy remaining. To transfer energy, hold down the A Button in front of the station.



## OTHER GAME FEATURES

### The Solar Bank & Dark Loans

At the Solar Bank you can deposit solar energy stored in Solar Stations. Deposited energy (SOLL) can be used as money to shop at the Mall. SOLL also collects interest, so you can use the bank to boost your energy supply.

Dark Loans lets you borrow solar energy. Naturally, you must pay back what you borrow. Remember to read the fine print!



### The Dark Card

Using the Dark Card from the valuables screen gives you access to two services: "Replay" and "Dark Loans". "Replay" allows you to restart an area from the beginning in exchange for paying SOLL to Dark Loans. "Dark Loans" allows you to borrow from Dark Loans.

29



## THE MALL

### The Shop Screen

You can buy items, weapons, and protectors using the SOLL (solar energy) you have saved in the Solar Bank.

### Sell

Select something and press the A Button here to sell it.

### Attack/Defense

This shows what the status of the weapon or protector would be if you equipped it.

### Rearrange

See p.15.

### Equipped Objects

You cannot sell equipped weapons or protectors.

### Fruit Store

You can buy Solar Fruit here. The more sunlight there is, the more Solar Fruit grows. This lowers the price of the fruit at the store as well.

### Item Shop

This is the place to buy recovery items and protectors. Press the L or R Buttons to change the goods that are displayed.

### Weapon Shop

This is the place to buy weapons. Press the L or R Buttons to change the goods (the type of weapon) that are displayed.



## THE MALL

### Coffin Shop

This shop sells coffins. You can only carry one coffin, so when you want to buy a new one, you have to exchange it for the one you have.

### Warehouse

This is where you can store your items. It can be used once you acquire a Warehouse key. Items that are placed in the warehouse are not affected by sunlight until they are taken out.

### Clocktower

You can set the time here. Move the Control Pad, and change the time pressing Up and Down. Once you've set the time, press START. The game will be saved and the time setting is complete.

You can only set the time once a day.

*For more information, you can read records about all kinds of adventures in the Library.*



## HINTS

### When the Solar Gauge Reaches Zero...

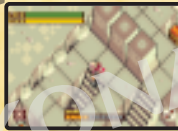
You'll need sunlight to play Boktai 2, but you can still play even when it's dark. However, to use the Pile Driver and purify bosses, you absolutely must have sunlight. If the Solar Gauge reaches zero during battle, you will not be able to start the Pile Driver and purify the boss.



Solar Gauge that has reached zero

### Indoor and Outdoor Areas

Dungeons have both indoor and outdoor areas. Sunlight entering the Solar Sensor is sent directly into the game universe in outdoor areas, meaning you're free to use the solar charge. But sunlight can't make it indoors, so you can't charge, even if sunlight is hitting the Game Pak sensor. The one exception is underneath a Skylight, where you can solar charge and damage any Undead enemies you can lure there, as long as there's sunlight in the real world.



The Solar Gauge is bright

### Sunlight Affects the Game!

Some Dungeon traps and devices are affected by sunlight. For instance, Skylights and solar floors are revealed by sunlight, and in some areas the wind is stronger when the Sun is shining. Some Undead get sloppy and reveal their hiding places when sunlight is weak, while others move more slowly when exposed to sunlight. Sunlight is needed to activate the Pile Driver during battles, and the stronger the sunlight is, the more powerful the attack with the Pile Driver becomes.



## HINTS

### Marks Above the Undead

The marks and bubbles above the Undead (enemies) show their current state.



Shown when the enemy discovers your character.



Shown when the enemy senses your character's presence. This mark may appear when an enemy spies you from afar or hears a suspicious noise. However, this doesn't mean that they have found you.



Shown when the enemy discovers your character, but not counted on the Results Screen.



Shown when the enemy has lost sight of your character. The question mark means he's given up looking for you.



Shown when knocked unconscious by your attack. When all the stars disappear, the enemy wakes up.

## HINTS

### Property Attacks and Back Attacks

Enemy monsters have properties, but they also have corresponding opposite properties that they are weak against. You can multiply the damage you inflict on an enemy if you enchant an attack with its weakpoint



A normal (no property) attack...



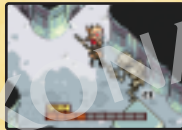
Increased damage with a weakpoint property!



Less damage with a special property!

property. But to perform an Enchantment Attack, you'll need the corresponding property's Enchantment Magic and enough solar energy to use it.

Another thing to remember is that attacks from behind are more effective than attacks from the front or the side against monsters like skeletons that patrol the Dungeons. Back attacks catch enemy monsters off guard so you can deliver a lot more damage.



Attacking from the front...



Increased damage with a back attack!

## HINTS

### Properties

Properties indicate which special magic your character or enemy monsters have. Every property, except for Luna, has an opposite, and therefore is part of a pair: Sol/Dark, Flame/Frost, and Cloud/Earth. Also, if something doesn't have a property, it's referred to as No Property.

### Solar Bugs, Moon Bugs & Darkness Bugs

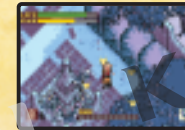
When you attack in the Dungeon, crystalline objects will sometimes grow from the ground. These are called solar bamboo shoots, and living inside them are different kinds of Spirit Bugs. Spirit Bugs come in three types: Solar Bugs, which restore energy to your character; Moon Bugs, which restore your life; and Darkness Bugs, which suck energy from your character. You should run away from Darkness Bugs, but you can draw other Spirit Bugs towards you with the A Button.



Is something sparkling?



Use a weapon and crystalline objects appear...



If a Solar Bug! You can pick it up using the A Button!

## GAME BOY® ADVANCE GAME LINK® CABLE

### Required Equipment

- Game Boy® Advance One per player
- Boktai 2 Game Pak One per player
- Game Boy® Advance Game Link® Cables

- For 2 Players 1
- For 3 Players 2
- For 4 Players 3

### Connecting the Game Boy® Advance Game Link® Cable(s)

- 1 Make sure that each Game Boy® Advance system's power switch is set to OFF before inserting a Game Pak into each system.
- 2 Connect the Game Link® Cables to each other, then to each system's external expansion connector.
- 3 Turn each system's power switch ON.



- 4 Follow the instructions for using the Game Boy® Advance Game Link® Cable link play on p.37. If two or three players are playing, do not connect systems and cables that will not be used. The player whose system is connected to the small plug becomes 1P. Refer to the diagram to the left when connecting Game Link® Cables and systems. (Note the plug sizes.)

### Link Play Warnings

The following can cause systems to fail to link properly or malfunction:

- Using a cable other than the Game Boy® Advance Game Link® Cable
- Failing to insert the Game Link® Cable completely
- Removing the Game Link® Cable while linked
- Failing to connect Game Link® Cable(s)/systems properly
- Connecting five or more systems

## MULTIPLAYER MODE

### Link Play

Rules:

For 2-4 players. The player who earns the most multiplayer points within the time limit wins.

- What are Multiplayer Points? Multiplayer points are calculated from the number of coins held, number of rival players defeated, and number of times life reaches zero.

### Coins

Five coins are available in link play. At the start of play each player has one coin, with the remainder held by the Undead (enemies). Enemies and rival players drop coins when defeated. Touch dropped coins to pick them up.



### Link Play Game Flow

- 1 Once the link cables are connected, turn your Game Boy® Advance system ON and select 'LINK' from the Title Screen. Then Select "Link Play" from the Link Menu.
- 2 Next, choose battle style and weapons for the game.
- 3 The Entry Screen appears. Player names are shown in red, blue, yellow, and green along with their entry status. (Your character's box is highlighted in red.)

**ENTRY** Multiplayer entry complete.

**WAIT** Establishing link.

**NOT LINKED** Not connected or link not established.

Once everyone is connected, Player 1 selects 'START'. Players 2-4 enter Standby Mode.

## MULTIPLAYER MODE

- 4 Configure multiplayer rules. (Player 1 only.)

### Setting Multiplayer Rules

Play for Solar Energy:  
Choose whether to play for the energy the players have collected in their Solar Stations. (Cannot be selected if one or more players entered lacks sufficient energy.)

### Time Limit

Set the time limit for the multiplayer game.

### Stage

Set the multiplayer game stage. Select "Random" to have the stage assigned randomly.

- 5 Once the multiplayer rules have been set, press START to begin the game.



The coins held by each player are displayed under the Darkness Gauge. The red, blue, yellow, and green marks are coins held by individual players, while the purple mark shows coins on the floor or held by enemies.

- 6 Multiplayer play ends when the set game time expires. The Results Screen is then shown.  
7 You will be asked if you want a rematch.  
• Select "YES" to move to the battle screen and resume multiplayer battle.  
• If you select "NO", total multiplayer points earned are shown.

If you accumulate points, you can exchange them for items in the main game. (If "Play for Solar Energy" is set to ON, the energy in your Solar Station will be boosted.) Data is then saved and link play ends.

### Wireless Adapter

If you are using the Wireless Adapter for multiplayer games, please refer to your Wireless Adapter instruction booklet for set-up instructions.

## LINK SHOPPING

### Link Shopping

This is a two-player link mode that allows you to buy and sell weapons that you have acquired in the game using SOLL (solar energy). You'll be able to select this option as the game progresses and the weapon shop in the Mall opens up.

### The Link Shopping Process

- 1 Once the link cables are connected, turn your Game Boy® Advance system ON and start the game. Talk to the weapon shop keeper in the Mall. After you select Link Shopping, the game saves.
- 2 Player 1 chooses either "Buy" or "Sell" on the shopping screen.
- 3 The player who's selling chooses the weapon that he/she wants to sell. The player who's buying the weapon enters the price (the purchase price) he/she will pay.
- 4 If both the buyer and the seller select "Yes" on the confirmation screen, the sale transaction will go through.

- 5 After the game data has been saved, you will return to the shopping screen. Press the B Button to finish Link Shopping and return to the weapon shop.





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42

## WARRANTY

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If you feel stuck in the game, or just need a boost, don't worry! You can call the Konami Game Hint & Tip Line for help on this software and all fine Konami products.

Konami Game Hint & Tip Line: 1-650-801-0465

Hints are available 24 hours a day. Availability is subject to change.

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