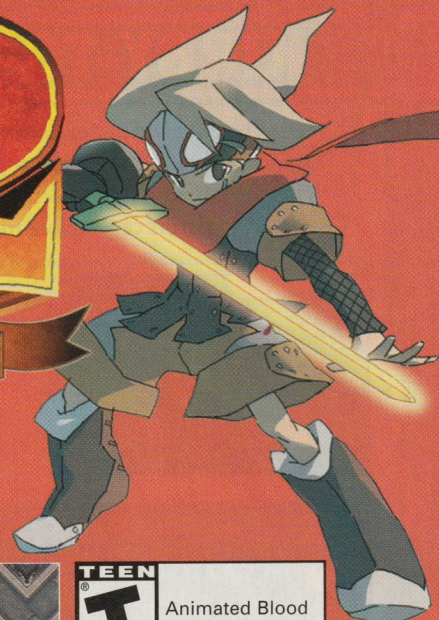


# Boktai 2

## Solar Boy Django

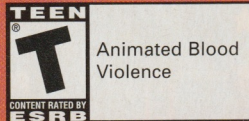


### SOLAR BOY RETURNS TO THE LIMELIGHT!

Last year Konami's Boktai: The Sun Is in Your Hand shone brightly on the Game Boy Advance. Harnessing the power of the sun through a solar sensor in the Game Pak, gamers took on hordes of undead to save the town of San Miguel. Legendary designer Hideo Kojima is at it again with Boktai 2: Solar Boy Django. Slather on the sunscreen and power up your GBA—Boktai 2 offers more vampire hunting, weaponry and new features than you can shake a stake at!



Please don't let this shock you, but... I'm afraid you must die now.



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### NEW TO BOKTAI 2

#### FORGING TIES WITH THE SOLARSMITH

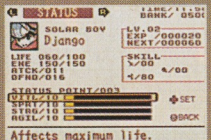


Once you free Violet's grandfather from the cathedral, he will open up a Solar Forge in the mall district. He'll forge weapons from ones brought to him.



Read the hints in the shop to learn about weapon forging. Choose two from your inventory to start the smith minigame, preferably while it's sunny outside.

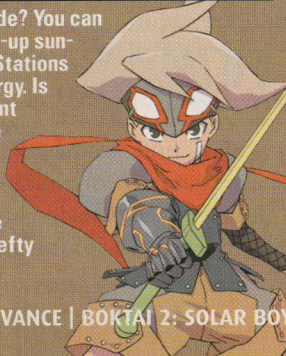
#### ANOTHER LEVEL OF EXPERIENCE



You'll accrue experience points during battle. When ready, enter the status screen and allocate the points across Vitality, Spirit, Strength and Agility attributes.

#### BRIGHT BANKS & DARK LOAN SHARKS

Is it cloudy outside? You can withdraw stored-up sunlight from Solar Stations to refill your energy. Is your Solar account overdrawn? Take out Dark Loans for an advance, but be warned: all debts must be paid back with hefty interest, or else!



### RETURN OF EVIL

Plagued by the undead, the town of San Miguel has barred its doors. An unseen evil is stealing sunlight from the earth and spreading darkness across the lands.

#### GUN DEL SOL THEFT!

A mysterious undead gunslinger wrenches the Gun del Sol from your hands at the start, leaving you weaponless. Fear not, as you will discover suitable replacements inside the dungeon. Enter for a quick primer on traps and combat. Dispatch all foes until you meet the Bok, who requires enchantment.



#### THE SOL DE VICE & ENCHANTMENT



To vanquish the Bok, you're bestowed with a gift—the Sol de Vice. The glove can enchant weapons with the power of the sun. Use it to defeat undead, but watch your energy consumption.

#### MARCELLO & THE WAREHOUSE KEY

Acquire the map before you enter the dungeon. Ready your Sun Enchantment to take out Boks along the way. Increase damage with rear attacks. Keep an eye out for ledges, which you'll use to reach new areas. Read all hint panels you encounter, and proceed up through the labyrinth.



To gain access to the final zone, flip the three switches in order: top, bottom, then middle. When you encounter the circling Boks, wait for them to pass, then sneak behind them. Do not fight them—they will close the gates if alarmed. The southwest passage leads to the final trap. Equip your sword and get ready for a fight.

#### DEFEAT THE SKELETONS!



Attacks are most effective from behind. Knock on the block to lure skeletons toward you, then circle behind them to dole out successive hits.



### UNDEAD RUINS

The Undead Ruins in the southwest corner of San Miguel are home to Marcello and the warehouse key. Walk to 6th Ave. on the map to find the entrance marked Undead. You don't have to do this before entering the mall, but doing so will unlock item storage, which is handy.



### CITY OF THE SUN

San Miguel is a hub that connects all dungeons. Return to the town to heal at the inn, read up on monsters and chat with locals to gain quest information. It's also a great place to visit when you want to organize supplies, craft new weapons and shop, though most stores will be vacant until you rescue the Solarsmith.



## ZAZIE & VIOLET

Enter the town and proceed north to speak with Zazie and Violet in the mall square. Violet will ask you to rescue her father, Steel Smith, who was your father's master and teacher. She'll also give you the Flame Enchantment, which you'll use to light fires on your rescue quest. Talk to Zazie until she gives you some helpful items for your journey.

## THE MALL AT SAN MIGUEL



### ■ DARK LOANS & THE SOLAR BANK

Inside the bank you can chat with the proprietors and learn about Solar Stations and Dark Loans. They allow for continued play on cloudy days through energy withdrawal or advance.

### ■ THE CLOCK MASTER

Ennio, the clock master, will adjust the game time for you once per day if you wish.

### ■ THE INN

Stop by the Inn to heal up. Give the Green Solar Bamboo in the corner a good whack and collect the shards for health.

### ■ THE LIBRARY

Each enemy you encounter gets logged in the library's monster guide. Likewise, weapons you discover are catalogued in the weapons tome.

### ■ THE COFFIN MAKER

Buy and sell coffins at the coffin shop to transport captured Immortals.

## THE KEY TO VIOLET'S HEART

After your conversation with the girls in the square, head to the warehouse and give the key to Violet. She'll open the warehouse and give you a treat. You'll also gain access to storage. Deposit item overstock there before leaving town, but take some healing nuts with you.

## SUNDAY SCHOOLING

Head north out of town past the Solar Tree, then continue west to the Immortal area to find the cathedral. Unfortunately, the doors are locked so you'll have to solve a few puzzles to find an alternate way inside.

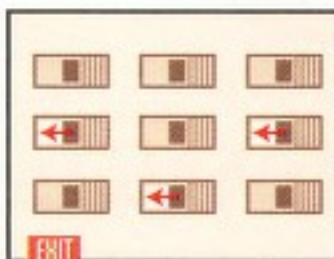
## STOP—HAMMER TIME!



East of the cathedral is a simple box puzzle. Push the right box north to form a pathway to the chest. Circle around and push the other box to the east of the staircase. If you mess up, leave the area; the puzzle will reset. Climb up the stairs to the ledge, and grab the hammer. With it, you can smash those pesky wooden crates and rusty switches and levers (not to mention punk MCs). Baggy pants not included.

## PATH TO THE UNDERWORLD

Return to the cathedral and go south. Smash the crate with your new toy and push the stone into the nearby hole. Push the other stone south to the center hole. Smash the east crate and head to the graveyard. Avoid the guardian—he is too difficult to neutralize. Push the three stones as indicated in the diagram to reveal the hidden cathedral staircase.



## BACK-DOOR ENTRY

Navigate past enemies, and light candles with a flame-enchanted sword. Open the locked gate by striking both candles in quick succession. In the next room, push one box north of the button, and one box north of the stairs. In the subsequent room light both candles quickly then hit Select (time will pause) and switch to the hammer to smash the rusty lever. Move to the next room and light the first candle, then quickly shuffle along the ledge and light the other one. Lastly, throw the two rusty switches with your hammer while on the elevator. The cathedral interior and a skeleton trap await you upstairs.



## PLACE THE YELLOW CRYSTAL

Vanquish the skeletons, collect the yellow crystal and head through the southwest doorway. Knock on the wall next to the floor switch to lure the Bok, then run up to the gate and dash through when it opens. Place the crystal in the wall and light the candles. Push the first box two squares south, then smash the others to get behind it and move it north to the hole. Smash all but the last box. Push it into the pit to retrieve the Triangle key.

## THE MIGHTY SPEAR AND A SECRET EXIT

Go east from the main room and use the Triangle key. Head upstairs and defeat all monsters. Go west and drop to get the spear. Go through the east door again and light the candles with the Enchanted Spear. A staircase will open in the southeast. Should you need to escape from the cathedral, shimmy across the ledge to the stairs.

## GET THE RED CRYSTAL

Return to the main room and take the southeast exit. Use the spear to flip the switch and go upstairs. Light the candle, ascend one floor and avoid traps to read the wall panel. Return to the secret exit staircase and search the south wall. You should see a glimmer where the crystal is located. Sunlight is required to see the gem, so you must do this during the daytime.

## GET THE BLUE CRYSTAL

Exit via the secret staircase and head to the front of the cathedral. Destroy both lion statues by using the spear to release the blue crystal. Collect it and head back to the main hall.

## SPELL OUT W.O.R.D.

Go into northeast room, then upstairs and west. Hug the wall to reach the library on the west side. Defeat spiders (watch out for poison) and solve the book puzzle by spelling out W.O.R.D. from book titles (see below) and throwing switches.

**W** *Walking in the Wilderness*

**O** *Overheating: The Risk of Too Much Sun*

**R** *Rules of a Gunslinger*

**D** *Doomsday Reincarnation*

## LAST CRYSTAL & CRYSTAL PLACEMENT

After the library, solve the box and candle puzzles leading to the crystal room. Push the first box into the hole, and the second box onto the switch plate to release the button that reveals the crystal. Go back to the rooms above the underground cathedral entrance and place a crystal on each wall mount. Go west and use the Triangle key to open the purple door. Light the torch and use the last crystal to reveal the path to the boss.

## A MOTH TO A FLAME



Fight White Duneyrr during daylight. Use Flame Enchantment on the spear and light the center torches. Using the hammer, flick all four corner switches. The moth will fly to the flame—hit her from behind with the spear while avoiding attacks. Repeat as necessary, but beware of her evil minions; they do minor damage, but it adds up.

## IT'S A DIRTY JOB...

Go north and rescue Smith and Nero, then drag the coffin upstairs to the main room and proceed northwest. Use the coffin and the box to open the center lock. Collect weapons and items, then head to the area north of the Solar Tree to purify the Immortal. If she puts up a fight, whack her a few times with the mallet. Silence, undead fool!



# PURIFYING EVIL IN THE SUN!

Once you reach the purification area, you will automatically summon the Pile Driver to extinguish the squirming Immortal, but she won't go without a fight. Use enchanted attacks on the four pillars and banish her forever while getting a killer tan. Who knew vampire hunting was so glamorous? ☀️

