

The evolution of species ceases... and one by one they become extinct.

In the age of darkness in which people have forgotten the sun, the "Immortals" -- the beings of the dark -- have appeared and turned the sun city of "San Miguel" to the city of death. The dark curse has turned all species into the "undead". The "dark matter" has brought about the "undeading" of all. The man who was known as the strongest vampire hunter has fallen, and people's hopes have been shattered.

But one day,
There was one boy who left San Miguel where the undead walk around. This boy is "Django" -- the heir of the solar gun "Gun Del Sol" and the last hope in which flows the blood of the vampire hunter. He heads for "Istrakan" -- the city of death where many times and places intertwine because of the end-of-the-world phenomena caused by the Immortals.

Can Django avenge his father's death with the use of sunlight as his weapon?
Can he stop the undeading that threatens the lives of all?
And can he bring back to all "Our Sun?"

(Intro from in-game and official website)

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-----2. Game Basics-----
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-----Controls-----
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-----D-Pad
Move in the direction pressed.

-----A Button:
Charge Up.

-----B Button:
Fire a shot from the Gun De Sol.
Hold B to fire spread shots*

*This is only for certain weapons.

-----L Button:
Use Item.

-----R Button
Brake.

-----Start/Pause Button:
Pause and Displays menu.

-----Select
Bring up an in-game menu.

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-----Menus-----
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-----Game Start

Start the game.

-----Options

Play mini-games on two levels.

-----Multiplayer

Play against friends, trade items or use emblems.

For more information on Multiplayer go to the Multiplayer section (Section 6).

-----Options

- Time Setting

Change the in-game clock.

- Solar Sensor Setting

This will tell you if your solar sensor is OK.

- Basics

A short tutorial on various aspects in the game.

- Explanation

This will tell you a short explanation of various aspects in the game.

-----Start/Pause

Brings up a menu, you can choose to do a few things here.

- Save

Save your current game.

- Sleep

Go into Sleep mode. This mode allows you to save battery power.

To get out of Sleep mode press Select + L + R.

- Options

Here you can change the button functions, text speed and the marker.

- Cancel

Allows you to resume your current game.

-----Select Screen

Press either L or R to cycle through the menus.

- Item

Choose, use, throw away or sort your item inventory.

- Weapon

Shows the Gun De Sol, you can change it's characteristics here.

For more about the Gun De Sol go to section 7.3.

- Map

Shows a map of the area.

-----3. Characters-----

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-----Master Otenko-----
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The Messenger of the Sun

The spirit of the sun that has come to Earth to save all life nurtured by the sun. He teaches the player how to fight the Immortals and the undead.

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-----Django-----
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Solar Boy

The hero of this story. A vampire hunter and heir of the solar gun "Gun Del Sol." He wears the "crimson scarf" -- the legacy of his father -- and heads for Istrakan.

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-----Lita-----
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Earthly Maiden

A girl that protects the "Solar Tree" -- the shrine of all life on Earth.

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-----Mani-----
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Maiden of the Moon
(Moon Beauty)

The maiden of the moon -- the star of grace and lunacy fending off sunlight. She has been taken hostage by the Immortals.

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-----Ringo-----
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Vampire Hunter

The man who saved the world from the threats of the Immortals over 10 years ago. He has fallen to the conspiracies of the Count at the battle of San Miguel. He has left his crimson scarf and "hope" to the main character of this game.

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-----Count-----
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Vampire Lord

The lord of "vampires" -- the leader of Immortals -- who resurrected with the power of dark matter. Raided San Miguel and began the undeadening.

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-----4. Notes-----
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Mental and Physical notes from the official website to help you before anything may happen to you.

‡ Do not play under strong sunlight for too long.

‡ Although "Boktai" is a game that requires sunlight, playing under the sun for too long is not recommended for your health. Please do not stay under the sun for too long.

‡ When playing under the sun, wear a hat, do not expose your skin too much, use sunblock, and drink enough water.

‡ When you stay outside for a long time on a very sunny day, your eyes could start hurting. If the abnormalities of your eyes (trouble seeing, tears, itchy eyes, pain, etc.), go to a physician immediately.

‡ When playing indoors, avoid playing in a dark spot. Play where there is enough light.

‡ When you are tired or sleep-deprived, you should not play too much for your health.

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-----5. Walkthrough-----
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-----Road of Encounter
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-Items Found: Red Apple
-Boss: -

When you begin, go to the left for an Red Apple and then cross the bridge on the right.

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-----Fog Castle
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-Items Found: Green Apple (x4), Knight Frame, Solar Nut
-Boss: Count of Groundsoaking Blood

NOTE: This path is best doing it during the day.
Follow the path and then Master Otenko will appear, he'll bring up the Pile Driver (A device used to purify the undead). When Otenko is done talking, continue following the path.

Climb up the steps, then turn left and continue following the path, pick up the Green Apple, then go up and into the next screen, follow the path, you should see a chest, so open it for another Green Apple. Follow the short path grabbing the Solar Nut on the way, and then enter the door.

Go right (you can go to the Otenko panel, but there's no need for it), go through the next door. In this room is a Solar Station (you use these to recharge your weapon), go through one of the rooms - it doesn't matter which one, they both go to the same room anyway.

Go to the right of the room for the Knight Solar Gun Frame, I suggest that you equip it for best results, when your done

climb up the stairs. Go to the left and face the box, go up against it and tap a few times, the Bok will start coming after you, quickly run to the right and hide behind one of the boxes (preferably the one below the skylight). When the Bok starts turning, you can either kill it or run away, although running may make it attack you. Go into the next room.

Outside, nothing to do here except to recharge (if needed), so go into the door on the right. Go left for a Life Fruit, then go up the stairs, continue going up the stairs, Otenko will stop you and say that the Immortal is in there, you should save just in case, then go into the door.

-----Count of Groundsoaking Blood-----

When you enter and walk up to the coffin, the bats in the room will start flying around everywhere, just kill them with a Spread Shot.

When you've finished off the bats, Otenko will appear and tell you to bring the coffin to the Pile Driver. Press and Hold A on the coffin to carry it, be careful because sometimes the coffin will shake and damage you (you can tell when it starts to glow and rattle), so go out the door, down the stairs, outside and into the other door.

Go around, then down the stairs. In this room there should be another Bok, so go down and kill it, carry the coffin down into the next room. In this room they'll be two more Boks, get their attention by tapping on the crate, when it comes around, kill it! Then carry the coffin out the door.

Out here, there's another Green Apple and a Solar Nut. Carry the coffin while following the path and down into the next screen. There's a Green Apple here, continue following the path. Carry the coffin onto the Pile Driver, Otenko will come out and tell you to put the coffin on the coffin mark - do it. The two Generators will come out, use your spread shot on them so they face the coffin.

You should probably save now, just in case you don't do it. Go onto the glowing circle and press A to be taken into the Purification Room. To Purify the Count, make sure the beams are always yellow, if they turn into a dark purple color then you must use a spread shot on them so they become strong again, do this until the Count's health is depleted to purify him.

When you kill him you will get a Stats screen. It's nothing important, so just press a button to get rid of it. You should get a Fool Card when done.

During your conversation, the Count will start talking to you, he'll tell you that the Moon Beauty has been taken captive by him. When the conversation is over, you'll be taken back to the Road of Encounter. This time go through the left bridge.

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-----Calm Path

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-Items Found: -

-Boss: -

Nothing, so go ahead into the Small Cave.

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-----Small Cave
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-Items Found: Red Apple, Empty Gourd, Silver Coin, Axel Frame,
Green Apple
-Boss: Bats

Go up the steps and into the next room. There's two Bok's and a Red Apple on the right side of the room, go to the right and get the Red Apple, stay there until the Bok's turn away then kill them both, then go through the north exit for a Empty Gourd, go back out and go through the west exit. There's another two Bok's in this room, kill the one in front of you, then go over the platform and kill the other, exit through the east doorway. Follow the path to the next room.

There's a skylight in this room. Go through the left doorway. Go into the large wall, and tap on it to make the Boks run back, then go around to the back of it then turn right, follow the path, kill the Bok then go through the south exit (the north one has another Bok), get the Blue Key, then go back, and take the north exit and kill the Bok, then go back around to the room with the skylight.

Now take the right doorway. Get into the small crevice and tap, the Boks will come after you, when they are close jump out and kill them. Go to the left for a Silver Coin and then follow the path up. Kill the two Bok's on guard then go right. Follow the path to the next screen and open the chest for the Axel Solar Gun Frame. Now go all the way back to the skylight room.

Follow the path, then kill the last Bok, open the chest for a Solar Nut and then go through the door on the right using the Blue Key.

It's a trap! Make sure you have the Axel Frame equipped, when the Bats start coming for you, hold down the B button to kill them all. If you run low on sunlight, there's a skylight in the room. Otenko will then make a Warp Magic Square, so now you don't have to go through all that to go back. A Green Apple should appear in a chest, so get it. Then exit.

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-----Empty Passage
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-Items Found: -
-Boss: -

There's nothing here so just exit north.

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-----Gate of the Dead
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-Items Found: Life Fruit, Red Apple (3x), Silver Coin, Star 1 Lens
-Boss: Sword

Go up the steps and into the next room. Go up against the large box in front of you, but don't tap, wait for the Bok's to run into each other then kill them both at the same time, then go up to the next room.

Take the right stairs, then go left behind the Bok and then kill it. Go up the stairs behind you, then wait for the other two Bok's to run into each other, kill them both. Go to the room on the right, and open the chest for a Life Fruit, go back into the previous room.

Go down the stairs for a Red Apple, then go to the west doorway, move the crate back and open the chest for a Blue Key, go back, then go up north into the next screen, open the chest for a Silver Coin, go back.

Go back around, and through the last doorway in the upper area of the room. Get in the middle of the large wall area, and tap, all the Bok's should come to you, kill the two on your right first, then kill the other one. Exit through the bottom left doorway, get the Red Apple, then go back, go through the north doorway now.

Another trap. Defeat the sword to disarm. I suggest that you use the Knight Frame for this battle. The Sword will try stab you and then make smaller more annoying swords. Use the Spread Shot on it to hurt it. Use the skylight to recharge, and repeat until it dies.

When it's defeated you will get a Red Apple and a Star 1 Solar Lens. Now you can exit.

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-----Road of Farewell
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-Items Found: -
-Boss: -
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This is a split path; you may take whichever one you want. Both paths have been done on this walkthrough, you can just choose whichever one you want and use it. I would recommend going through the Catacomb for much better equipment.

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-----Ancient Forest
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-Items Found: Red Apple (3x), Solar Nut (4x), Empty Gourd, Spear Frame
-Boss: Clay Golem (4x)
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Go north into the next screen, Otenko will tell you about the Clay Golem's, so go into the left crevice and tap on the wall, quickly run to the bottom right corner, and the Golem's will crash into each other leaving them to be stunned, so run past them. Go into the right path for a Red Apple, then go back and go north for a Solar Nut. Go left and down into the small hole for a Empty Gourd, wait until the Clay Golem passes, then head out to the west exit.

Quickly run past all the Clay Golem's and exit to the east exit, get the Spear Solar Gun Frame, then go back and exit to the west.

In this room, the main objective is to make the two Golem's crash into each other, to do this, go up the far left path getting the attention of both, they should start rolling at you, and crash, if they don't crash, go into the open area below to make them crash. Get past the stone for a Red Apple, then leave go north for a Solar Nut, go up the rock and exit.

Here, you can either dodge or make the Golem's crash into each other (you could also kill them, but that takes too long). Leave through the west exit for another Solar nut, then go back and exit north.

Climb the rock, then go near the Golem on guard, use your spread shot on him to kill him, go up the rock to get a Solar Nut, then exit. In the next screen you can just dodge all of the Golem's, it's not very hard.

In the following screen, yet again will be a trap. There's about 4-6 Golem's here, just try to make them crash into each other, and kill off any remaining Golem's. When you're done you can get another red apple.

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-----Catacomb

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-Items Found: Empty Gourd, Solar Nut 92x), Red Apple (2x), Beatmania Frame, Green Apple

-Boss:

Go to the next screen. Otenko will tell you about Mummies, but ignore him. Go right, kill the mummy, and go north while killing another mummy, open the chest for a Empty Gourd, proceed and kill the mummy, go to the next room.

Go up the stairs, kill the mummy, and open the chest for a Solar Nut. Go right, kill the mummy, recharge on the skylight, continue north, kill the mummy, then go left, ignore the steps for now, kill the mummy behind them then open the chest for a Red Apple, go up the stairs and to the next room.

In this room, you can go left to find a Solar Station. Go up the steps and lure the mummy to come near you, when it's near step on the switch to drop a bomb to kill it. Go left, and up the stairs, open the chest for the Beatmania Solar Gun Frame. Go back, and climb the steps, kill the mummy up here, recharge at the skylight then enter the room north of you.

Here bombs will be falling down onto you, all you can do is to dodge them, follow the path, on the left in a chest is a Red Apple, continue following the path. There's a mummy ahead, use a combination of the falling bombs and Spread Shots to kill it. Upon following the path, you'll see more mummies, so just repeat the same process, you can also find another Solar Nut.

In this room is just one mummy, kill it then continue. Trap! To win defeat 4 mummies. Pretty easy, just use the same method as before. You'll also get a Green Apple, so exit now.

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-----Road of Reunion/Sunwishing Plaza

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-Items Found:

-Boss:

Go north into Sunwishing Plaza. To the right is an Immortal's Dark Seal, you can't do anything about it yet, so go north.

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-----Bloodrust Mansion

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-Items Found: Empty Gourd, Double Battery, Banana (4x), Speed Nut (3x), Tiptoe Nut, Silver Coin, Life Fruit, Solar Nut (2x), Bomb grenades (5x), Red Apple (3x), Green Apple (3x), Redshroom, Rotten Nut (5x)

-Boss: Count of the Earth

Go north to summon the Pile Driver, Otenko will then notice the Luna Solar

Gun Lens, you'll be given it and told about Moon Beauty, go north into the next screen then enter the mansion.

They'll be no light, and there isn't a Solar Lamp anywhere, so just go up the stairs and through the door. A simple box puzzle, just move the north-most box to the left and open the chest for a key. Go back to the previous room go down the stairs and open the door.

Hit the Solar Lamp with a Shot, then move the box up. Go east for a Empty Gourd, then go back and take the west door. Knock on the wall to make the Bok walk away, then go to the area he was guarding and go through the door.

There's a Solar Station in here. Go up the stairs and into the next room. Hit the Solar Lamp with a Shot, another simple box puzzle, move the box closest to the Otenko panel up twice, then move the box to the left of you left twice, then go behind the last box and push it four times to the right, and up once to put it onto the switch, go through the door.

Go right and open the chest for a Double Solar Gun Battery, equip it, then go through the exit to the north of you. Outside now, you can ignore the path to your left for now, so just go right.

Follow the path and you will come to a room filled with spiders, just ignore them and go up the stairs, follow the path and get onto the roof, get in the first doorway you see and get the banana in there, go back out, go right into another doorway and open the chest for a Speed Nut. Go left all the way and back into the mansion.

Go down the stairs back into the Spider room, stick to the right wall, and take the left-most door for a Solar Nut, go back and into the door to the right of you. Follow the path, kill the Bok and take the northern-most doorway, go west and get the Speed Nut, go back and down the stairs.

In the first room you go by is a Solar Station, go in there to recharge if you need it. Go past the second door for a Red Apple, then go through the second door.

A simple puzzle. Go into the switch then tap on the wall, the mummy will come to you, so run away from it making sure it doesn't see you, the mummy should go onto the switch then run into the next room before it releases. Follow the path, and you should come to a slit end in the next room, so go north.

This can be a confusing puzzle. Look at the path of the courtyard, it should say a number between 1-9, remember what that number is, then go into the door in the north. If the number is higher than four, you will have to add them up eg. $8 = 4 + 3 + 1$. Then go into the next room.

Another number puzzle, but this time the answer is: 7, 9, 10, 1, 3, 5, 8 (Thanks to dweam on the forums for the answer). To the left of this room is a Silver Coin, then go back and go down the stairs.

Follow the path, there's a Banana, Green Apple and a Speed Nut in here, as well as a Bok near the door. Go down the steps for a Redshroom, then follow the path and go up the stairs then into the next room.

Hit the Solar Lamp, then move the crate one north, go around up the steps and move the other crate down into the hole, go back around and move the crate three times north into the hole, exit through the door.

Ignore the left path and go right, the first door on the right has a Solar Station, the second door is the way to go.

Push the lever so the elevator goes up and then go right into the next room. The doors will shut so go over to the skylight and stay there, wait until the Bok is directly in line with you and the switch (the Bok would attack but the sunlight will serve as a barrier), when the Bok is in line, shoot at it, it should move back and become stunned, shoot it again to move it over onto the switch, then run through the newly opened door.

There are Vanibok's in this room (aka Ghoul Ghost), stand in the skylight then tap against the wall to make the 4 Vanibok's die, the door in the north has a Solar Station, so go down to the east door.

Go right and open the chests for a Banana and a Green Apple, follow the path and push the lever. Go back two rooms, to find yourself in another puzzle. The trick is to get the two Bok's to stand on the switches, so go behind the first Bok and shoot onto the switch, then shoot the other one onto the other switch, run through the door (this may take a few tries - although my vague explanation should give you an idea of what to do).

Ignore the lever and go through the door. Get the Bomb Solar Gun Grenade, then move the southern box left once, move the eastern box right once, and move the last box left once, go up the stairs, cross the boxes and leave.

You should recharge in the skylight and save, then go through the door atop the stairs.

-----Count of the Earth-----

I suggest that you use the Knight Frame for this. The Count will try to use swords against you, just use a Spread Shot to fire the swords at him. When he turns into bats just stay in the skylight and you can't be hurt. He'll then summon up some spiky rocks to hurt you. When he rushes at you, stay in the skylight and he will get hurt. Repeat the process until he's dead.

Lita will appear, and there will be a long discussion. Soon you'll have to take the coffin out. Drag the coffin four doors back, until you come to the room with the lever, leave the coffin on the elevator and press the lever so it goes down. Go one room right.

Kill the Bok's, continue through the rooms until you get to the room with the lever, push the lever, then go three rooms back and you should see the coffin there. Take the coffin all the way back (the puzzles should have already been done, and some Bok's may appear. If you get lost, just use my walkthrough backwards to find out where to go). When you get back to the room just before the courtyard, take the south exit, and move the crate there four times, then move left or right once and go through the door. Go through the next door to come outside, follow the path to the Pile Driver.

It's the same as last time, but only this time there's four Generator's instead of just 2, this makes it harder, but trying recharging the Generator's in a clock-wise fashion, that way they don't get drained so easily, and another addition is that the enemy can now still attack you! (If you didn't know already, you can walk through the beams without getting injured).

The Seal will now break, and you can get 5 Rotten Nuts from the chest.
Exit south and go to the bridge on the right.

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-----Solar Tree

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-Items Found: Solar Nut, Solar Leaf, Blueshroom

-Boss: -

A very long conversation between you, Lita and Otenko. She will tell you about the Solar Tree and about mixing fruits into the Solar Trees Roots. She'll then make you plant something, and she'll give you a Solar Leaf, talk to her again and she'll give you a Blueshroom. Exit north.

To Learn more about the mixtures of the Solar Tree check out section 7.4

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-----Hill of Departure

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-Items Found: -

-Boss: -

When you enter Sabata will strike you down, and you will get in a long conversation with him.

There will be another splint end. This walkthrough will cover all of the Undead paths before doing the Immortal paths, if you wish to skip the Undead paths I suggest that you use Ctrl+F and type in the selected area name.

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-----Noname Fortress

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-Items Found: See-All Nut (2x), Life Fruit, Banana, Silver Coin

-Boss: Treasure Chest Bok's

When you enter go left, Otenko will tell you about Dark Loans, go into dark Loans, and then go out, Sabata will appear then disappear and leave a Dark Card behind. Go up the stairs, watch out for pitfalls, so exit left.

In this room is a hidden Undead, you can see them by their footprints, go down the stairs and get the See-All Nut, exit left. Go up the stairs, you can go down and left to find a Life Fruit, but I don't recommend it. So, go north, kill the three Bok's while climbing up to the door in the north.

Trap! To win you have to open all the treasure chests without being found. Here's the solution:

1. Get the one right next to you, then go up against the wall on the block to the left of the opened chest.
2. Wait until the Bok goes past you, open the chest
3. Turn right, open the chest
4. Go north, open the chest
5. Go west, open the chest
6. Go west, open the chest
7. Go south, open the chest
8. Wait until the Bok moves away, open the chest
9. Go up against the wall where the last chest was, then wait for the Bok to go by and open the chest.

Open the chests that appear and then go through the door on the right. Go down all the stairs, go down the stairs back to the room where you got the See-All Nut, go up the stairs, go right, and open the blue door.

Go down the stairs, take the door on the left then open the left chest for a Silver Coin, the right-most chest for a See-All Nut, and don't open the middle chest because it's a mimic. Go back, and exit.

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-----Deserted Arsenal

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-Items Found: Fencer Frame, Red Apple, Solar Nut, Speed Nut

-Boss: Sword

Go right, down the stairs, push the block south into the crevice, go down the stairs, and push the block four west, two north, then push it four down, two east into the crevice. Go down the stairs. Then go around to the back of the block and move it down south once, and twice west onto the switch. The gate will open, go into the new room then open the chest for the Fencer Solar Gun Frame, push the block so it joins up with the stairs, leave the room.

Go through the door in the east. Go down the stairs below you and open the chest for a Red Apple, go to the stairs to the right of you (dodging the Bok's), and go to the chest for a Solar Nut, go up a bit then down the stairs then leave the room.

Trap! To beat this one you have to defeat the sword. If you have the Fencer frame equipped this battle should be easy. The sword will try to run at you, easily dodge this then keep moving, it should jump up and land, use the Fencer Frame's spread shot continuously on it to kill it in a few seconds. You will get a Speed Nut for your victory, you can now exit.

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-----Southwind Passage

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-Items Found: -

-Boss: -

Nothing here.

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-----Death Cliff

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-Items Found: Silver Coin, Red Apple (3x), Solar Nut, Solar Leaf,

-Boss: Axe

Go north into the next screen. Climb the stairs when the Golem isn't looking and then run to the left and down those stairs, the chests contain a Silver Coin and a Red Apple. Go up the stairs, kill the golem and up the next few stairs, follow the path, kill the next two golems, open the chest for a Solar Nut, ignore the bank then enter the cave to the left of it.

Inside the cave turn right to find a chest containing a Red Apple, kill the three Bok's then open the chest for a Solar Leaf, then exit through the north door.

Trap! Defeat Axe, not very hard. If your using the Fencer Frame, you should just wait until the little Axe's are gone (or kill them), then attack the big Axe. The Axe will try to hammer you into the ground, he'll get stuck

and that's a good opportunity to kill him. When you win you should get a Red Apple. Exit now.

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-----Deserted Road

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-Items Found: -

-Boss: -

Nothing here.

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-----Crumbling Mine

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-Items Found: Solar Nut, Lance Frame

-Boss:

Go to the next room. There's two Bok's in here, hide behind the walls, then quickly run past them both when they're not looking and you could kill them. Go to the next room.

Go around the block when the Bok is opposite to you, run to the other one and tap on the wall, trap the Bok's in the small crevice and kill them, go up the steps and exit to the north.

Trap! You have to defeat all the mummies, there's four mummies, all you can really do is to trick them so they step over the switch and burn. Repeat this a few times until they're all dead. You should get a Solar Nut and a Blue Key for your efforts, exit the room.

Go down abit to find a Blue door, use the key on it. Exit the area.

Getting the Lance Frame; contributed by: Agwa8413@aol.com

The Lance Frame is just an upgrade to the spear with an Attack of A and a Stun of B making it the most powerful weapon for the fire and ice dungeons. It is found in the Crumbling Mine only during the day at the end of the first ghoul infested room. By the time you get there it is too late so go to the next room and come back. You will notice in a cutoff section where there is a Bok walking toward a floor switch with a skylight and a glowing yellow tile. The skylight will kill him so block your sensor so it can walk past, but the tile is now a pit that he'll fall into because the floor needs sun to be there. So after he is past the skylight let the sun back onto your sensor so it can cross. Once he hits the switch go around the corner and you'll see the chest with the Lance Frame.

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-----Young Grass Path/Severe Cold Hill

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-Items Found: -

-Boss: -

Nothing here.

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-----Stairs of Trial

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-Items Found: Red Apple, Life Fruit, Solar Nut, Silver Coin, Flash Frame, Speed Nut, Solar Leaf, Green Apple

-Boss: Bok's

Go south to the next room. Hit the Solar Lamp in the corner of the room, you can get the Red Apple from the chest, then move the northern most box once to the left, then move the southern box one left and one down (into the hole). Move the remaining box two right, one down, one left, one down, and four left into the hole, get the Life Fruit from the chest, exit east.

Go behind the Bok, then run to the wall, hit the Solar Lamp, tap on that wall, go to the block, tap on it, then go to the switch and tap on the wall there, go behind the blocks near the door and wait for the Bok to get on the switch, leave this room.

Hit the Solar Lamp. Move the box closest to the Otenko Panel one down, move the other box one to the right, move the previous box one right then one down, then two right. Move the third box (the one near the stairs two north, now move the last box onto the floor (one right), then move it up twice, go to the stairs and cross the boxes through to the door.

Hit the Solar Lamp to the right of you, you can use a see-all nut if you like (if you still have one), go down the stairs killing the spiders with the Spear Frame (to spiders it's a one-hit-kill), get the Solar Nut from the chest, go up the stairs and get the Silver Coin in the chest. If you're using the See-All Nut, you can get the Flash Solar Gun Grenade from the bottom right corner of the room. You can now leave the room from the northern door.

There's three Bok's in this room you should kill them with the Spear Frame, then collect the Speed Nut from the chest and leave in the northwest door.

In the northeastern part of the room is a Solar Leaf. Get on one of the stairs and then wait for the Bok to be in line with you and the switch, shoot the Bok so it crashes onto the switch, run out to the door.

Trap! Defeat all enemies without being found. An easy way to get rid of some of the Bok's is to stay in the corner where you enter, and when the Bok's come into the dead end vertically south of you, you can shoot them with the Spear Frame, repeat this until most are dead. If there's still a few around, step on the alarm to make them come, when they turn around shoot at them to kill them. You should get a Green Apple when your done. You can now exit.

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-----Frostbitten Path/Field of Silence
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-Items Found:
-Boss:
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Nothing.

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=====
-----Suffering House
=====
-Items Found: Vortex Frame, Speed Nut (2x), Silver Coin, Bombs (2x)
-Boss: Bok's
```

Go to the right of the room and go to the next screen. Hit the Solar Lamp to see a lot of Vanibok's in the room, get to the room in the north to find the Vortex Solar Gun Frame, exit this room, then go into the room in the west of the Vanibok room.

In the bottom left side of the room is a chest containing a Speed Nut, next to the chest tap on the wall to get the Bok's attention, run to the north eastern part of the room then go up the stairs and get the key from the chest, exit the room, exit the next room, use the key on the blue door here.

Kill the spiders but watch out for the disappearing blocks, go down the stairs, then get the Speed Nut and the Silver Coin, then go through the door.

Hit the Solar Lamp, then follow the path to the box, move the box once to the left, and three down, go through the door to get a key. Go back one room then up the stairs, open the door. Go down the stairs into the Undead room.

Trap! Defeat all enemies without being found. There's only three of them, but you may get caught a few times. I suggest that you hide in the little corner behind the first stairs you see, stay on the wall, then when the Bok's come close kill them. If a Bok gets suspicious just move up a little bit then when it turns away kill it. When you win you will get 2 extra bombs for your weapon. You can now exit.

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-----Stench Forest

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-Items Found: Green Apple, Silver Coin, Red Apple, Solar Nut, Green Apple, Change Grenade, Bomb, Flash, Triple Battery

-Boss: Sword

Play at night for best results here.

Follow the path then get the Green Apple from the chest, watch out for the birds, go to the right and push the block down into the ditch, go back. go to the next screen. Move the rock into the rock over the block then next to the chest, go back around and walk over to the chest to get the Triple Solar Gun Battery, go back and and go south to the next screen.

Kill all the spiders and then go to the south exit, get the Silver Coin and go back. IF you go left or right here is a list of items you can get, both rooms finish back at an Undead room.

Left Room: Change Solar Gun Grenade, Bomb, Flash

Right Room: find a Red Apple, Solar Nut and a Green Apple

Trap! Defeat the sword. Same as usual. Use the Fencer Frame to kill it faster.

You should get a Redshroom when your done. You can leave now.

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-----Ruined Cemetery

=====

-Items Found: Red Apple (3x), Solar Nut (4x), Speed Nut, Knife Frame, Bomb (2x), Solar Leaf, Flash, Change, Banana,

-Boss:

Go to the next screen. Get the Red Apple from the chest, then go to the next screen. You can get a Solar Nut (2x), Red Apple and a Speed Nut, go on the stairs and follow the path down to the next room.

There's some Bok's down here so kill them, open the chests for a Knife

Solar Gun Frame and a Silver Coin, go back. Now exit to the north-eastern exit.

Here's a list of the items here: Red Apple, Bomb (2x), Solar Leaf, Flash, Change, Banana and a Solar Nut, be careful because one of the chests is a mimic. When your done go to the stairs in the north-eastern area of the screen.

Trap! Defeat all enemies without being found. Basically the same as the others. Stay up against the walls and then use the new Knife Frame to kill them from afar without being noticed. You should get a Solar Nut for winning. You can go out now; the exit is in the bottom-right corner of the screen.

=====

-----Firetop Mountain

=====

-Items Found: See-All Nut (6x), Banana (4x), Empty Gourd, Solar Nut (3x), Green Apple (3x), Red Apple (3x), Flame Nut (2x), Scan Grenade, Flash, Speed Nut (2x), Bomb Grenade (3x), Silver Coin, Change Grenade, Solar Leaf (2x), Life Fruit, Rising Sun grenades, Flame Lens

-Boss: Muspell The Iron Giant

Head up for the Pile Driver to be summoned, continue to the next screen. Enter the cave and get the See-All Nut from the chest, go right to get a Banana, go back then head north.

Otenko will tell you about Burnbok's. Kill the Bok then head north to get a Empty Gourd, go back then head through the door on the right.

Go up the steps, the push the box once to the right, go back down the steps. Follow the path killing the Bok then go up the stairs. Push the first box either to the north or south, then push the next box twice to the left, push the third box once up, and push the last box to the right, go up the stairs.

There's a chest containing a See-All Nut to the right of the entrance, go up the steps the kill the Bok, then follow the path down the stairs. Go around the walls then push the box down four times into the hole, exit this area.

Climb the steps (you can get a See-All Nut from here), push the bok into the hole so it's easier for later. Then enter the higher cave entrance, get the Banana from the chest, then push the box into the hole, go back out and enter the other entrance. Go up the steps and push the box into the ditch, you can go up the stairs for a Solar Nut, then go back into the other entrance and cross the new path into the next room.

Otenko will tell you about the Mega Rock Floor, you can ignore it for now and follow the path to the door. In the next room is a Solar Station, you may recharge if needed then continue to the next room. Go up the steps and into the next room. Get the See-All Nut from the chest. (Optional) Use the See-All Nut to find a Speed Nut. You should get the rest of the items in here. When you're done, go to the Lava Flow Control room in the north.

Follow the path then push the box down into the crevice, continue to exit north. Get close to the fire bursts then wait for it to go down and run across, repeat this until you get to the Control Panel, push the control Panel so that the lava rises. Go back two rooms then exit south. Otenko will tell you about the Lava, then exit the cave.

Follow the path then push the box into the hole, then go up the stairs, open the chest for a Green Apple, then enter the cave. Follow the path and Otenko will tell you about the Golem, ignore it for now and go to the north to find a Flame Nut and a See-All Nut in the chests, then exit north.

Go up north to find a Scan Solar Gun Grenade item, continue follow the path while killing the Bok's, there's another Flame Nut and mimic next to it, continue following the path then exit.

If you look to your left, you can see Sabata standing there, ignore him and go south, ignore the first door and the second door, go through all the other rooms for all of the items, there's also a few Bok's and when you get close to the Immortal area Sabata will talk to you - nothing important, here's a list of items from the rooms:
Flash grenades, Red Apple, See-All Nut, Speed Nut, now you can go to the second room.

Climb the steps for a Bomb Grenade, and a Silver Coin, then push the box down into the hole, go down the steps, then push the bok to the right of you into the hole. Now go around to the third one to the north of you, push that one down once, then right once, and up into the hole. Go back and move the last box over the top of that box then into the next ditch, go down the stairs, then push the box that was just pushed into the ditch twice to the right. Move the box in the previous ditch three times to the west, then six north. Now go up the stairs, cross the box, then move the northern most box down onto the floor, go back down to it then push it into the crevice, go back to the other box and push it three north and six west, go up the stairs.

Follow the path until you get to the switch, push the switch, go back to the box puzzle room, go to the left of the room into the next screen, push the bok into the hole then leave this room back into the main room. You need to push the lever in this room to raise the lava up and then go to the room to the left.

Get on the moving block, then get off when it stops, go around the next block (the chest contains some Change grenades), get off the platform when it stops. There's a Solar Nut in the left corner then leave in the south. Get up the stairs to the next room, push the box down, then go near the yellow sign and push the lever, now go all the way back to the main room then go into the last door to the left.

Take the left path, then get on the moving platform, when it stops get on the other platform, (you can also get a Banana and a Life Fruit from going on some platforms), get off it when it stops and get on the other one, when it stops you can leave via the door.

Kill the Burnbok then get the Speed Nut from the chest, the second chest is a mimic, continue following the path to find a Solar Leaf in the chest, go to the right door and turn the switch on, then return to the main room and get to the Immortal after saving.

-----Muspell the Iron Giant-----

Muspell will try to attack you by hitting you, summoning falling rocks, rolling around and splitting himself up into smaller versions of himself, these can all deal allot of damage. Muspell can be hard to kill with just a normal frame, so equip some grenades and fire them all at him, this will do more damage then just a normal shot or spread. Unlike other bosses

Muspell is immune to light so the skylight won't have any effect against him. If you run out of grenades just use your shot and spread for a while.

Another Strategy contributed by JP:

I noticed a trick to fighting Muspell, the Iron Golem in the volcano, and thought I'd pass it along. He can be beaten in almost no time if you knock him into the lava - it takes just two pushes to wipe him out. The trick is to stand right at the edge of the battle platform and get him to roll straight at you from a decent distance, then step aside at the last moment. He'll build up too much momentum to stop properly and revert to human form, teetering precariously at the edge of the platform. Shoot him from behind while he's off-balance and he'll plunge into the lava, taking off about half his life. It's much, much more effective than trying to wear him down with the gun.

-JP

Another tactic to beat Muspell; contributed by: Agwa8413@aol.com

Since he is the age old charge-at-you-in-a-straight-line-without-brakes type of boss like Rhino in the Spiderman game the best tactic is to make him charge into something dangerous... like... um I don't know...lava. Run to the bottom most corner of the area when he starts to charge at you there he will sometimes uncurl and maybe wobble his arms take this opportunity to shoot him into the lava he will lose a quarter of his life bar every time he falls for it then jump into the center and start again. I used the lance since it was my strongest gun but now I'm thinking of the Beatmania since even though it lacks power it is great for pushing.

Leave the coffin there and go north to find a bounty to find:

Rising Sun grenades, Banana, Solar Nut, Bomb (3x), Red Apple, Solar Leaf. You can just keep the coffin on the elevator and push the lever, go around to the northeastern exit and make your way down back to that floor of the elevator. Grab the coffin and leave to the east, you will be outside, the path is quite easy just keep climbing down, with the boxes in place it's really easy. Take the coffin out onto the Pile Driver and purify it, it's the same as before, except different attacks and the fact that he can temporarily stun some of the Generators so they don't work. When you defeat him you will get the Flame Solar Gun Lens.

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-----Permafrost

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-Items Found: Ice Nut (8x), Banana (5x), Bomb (18x), Red Apple (3x), Speed Nut (8x), See-All Nut (2x), Green Apple (10x), Solar Nut (4x), Flash (8x), Scan (5x), Solar Leaf (2x), Silver Coin, Frost Lens
-Boss: Garmr the Lifefreezing Silver Wolf

Get the Ice Nut from the chest, then go up to meet Sabata. You'll now have a choice of which way to go, both ways are covered:

Left: Get the Banana from the chest then go to the next screen. Go behind the steps to find a Ice Nut and get a Bomb (2x) from the other chest, continue to the next screen, then into the cave and go through the only door.

This is the hardest puzzle in the game, this is the best I can explain it:
 $1 + 1 = 2$

Just move the 2 Block up once, right once, and up once again. You will get two Red Apples from the chest, go back then through the new door.

Go to the first room on the right to find another bounty: Speed Nut, Banana, See-All Nut, Solar Nut, Green Apple, Ice Nut, Bomb (2x) and a mimic. Leave the room then go to the next room above it.

Another math's puzzle, the answer this time is $16=16$, don't use the + sign. Three Banana's will appear, then leave to the room on the left.

$2 \times 3 = 6$ is the answer. Four Speed nuts this time. Leave then exit through the door on the left. Climb up the steps then go into the cave.

A slippery floor. If you've ever played the Zelda series you'll instantly recognize this puzzle, unfortunately you can move around while sliding which makes it easy, there's an Ice Nut in the south and a Solar Nut in the north, just exit in the north now.

Go up the stairs to find a Speed Nut and three more bombs. Go down all the stairs and leave to the north. There's a See-All nut to the left and a Green Apple to the right, the cave contains a Speed Nut, then leave to the north.

Get the Bomb (2x) from the chest then enter the cave.

Go down then push the box twice to the south; the chest there contains a Flash (3x) grenade. Enter the cave to summon up the Pile Driver, Sabata will appear then disappear, follow the path, which Sabata disappeared in.

Grab the Empty Gourd and Life Fruit from the chest, and then leave to the north. Make your way around to the southeastern area and get the Ice Nut and Green Apple from the chests, then go back to the previous screen. Make your way to the door in the southwestern part of the room.

Another ice puzzle-esque room, get the Scan (5x) grenades, there's a Solar Nut in the north part of the room, a Green Apple in the center of the room along with a Solar Nut and a Green Apple. There's a Ice Nut in the eastern screen, then go back and exit west.

Follow the path, then push the box onto the switch, go back two rooms then enter the door on the eastern side. The path going south takes you to Bomb (6x) grenades, then follow the north path, the chests on the ice contain:

Green Apple (5x), Speed Nut, Ice Nut, Solar Leaf. There's a Solar Station in the bottom-right hand corner of the room, exit to the north.

Go around and push the box into the hole. Go into the room with the immortal.

-----Garmr the Lifefreezing Silver Wolf-----

Garmr will try to blow ice on you, then pounce at you, howl a blizzard, blast howl and become transparent to heal. First of all, make sure you have the Flame Lens equipped. When he attempts to pounce at you, you should use a speed nut or something to dodge it. When he howl's a lizzard you can't do anything. When he does a blast howl, he'll be very tired and open for attack. When he tries to freeze you, just run to his side or behind him and fire at him. Repeat the process a few times to kill him. You should have a lot of Solar Nuts at hand.

No items right now. So just carry the coffin to the previous screen. Take it down the steps then put it on the elevator to go down, exit through the south door, then exit south again, follow the linear path back to the Pile Driver.

But before you can put it on, it'll freeze the Pile Driver. You now have to go all the way back to the starting area. It's quite easy, but it's easier just taking it from the right path.

Since you can't go through the left way, you can only go right, you might be able to go the left way if you went right at the start, either way it's pretty linear to get back, but I'll still explain the way I did it.

Go out side by moving the box a few times, then get the Ice Nut from the chest, and exit south. Get the Bomb (3x) grenades, and continue through the path collecting the various items. At one point you will probably fall down a hole from the top of the plateau, just move the coffin onto the sunlight barrier then you can collect the items, take the coffin then go into one of the over holes, then exit and keep going south to the new Pile Driver.

Just like an other purification, but Garmr can still breathe ice at you and freeze up a Generator. His ice breath can very annoying though. When you win you get the Frost Solar Gun Lens. You should now leave and make your way to Sealed Hill.

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-----Sealed Hill
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-Items Found:
-Boss:
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Here Otenko will tell you about Sol City and Delusion Forest, so go north.

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=====
-----Remaining Tower
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-Items Found: Bomb, Change Grenade, Silver Coin, Bomb (2x), Crusader Frame
-Boss: Armor
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On the right in the chest is a Bomb grenade. You now have a choice either leave this place now or fight the Undead. If you want to leave take the stairs on the right and follow the path. If you want to fight, read on.

Take the longer stairs then enter the door on top. Move the rocks so they're not in the way, get on the elevator then go down and up the stairs.

Kill the Bok's then get the Change grenade from the chest and then go up stairs. There's four red mummies in this corridor, use the Spear Frame to make them burn up, then run, exit to the north.

Watch out for falling spiky sphere's, exit south then kill the Bok and get the key from the chest, go back and exit to the right, follow the long path.

There's a hidden Silver Coin in the room next to the Undead room. Then enter the undead room when your done.

Trap! Defeat Armor, not hard, but can be very annoying. He will summon falling spiky spheres, attack with his sword and do a spin attack. Just keep attacking him to win, he shall soon be dead. You should get Bomb (2x) and another key. You can either leave now or use the key. To leave just go back all the way.

To use the key, go back about five doors, then use the key on the blue door in the south-western corner. Follow the path then go down the elevator to come to a chest containing the Crusader Solar Gun Frame. You can now leave.

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-----Wasteland of Chaos

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-Items Found: -

-Boss: -

Nothing to do here but to go through the Undead levels.

=====

-----Valley of Ice

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-Items Found: Tornado Frame, Ice Nut (2x), Redshroom

-Boss:

Go right into the next room. Push the block that's directly in line with the Otenko Panel to the right, then push the other block north and then east, go up the steps and to the next room.

There are three Burnbok's in this room, kill them all with the Ice Lens, then go to the room behind it to find the Triangle key. Go back to the main room now.

This time go left. Move the south block north until it hits the wall, then move it left all the way, get on the steps and behind the other block, push the block north, then get down and melt the previous block, get up onto the steps then push the block onto the ground, continue to the next room.

Tap on one of the walls so that the Burnbok walks away; go into the room behind it. Melt the ice so you can get the Tornado Solar Gun Frame, go back to the main room now.

Go up the steps and enter the door. Go down the stairs to find an Ice Nut, the right chest is a mimic; exit this room from the south. Make your way around to the next room. There's a ice Nut in the chest in the northern part of the room, just slide down to the southeastern corner to exit.

Go south then push the block to the west, then go north and push the block once to the east and south, then melt the block that's to the north (in the corner), move the remaining block south again, then east and then north, exit through the door.

Trap! To win, defeat all enemies, use the Spear Frame to light the mummies on fire, and just keep firing at the tentacles. A very easy battle. You'll get a Redhsroom and a Square key. Go all the way back to the main room now.

Open the last blue door and exit.

=====

-----Scar of the Land

=====

-Items Found: Red Apple, Flame Nut (2x), Speed Nut, Empty Gourd, Solar Nut, Silver Coin, Dagger Frame, Banana,

-Boss: Armor

Follow the path to the next room. The left chest contains a Red Apple; the other chest is a mimic, go through the south door. Kill the Bok then get the Flame Nut from the chest, continue to the next room.

There's a few Bok's, a Flame Nut, Speed Nut, Empty Gourd and a Solar Nut in here, just follow the path to the next room.

Use the Frost Lens on the fires then get the Silver Coin and Dagger Solar Gun Frame, then go to the next screen.

A simple puzzle. The four switches on the floor near you represent your Directional Pad (D-Pad). Step on the south switch twice, then the east switch three times and once north, go through the door.

Trap! Defeat armor. Once again this is the same battle as previously, but this time he's red, got a giant hammer and a large shield. Use the Frost Lens and the Dagger Frame to kill him quicker; he'll use the shield to block so just wait until it lowers its shield. You can also destroy his shield and hammer to make it easier. You'll receive a Banana and a Triangle Key.

Go back to the starting room, use the key on the blue door. There's four mummies in this room, just use the Spear Frame to make them burn up, leave to the next room.

The objective in this room is to make all of the switches turn red, this isn't very hard, all you have to do is go around in a circular fashion until they're all red. You can now exit this area.

=====

-----Forgotten Tomb

=====

-Items Found: Flash grenade, Solar Nut (3x), Solar Leaf, Bomb grenade, Red Apple (4x), Silver Coin, Life Fruit, Swordsman Frame, Empty Gourd, Change grenade, Banana, Speed Nut

-Boss:

make your way to the next screen. Go through the north-western door to find a Flash Solar Gun Grenade, go back then go to the south-eastern door. There's a Solar Nut in the southern corner of the room, then go up the steps and follow the path to find a Solar Leaf, continue following the paths to find a Bomb grenade, Red Apple and a Solar Nut, then make your way to the south exit (the blue mark on the map).

Go down the steps then kill the Burnbok's to get a Silver Coin, Life Fruit and a Swordsman Solar Gun Frame, go back to the previous area then exit north, continue north to the next screen.

Go over the left steps to get a Red Apple, then take the stairs on the right, follow the paths to get a Empty Gourd, Change grenade, Banana, Speed Nut, Solar Nut and a Red Apple. When your done go to the north-west side of the screen and enter the Undead room.

Trap! Defeat the armor. Same as before. use the Dagger Frame or the Swordsman Frame to make it easier. You'll get a Red Apple for defeating it.

You can now leave. Go back to the second room then take the north-east exit.

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-----Delusion Forest

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-Items Found: Red Apple (3x)

-Boss: -

When you enter Otenko will tell you about your shadow, ignore what he says then just go north. Go north again, then read the journal (yhis will guide you if you get lost, you can just start again). Since the shadow is random, all I can tell you is the fact that your shadow is always pointing to the west. The directions from the journal entry is: east four times and north twice, keeping mind that the shadow is always facing to the west.

When you find the Solflower, you'll get three Red Apples. You should exit now, go back to the four directional area (the second screen), and then go east and south (don't use the shadow this time).

=====
-----Abyss
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-Items Found: Life Fruit, Red Apple, Speed Nut, Silver Coin, Scan Grenade, Javalin Frame

-Boss: Axe

To find the Abyss, just go left of the Delusion Forest into the grassy area.

Go up the steps then take the left room. If you use a See-All Nut, you'll find a blue path, if you follow it you will fall and die so make sure you have six blocks of sunlight to find a Life Fruit, anyway, kill the mummy and go to the next room.

Another puzzle. Push the block in front of you (northern block) down into the hole to make a path, follow the path then push the other block once east, then push the previous block south once and east twice. Push the other block over it and into the hole to make a path. Go to the next room to find a Triangle Key. Go back to the first room now.

Now go to the room on the right. Go behind the block in front of you, then tap on the wall, all the Bok's should go all at once in the same path, when they get in the corner, you can either kill them all or run to the back of the room to find a Red Apple, then go up the steps, kill the Bok's, then go through the northern door.

There's another blue path in this room, if you have six blocks of sun then go across the path find a Speed Nut and a Silver Coin then go to the next room. There's three Bok's in this room, there's a power station in the room on the left and you can use that and then go to the room in the north.

Push the block in front of you once north, then push it south twice. Push the other block east once, south once, west twice then south once onto the switch. Pus the other block once north then west onto the switch, go through the door.

Get the Square Key from the chest then go back three rooms, use the key on the door.

Trap! Defeat the Axe. Use the Crusader Frame to defeat it easily. You'll get a Scan grenade for defeating it. There's also blue pathways in this room, but they don't go anywhere. Go to the room behind it to find the Javalin Solar Gun Frame. You can now leave the cave.

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-----Northwind Passage/Intersection of Fate

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-Items Found: -
-Boss: -

Nothing to do here except to go north.

=====
-----Skyview Plaza
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-Items Found: -
-Boss: -

When you enter Otenko will summon a Warp Magic Circle, so enter it.

=====
-----Sol City
=====

-Items Found: Heal Fruit, Green Apple (3x), Speed Nut (11x), Empty Gourd,
Redshroom (7x), Tiptoe Nut (8x), Solar Nut (4x), Silver Coin,
Bomb grenade (16x), Banana (8x), Earth Lens, Red Appple (4x), See-All Nut,
Scan grenades (4x), Quad Battery, Fast Carrot, Flash grenades (7x),
Life Fruit, Gold Apple,
-Boss:

Go the next room, Otenko will tell you about falling off and dieing, keep it in mind then go to the right and continue following the path. If you use a See-All Nut you can get a heal Fruit on the third platform, to the left of it is a Green Apple and Speed Nut. To the right is an Empty Gourd, Redshroom, Tiptoe Toe. Continue through the right path to get to the next room.

Get the Speed Nut from the chest then continue. In the back of this room is a Solar Nut, in the middle room is a Solar Station, continue right to get a Redhshroom. Use the Redshroom to shrink and then go through the vent, then go up to the next room.

To all you cheaters out there, if you use a redshroom you'll only glow orange, turn off the cheats to shrink.

Go to the left and shrink through the vent, follow the path to find a Redshroom (3x), Bomb and a Banana, shrink into the vent in the bottom corner of the room. Now move the block into the hole, then pull the lever for a elevator. You can now go right to find a room with Solar Mirrors and a Cockatrice kill the Cockatrice then go to the rooms in the north to find a Speed Nut and a Redshroom, go back then go up the elevator.

Follow the path to get a Tiptoe Nut then go to the next screen. You'll meet Sabata. You will engage in a battle with Sabata, just fire a few times at him and he'll counter-attack, he'll soon hit Otenko then Otenko will disappear. Go north then go to the right screen.

Follow the path and go through the vents, get the Scan grenades and Red Apple from the chests, now go back and go into the first building (There's a Silver Coin in the chest under the tree branch). Another simple math's puzzle, the answer is:

$$6 \times 2 / 4 = 2$$

You'll get a lot of Green Apples (I don't know how many), then go back and into the left building to find some Bomb grenades (2x), then go to the left screen.

Trap! Kill the Cockatrices, they're not hard but can be very annoying, you'll get five Speed Nuts, Tiptoe Nuts and Bananas, exit to the north to get into another trap battle, this time it's Golems, you'll get the Earth Lens, exit north.

Get on the platforms to get a Green Apple, Solar Nut, Red Apple (2x), you should eventually come to the building (if you come to the north one ignore it and make your way back then take the south one).

Follow the path while killing the Golem's to find a See-All Nut, Speed Nut, Bomb (5x) and a Banana, then go up the stairs near the start of the room.

There's some Cockatrice's and a Green Apple in this room, when you get past the Solar Mirrors be careful of the floor it collapses beneath you, there's also Bomb (2x), Redshroom, Scan grenades (4x) and the Quad Solar Gun battery. Leave through the north door then go up the elevator.

Go south then use the Earth Lens and a Spread on it, now do it to all the plants to find a Fast Carrot, then go to the door on the far right, make the plant grow then get the four Flash grenades from the chest, then go through the door in the north, make your way to the steps and go up.

Southern Cockatrice:

Go south to get a Speed Nut then go north and Otenko will tell you about the Cockatrice statues, go over onto the steps and get the Life Fruit from the chest, then go down and head south. Stay on the extreme right side of the path so you won't get hit then move the block once north into the hole then move the other block north so it hits the Cockatrice, then the doors will open, go through the north one.

Northern Cockatrice:

Basically, start where you can see the Female statue. Then start rearranging the Sun Mirrors, every one along the wall will need to be flipped once (except for one in the middle of the eastern wall, which must be destroyed).

Eastern Cockatrice:

This one's pretty easy; like the Northern one, just re-arrange the mirrors. There aren't that many and they are close together, which simplifies matters. BTW, the male statue's beams can petrify the Cockatrice enemies here.

Western Cockatrice:

Four Male statues, and what seems like tons of mirrors within a decent-sized area. Again, you best bet will be to backtrack; you will have to break a Mirror. It's quite easy if you backtrack. Then the elevator will come down, so get on it.

Open all the chests to get five Bomb grenades, Red Apple (2x) and a Solar Nut, then go north into the building. Nice imperial style room, walk up to the door to hear a conversation, Sabata will see you and allow you to go in, but Otenko goes in to check it, but sadly he's gone, but with his last ounce of strength he summons the Pile Driver.

-----Banshee the Deathbringer-----
Also known as Carmilla the Lady Vampire.

She will summon some Solar Mirrors, you have to flip these so her attack

deflects back at her. Soon she'll make the Cockatrice fire at you and she'll also fire at you, just dodge them all by standing in the middle of the blasts. After that you'll see a Shadow, just keep running from east to west so she doesn't hit you with her tail, you can fire at the tip of her tail to hurt her. If you get too close to her she'll swipe at you. She will also summon rd Cockatrice to fight you - just kill them. Then she will repeat. This is a long battle but if you dodge everything you should be alright.

When your done take her coffin outside, then go down the elevator. Go out of the elevator room, then go up onto the steps north then take the elevator to the steps go down all the way, exit through the door.

Make your way around this area to the southwestern door, take the platform across, get on the next elevator down. Take the next platform that comes, then take the south platform. Follow the path and keep taking the south exit until you come to the Pile Driver, then put her on it and get in.

Just like any other purification, but she can only attack with her glowing electric balls, she should soon be dead. When your done Sabata will appear and tell you about the Immortals and the Dark Castle, he'll then leave. You should also leave, go south.

Enter the building then take the elevator down. Take the door south, shrink yourself through the vent, get to the south door, and now exit. Make your way around the paths to the entrance; use the warp to come back down.

=====
-----Skyview Plaza
=====

-Items Found: -
-Boss: -

Nothing here anymore. The seal is gone so cross the bridge to the next map.

=====
-----Taboo Hill
=====

-Items Found: -
-Boss: -

Nothing here except to go through the remaining four Undead levels.

=====
-----House of Darkness
=====

-Items Found: Red Apple (4x), Solar Nut (4x), Bomb grenades (4x), Silver Coin, Change Grenade (3x), Speed Nut, Empty Gourd, Redshroom
-Boss:

Go up the steps and through the door. Get the Red Apple to the right of you, then go down and take the left door. Go around to the eastern-corner to get a Red Apple and then enter the door next to you.

Move the block on top of the block to the west once, then move the furthest right box twice to the west, then move the southern box north twice then east once, move the box that's on the platform over the other two, then go up the steps and through the two doors.

Kill the two Bok's then get the Triangle Key from the chest, go back three rooms then go up those long steps. Kill the two Bok's then use the Key on the door. Use a See-All Nut to get two Solar Nuts, then kill the Bok and go down the stairs, and then take the door on the left.

Move the southern block (the southern one on the platform you're standing on) once to the east into the ditch, then push the one on the right north once, go around and push the bottom box once to the north, then move the third one (the one on the second platform) west once, then go around it and push it east four times, then once west and north twice, get the Key from the chest. Go back a room then use the key on the door.

In the corner is a Solar Nut, then go up the elevator and get the Red Apple, four Bomb Grenades and another Silver Coin. Go down the elevator and through the door. Go through the door straight ahead of you.

Go up the steps, kill all the Bok's, then stand in the bottom middle part of the encircled spot, you should fall down. Get the Life Fruit from the chest then move the stone block once east. Then get the Red Apple, Solar Nut and the Change grenade (3x), one of the chests is a mimic and go up the steps.

Go through the door in the northeast. Go through the next door. Go up the left steps to get a Speed Nut go to the far right for a Empty Gourd, then go into the Undead room.

Trap! Defeat the armor. It's the same as usual, except now he can charge at you. You'll get a Redshroom for defeating him. You should just use an Empty Gourd to leave or go all the way back to the second room then go through the door in the north.

=====

-----Fallen Devil Castle

=====

-Items Found: See-All Nut, Red Apple, Life Fruit, Bomb (7x), Scan (9x), Silver Coin (2x), Gradius Frame, Solar Leaf

-Boss: Cockatrice (2x), Axe

Go up to the main building, go to the right then fire a shot at the Solar Mirror, then go through the door that appears.

Kill the Bok's and get the See-All Nut from the chest, go north to the next room. Kill the four Cockatrice then get the Red Apple and go through the door on the right.

Take the elevator up, use a Rotating Spread on the Solar Lamps to make a chest containing a Life Fruit, then go through to the next room. Kill the Golem's and get the three Bomb grenades from the chest, now go up the steps.

Open the right chest for four Bomb grenades then go up the stairs. Open the chest for three Scan grenades, then follow the path and go up the steps.

Open the chest to the right of you for a Silver Coin, then fire a shot at the Solar Mirror to make a chest containing the Triangle Key appear, now go back three rooms.

Go to the far left and down the stairs, go to the next room then kill all

the Bok's, open the chest for the Gradius Solar Gun Frame, go back then move the stone block up and then go back up the stairs. Go to the room north of you.

Open the chest for Solar Leaf then go up the steps and open the other chest for a Solar Nut, now go through the north door. Open the chest for a Red Apple, then fire a shot at the Solar Mirror to light the Solar Lamp, then go back three rooms and then go through the middle door.

Kill the Bok and go through the door. Go to the next room. Kill the Bok and open the chests for a Silver Coin and the Square Key. Go back three rooms then go down the stairs and open the door on the right.

Kill the Cockatrice then go down the stairs. You can recharge with the Solar Station then go through the door.

Trap! Two Cockatrice's and an Axe. Kill the Cockatrice's first then go for the Axe. The battle is the same as every other one. You'll get six Scan grenades for your efforts, now go back three rooms. Go to the right room then go north and then exit through the north door.

=====

-----Fire Dragon's Grave

=====

-Items Found: See-All Nut, Gold Apple, Empty Gourd, Juggler Frame, Change, Red Apple, Bomb (3x), Flash, Ice Nut (3x), Silver Coin

-Boss:

Go up to the next room. Kill the Bok's then go left. Kill the Golem's and freeze the lava with the Frost Lens, go to room on the left. Dodge the Fire (There's a See-All Nut in the chest; if you use it you can get a Gold Apple and a Empty Gourd), open the chest for a Triangle Key. Go back two rooms.

If you have the Stalker Frame then go north and shoot the Bok, go through the gate to find the Juggler Solar Gun Frame, then go back three rooms.

Make your way to the far right of the room and open the chest for See-All Nut (if you use the See-All Nut they'll be a chest with a Change grenade), then go through the door.

If you use a See-All Nut here you can get a Red Apple. Go up the steps and open the chest for a Bomb grenade, you can freeze the lava to get a Flash Grenade, then go through the door on the right.

You can get a Bomb grenade from the chest then go through the east door. This may take a while, but you have to aim and wait for the Solar Mirrors to get positioned so you can fire at the right one which then would ricochet off that one and onto the Solar Lamp, when that's done go through the door. Get the Silver Coin from the chest then go back two rooms then go through the north door, dodge the Fires and kill the Golem's, go to the next door.

Trap! Move to the left before you get burnt, you can just wait because the Golem's get killed from the fire almost straight away. You'll get three Ice Nuts from the chest. Go back two rooms and exit north to finish.

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-----Water Demon's Cage

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-Items Found: See-All Nut, Empty Gourd, Bad Pumpkin, Flash (2x), Red Apple (2x), Solar Leaf, Bomb (2x), Swordsman Frame, Change, Gold Apple, Speed Nut

-Boss:

Go up to the next room. Slide across to the north. Slide to the eastern door. Slide to the north part of the room then get the See-All Nut from the chest (if you use it you can get a Empty Gourd and a Bad Pumpkin). Get the Flash grenade and Red Apple from the chests then exit south.

There's a Solar Leaf and a Bomb Grenade, when your done exit to the west. Slide across to the next room. Another puzzle. Move the northern block south once, then move it west until it hits the wall. Move the other block west then north, west and north again. The move the other block north and then west, exit west.

There's another two light paths, the bottom one takes you to a room with the Swordsman Solar Gun Frame, and the north path takes you to a room with a Change Grenade, exit north.

Kill the Bok then open the chests for a Bomb Grenade (If you use a See-All Nut you can get a Flash grenade). There's nothing upstairs but a bank, so exit through the north door.

Push the southern most block east, north and east again, then go around and push the northern most block east, go down and push the previously moved block north, move the remaining block east across the new bridge. Melt the block, which is south to another block, and then push the blocks north into there respected gaps and then exit east.

Go up the steps then open the chest for a Solar Nut, go back down kill the Bok's then go through the door. Trap! Defeat Kraken, just shoot at the tentacles that appear, watch out for the ice blocks that are thrown. You'll get a Red Apple for winning then exit south.

If you use a See-All Nut you can get a Gold Apple here. Slide across and get the Speed Nut from the chest, then exit east. Slide north to exit.

=====
-----Dark Castle
=====

-Items Found: Empty Gourd (3x), Cloud Lens, Gold Apple (34x), Flame Nut (2x), Speed Nut (32x), Green Apple (8x), Flash (13x), Solar Nut (29x), Endurant (3x), Bomb (41x), Scan (17x), Life Fruit, Tiptoe Nut (3x), Red Apple (12x), Rising Sun (7x), Banana (8x), Bearnut (3x), Solar Leaf, See-All Nut (2x), x2 Carrot (2x), Ice Nut (2x), Redshroom (3x), Change (9x), Quint Battery, Silver Coin, Heal Fruit, Mr. Rainnot, Dark Lens, Dark Emblem

-Boss: Hel The Queen of Darkness

When you enter the Count will appear and you'll be taken in on an interesting conversation. When your done go to the right to find a Empty Gourd, then go up north behind the stairs to find the Cloud Solar Gun Lens, now go up the stairs.

To the right is a Gold Apple. Then choose a tower.

Fire Tower:

Follow the path to the next screen; this will be the same with all of them so I won't start with it anymore. Go up the steps and head north,

push the lever for the lava to rise, then take the platform to the stairs and go up. Go to the right and down the stairs.

Go down the steps then push the block into the hole. Now push the lever so the lava falls, go back up the stairs, then to left and down the stairs. Follow the path to the ground level. In the bottom corner (after extinguishing the fire) you can get a Flame Nut, in the top corner is a Gold Apple, below that are two Speed Nuts, then go up the stairs.

Kill the Bok's to find a Green Apple, then take the east exit. Get the Flash grenades then go back and take the south exit. Stand on the suspicious rectangle outline then fire a shot at the north Solar Lamp, the floor will rise allowing you to go to the next room.

Kill the Bok's then get the Speed Nut, Solar Nut and there's a hidden Endurant in here, then exit north. Push the lever then go up the stairs. Go through the south door.

Kill the Golem's then go south to find a Gold Apple, now exit east. Kill the enemies then get the items and leave through the north stairs. Exit south. Recharge if needed then go to the next room.

Dodge the fires then get the Life Fruit from the chest and exit east. Go south to find a Empty Gourd then exit north. Go to the right to find a Solar Nut then go west. Kill the enemies and open the chests for a Tiptoe Nut and two Scan grenades, go back a room then go up the stairs.

Dodge the fires while killing the Golem's then exit through the door. There's a hidden Endurant, make your way around the room collecting all the items then exit north. Make your way through the next room getting the items and extinguishing the fires, exit north before saving.

Look familiar? It's a remake of each boss to their respected areas. I'll just give you the original techniques again so you don't have to look back and fourth.

-----Muspell the Iron Giant-----

Muspell will try to attack you by hitting you, summoning falling rocks, rolling around and splitting himself up into smaller versions of himself, these can all deal allot of damage. Muspell can be hard to kill with just a normal frame, so equip some grenades and fire them all at him, this will do more damage then just a normal shot or spread. Unlike other bosses Muspell is immune to light so the skylight won't have any effect against him. If you run out of grenades just use your shot and spread for a while. You can also stand on the edge then when Muspell comes at you just move to the side so he falls into the lava. This time Muspells techniques are a bit better then before as they are more powerful.

Another Strategy contributed by JP:

I noticed a trick to fighting Muspell, the Iron Golem in the volcano, and thought I'd pass it along. He can be beaten in almost no time if you knock him into the lava - it takes just two pushes to wipe him out. The trick is to stand right at the edge of the battle platform and get him to roll straight at you from a decent distance, then step aside at the last moment. He'll build up too much momentum to stop properly and revert to human form, teetering precariously at the edge of the platform. Shoot him from behind while he's off-balance and he'll plunge into the lava, taking off about half his life. It's much, much more effective than trying to wear him down with the gun.

When finished the Fire area will be destroyed, go out to the main room then choose another area.

Land Tower:

Ignore the password then go up the steps and through the door. There's a Solar Lamp in the corner of the room, then go up the elevator to find the Circle Key, go back a room then head down the south stairs and go through the door.

Hit the Solar Lamp, kill the bats and go through the door. Go right and push the box into the hole, go to the left and through the door. Hit the Lamp and go to the next door. Push the first lever, the floor will now rise, go out the doors. Follow the path to the next door.

Hit the Solar Lamp, stun the Bok's so they stand on the switches, open the chests for Bearnut (3x), Speed Nut (3x), Banana (4x), then go through the door and back to the lever room. Now push the second lever up.

Ignore the chest (it's a mimic) then hit the Solar Lamp and go north to the next room. Go left, hit the Solar Lamp, kill the Bok, go through the east door. Pull the 3 lever then go back, enter the south door and open all the chests for some items, then go back two rooms and choose 2, 3 and 4, then go back, south and follow the path. Hit the Solar Lamp then up the stairs.

Make your way through the room killing the enemies and collecting items. Choose the left door. Hit the Solar Lamp. Move the northern most box (from now on it will be known as Box #1) south twice, then move the box to the right of it (Box #2) east once, then south twice, go around and push the third one (Box #3) north once, push Box #1 north twice, then go through the door.

Push the box north once onto the switch then go right and get the Solar Nut from the chest, then move the next box into the hole, shoot the Solar Lamp and get the two Bombs from the chest, then go up the stairs on the right.

Hit the Solar Lamp then go through the north door, open the chest for two Flash grenades, then go out and south one door. Remember your passcode? Input it on the floor. The password doesn't work, press Select then check the time and input that. The gate will open so go through it.

There's a Solar Station to the right of you. In the top north room is a Banana. In the east door push the box into the hole. Then go up the stairs. There's a hidden Endurant and Speed Nut, open the other chests for various items then go up the stairs.

-----Count of the Earth-----

I suggest that you use the Knight Frame (or something better eg. Phalanx) for this. The Count will try to use swords against you, just use a Spread Shot to fire the swords at him. When he turns into bats just stay in the skylight and you can't be hurt. He'll then summon up some spiky rocks to hurt you. When he rushes at you, stay in the skylight and he will get hurt. Repeat the process until he's dead.

Wind Tower:

Get on the platform then get on the next one. Open the chest for a Solar

Nut, then get on the second platform that comes by. Open the chest for a red Apple then go up the stairs.

Go to the right to find a Speed Nut then go through the door on the left. Open the chest for a Banana then go up the stairs. Open the chest for three Scan Grenades, go through the door, down the stairs and through the next door.

Make your way down, ignore the Cockatrice then go up the elevators then go across to the next screen. Open the chest for a Solar Nut. Go south. Switch the first Solar Mirror then get the Cockatrice to fire a shot at the mirror, it'll reflect and hit the statue. Follow the path south then destroy the Solar Mirror, get the Cockatrice to fire a shot again. Go right and destroy it. Go right furthermore and switch the mirror around get the cockatrice to fire at it. Go south and make it hit it. Then go up the stairs and through the door.

Push the lever. Kill the Cockatrice's then allow the shot to reflect off all the mirrors, follow the path to get some items then go back and go left then follow the path to the next screen.

Follow the path all the way and open the chests for two Solar Nuts, then fire a shot at the Solar Lamp so the gate lifts, go down and follow the path. Aim so you can hit all the other Solar Lamps. Now go up the stairs.

Go left and through the door. Another puzzle, the answer is:

$$6 = 5 + 2 / 8$$

Then go through the door. In the bottom part of the room is a Solar Nut, then destroy the first mirror and fire at the lamp to hit it, then go through the door.

Get one of the Cockatrice's to fire a shot at the mirror's so they hit the statue and open the door, go through the door. Move the block for easy access, then open the chests for a See-All Nut and a Green Apple, then save and go up the stairs to your right.

-----Banshee the Deathbringer-----

Also known as Carmilla the Lady Vampire.

She will summon some Solar Mirrors, you have to flip these so her attack deflects back at her. Soon she'll make the Cockatrice fire at you and she'll also fire at you, just dodge them all by standing in the middle of the blasts. After that you'll see a Shadow, just keep running from east to west so she doesn't hit you with her tail, you can fire at the tip of her tail to hurt her. If you get too close to her she'll swipe at you. She will also summon rd Cockatrice to fight you - just kill them. Then she will repeat. This is a long battle but if you dodge everything you should be alright.

Water Tower:

Go to the next room (doesn't matter which door you take). Collect the items and kill the Bok's then make your way to the north of the room. Go to the far left and open the chest for a Redshroom (beneath the ice on the left side is six bomb grenades), then use the Redshroom and go through the vent. Kill the tentacles then use another Redshroom (which can be found in the chest) and go through the vent. Collect the items then go up the stairs.

Slide across to the ice block then move it north and then east, you can

now exit the room. South is a Red Apple then slide across, you'll have to melt the northern block to be able to get into the next room. South is a Solar Station and north is the way to go. You can get some items from the chest, then go north up the stairs.

Make your way to the stairs in the north while collecting the items and killing the enemies. Push the lever then go back down. The gates will be open so go around them then slide north.

Follow the path then go down the stairs. Slide across onto the switch, if you didn't kill the mimic chest then you can use that to go north, otherwise you'll have to get the Boks' attention, so go near the stairs and tap on the wall, get it's attention onto the switch then stun it go north through the door.

Make your way to the next screen. Go to the screen on the left (there's a Solar Nut to the right). You can either push the [Loser] switch and have it done for you, or get a better result and do it your self:

1. Push the western block (#1) north then east then south against the wall.
2. Push the eastern block (#2) west so it goes up against that wall.
3. Push the center block (#3) east then north
4. Push the west-most block (#2) south then east
5. Push the northern most block (#3) west, then south and then east
6. Push the middle block north (#2)
7. Push the eastern block (#1) west to finish, go up the steps.

Go north and then enter the Immortal room.

-----Garmr the Lifefreezing Silver Wolf-----

Garmr will try to blow ice on you, then pounce at you, howl a blizzard, blast howl and become transparent to heal. First of all, make sure you have the Flame Lens equipped. When he attempts to pounce at you, you should use a speed nut or something to dodge it. When he howl's a blizzard you can't do anything. When he does a blast howl, he'll be very tired and open for attack. When he tries to freeze you, just run to his side or behind him and fire at him. You can also damage him heavily by pushing a ice block against him. He can now also summon spiky ice at you, which can hurt. Repeat the process a few times to kill him. You should have a lot of Solar Nuts at hand.

The final block will be destroyed, so go up the stairs and to the next room. Go up the stairs right next to you and get the Quint Solar Gun Battery. Now you need to take the southern stairs, you'll have to fight a Kraken, but when beaten you'll get plenty of items and a Life Fruit. When your done go up the stairs.

Below is the answer for this floors puzzle then go upstairs and enter it.

Red = all colors that contains red
Blue = all colors that contains blue
Yellow = all colors that contains yellow

PP
R B
R B P = Purple
PP R = Red
P B = Blue
P
PP

Red = 5
Blue = 3

Then go up the stairs and enter the number to the colors.
Go up the stairs. And here's the solution:

YY
G P Y = Yellow
G P G = Green
BB P = Purple
R G B = Black
R G R = Red
YY

Red = 2
Blue = 4
Yellow = 5

Then go up the stairs. Take the left door for a Gold Apple, then go through the right door, kill the enemies and go south. Then go up the stairs. Make sure you have some sunlight on your meter otherwise you can't pass. Go left all the way for a Silver Coin, then go north and up the stairs. Follow the path to the next room. the doors will close and Sabata will be there.

-----Sabata The Dark Child-----

Sabata will be permanently fast, so use a lot of Speed Nuts to catch up to him then fire at him. Since he's got all the same equipment as you, there's no need to name it all then. Eventually Sabata will split himself up, there's only one real one and a whole lot of fake ones, just go for the real one. When you deplete his energy, he'll start talking and bring in the dark light. the lights will now be off, but it's basically the same as before, except he's much faster and can teleport. When you defeat him you will learn that the Moon Beauty is your mother!

Now go through the south door and up the stairs while collecting items. When you enter the final room (make sure you save first), you'll go through a long but interesting conversation.

-----Hel The Queen of Darkness-----

Hel has every attack by every Immortal, she can be very tough. If you have the Dragoon Frame then this should be easier, otherwise use a frame similar to Dragoon. At the start make sure you spread Otenko because he will be covered in Kolofulun and unless you get rid of them then he might not be able to do it. She can also heal herself.

When the Pile Drivers Generators are up Otenko will allow you to do a massive attack, hold down the B button then aim when the arrow turns white, this will kill Hel. But Hel will change into her true form and then attack you - don't worry Sabata will appear and save you.

Help Sabata destroy the hands because they can be very annoying and even kill you. Then when the hands are dead charge up the Pile Driver then release it onto Hel. Repeat this about three to four more times. Soon Hel will start moving side to side making it harder to aim, but it's still quite easy.

Our Sun!!!!!!!!!!!!!!!!!!!!

If you know the name of the Japanese version translated, which is

Bokura, no Taiyoh, then this is the same thing and it means more in the Japanese game.

You'll be told to do something, and that something is to hold A so you get the Mr. Rainnot. Then this is the end.

May the sun be with you Solar Boy...

=====
-----5.2 Azure Sky Tower-----
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To find Azure Sky Tower go to the right of Ruined Cemetery in the grassy corner. If you don't know where Ruined Cemetery is then just look on the second map area, in the bottom-right hand corner is Azure Sky Tower.

- Required Items: Frost Lens, Flame Lens,
- Items Found: Emblem, various items
- Boss: Various

Use the Frost Lens to extinguish the fire then use the Flame Lens to melt the ice, and then enter the main tower. When you enter a voice will talk to you and you will be given an Emblem at random, you should save and then head up the stairs.

Since each floor is random, I can't give you any help on them. All you really do is to search every floor and avoid most chests because most of them are mimics. Most of the time an enemy will have a key for the door, just kill most enemies to obtain a kill.

Trap! Every fourth level there is a Undead Boss. The bosses are a Sword, Axe and Kraken (which is just a lot of tentacles throwing ice at you).

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-----6. Multiplayer-----
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With "Boktai", you can engage in "Link Battle" using the Link Cable. In the "Link Battle" each player fights using the solar gun parts collected during the main game of "Boktai." Depending on the battle results and earned battle points, you can earn certain items.

Things to prepare:

- ‡ Game Boy Advancequantity: number of players
- ‡ "Boktai" cartridgequantity: number of players
- ‡ Game Boy Advance Link Cable
- 1 cable when 2 players are playing
- 2 cables when 3 players are playing
- 3 cable when 4 players are playing

=====
-----6.2 Item Exchange-----
=====

Two people can exchange items gained during the main game of "Boktai." Each player picks an item in possession and exchanges it with the other. (However, some items cannot be exchanged.)

Items that cannot be exchanged may be listed at a latter update.

=====
-----6.3 Link Battle-----
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[Rules]

-2 to 4 players can fight against each other. Everyone fights against everyone else.

-The player with the most "Battle Points"* at the end of the round (which ends after a certain amount of time) wins.

*What are Battle Points?

Battle Points are calculated based on the number of coins** gained, rival players beaten, and the number of times you have been beaten.

**About coins There are 5 coins available in the battle. each player starts out with 1 coin in possession, and the rest are carried by the Undead (enemies). If you beat a rival / enemy with a coin, the rival / enemy drops that coin. Touch the coin to pick it up.

Link Battle Entry Screen

Battle Screen

4-way Battle under the Sun!

In the light or in the shadow shall make a difference in the outcome...

You can play on a rainy day or indoors and still enjoy the Link Battle.

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-----6.4 Emblem Resonance-----
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An "Emblem" is an item the player can obtain when visiting the "Azure Sky Tower" for the first time in the main game of "Boktai." By opening the "Emblem Door" in the "Azure Sky Tower", you can pick up this rare item. Which "Emblem" can be obtained is different among players. By engaging in "Emblem Resonance" in this 2-player link mode, you can obtain the emblem that the other player possesses.

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-----7. Extras-----
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1. Unlock the Sound Menu by collecting all the Silver Coins.

2. KAAMOS

To get rid of the KAAMOS effect set your game clock to 1 minute before sunrise, and walk around under the tree for a few minutes.

Some water should fall on you and the Kaamos will be removed.

-Kaboobi (gamefaqs.com forums)

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-----7.2 Items-----
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-Green Apple:
Health boost (small)

-Red Apple
Health boost (medium)

-Gold Apple
Health boost (big)

-Heal Fruit
Full recovery (life)

-Solar Nut
Recharges solar gun battery

-See-All Nut
Reveals hidden objects

-Tiptoe Nut
Silent Steps!

-Speed Nut
Speeds you up

-Banana
Makes you strong

-Evil Banana
Makes you stronger, but...

- Redshroom
Curiouser and curiouser

- Blueshroom
Odd Mushroom

-Flame Nut
Reduces flame damage

-Ice Nut
Reduces ice damage

-Bearnut
Makes you invincible

-Enduranut
Immune to damage for a set time

- Empty Gourd
Warp outside dungeon.

- Solar Leaf
"Keep the Sun always in your Heart!"

- Bad Pumpkin
Lowers level of Undead in next...

- Revivafruit
Revives you

- x2 Carrot
Plant with other fruits & nuts...

- Fast Carrot
Plant with other fruits & nuts...

-Life Fruit
Get four to boost your Life Guage to maximum.

- Rotten Nut
Resotres Life but tastes...

- Mr. Rainnot
An Ancient Totem

- Tonniar .RM
An Ancient Totem (Brings Rain)

- Sunny Clog
This clog controls the sky

- Star Card
When you look up into the Dark Sky...

- Fool Card
Restart area.

- Dark Card
Summons shady loan shark

- Silver Coin
Collect all 30 to unlock Sound Room

- Keys
Unlock certain doors

=====
-----7.3 Gun Del Sol-----
=====

=====
-----Battery
=====

- Single
Description: Standard battery.
Found: Default from start.

- Double
Description: Battery with extra tank. 2x capacity.
Found: Bloodrust Mansion

- Triple
Description: Battery with extra tank. 3x capacity.
Found: Stench Forest

- Quad
Description: Battery with extra tank. 4x capacity.
Found: Sol City

- Quint
Description: Battery with extra tank. 5x capacity.
Found: Dark Castle

- Astro Battery
Description: -
Found: Solar Tree

- Chaos Battery

Description: -

Found: Finish the game on Hard

=====

-----Lens

=====

- Sol I

Description: Lens of the Sun. Purifies the Undead.

Found: Default from start.

- Sol II/III

Description: Lens of the Sun. Purifies the Undead.

Found: Upgrade

- Luna I

Description: Lens of the Moon. Uses no energy but...

Found: Bloodrust Mansion

- Luna II/III

Description: Lens of the Moon. Uses no energy but...

Found: Upgrade

- Flame I

Description: Fires lens. Melts away icy enemies.

Found: Firetop Mountain

- Flame II/III

Description: Fires lens. Melts away icy enemies.

Found: Upgrade

- Frost I

Description: Ice Lens. Powerful against fire enemies.

Found: Permafrost

- Frost II/III

Description: Ice Lens. Powerful against fire enemies.

Found: Upgrade

- Cloud I

Description: Wind lens. Can break through stone blocks.

Found: Dark Castle

- Cloud II/III

Description: Wind lens. Can break through stone blocks.

Found: Upgrade

- Earth I

Description: Plant lens. Heals dead plants.

Found:

- Earth II/III

Description: Plant lens. Heals dead plants.

Found: Upgrade

- Star I

Description: Stores energy in the solar station.

Found: Gate of the Dead

- Star II/III

Description: Stores energy in the solar station.

Found: Upgrade

- Dark

Description:

Found: After beating the game.

- Dark I/III

Description:

Found: Upgrade

=====
-----Frames
=====

- Fighter

Description: Fires Shot only.

Found: Default from start.

Attack: -

Stun: E

- Knight

Description: Fire Shot and Spread.

Found: Fog Castle

Attack: E

Stun: E

- Crusader

Description: Fire Shot and Spread.

Found: Remaining Tower

Attack: C

Stun: D

- Dragoon

Description: Fire Shot and Spread.

Found: Azure Sky Tower

Attack: A

Stun: C

- Fencer

Description: Has a sword-like spread.

Found: Deserted Arsenal

Attack: C

Stun: -

- Swordsman

Description: Has a sword-like spread.

Found: Water Demon's Cage

Attack: A

Stun: -

- Swordsman

Description: Has a sword-like spread.

Found: Forgotten Tomb

Attack: B

Stun: -

- Samurai

Description: Has a sword-like spread.

Found: Azure Sky Tower

Attack: S

Stun: -

- Axel

Description: Fires a rotating Spread.

Found: Small Cave

Attack: D

Stun: -

- Vortex

Description: Fires a rotating Spread.

Found: Suffering House

Attack: C

Stun: -

- Tornado

Description: Fires a rotating Spread.

Found: Valley of Ice

Attack: B

Stun: -

- Tempest

Description: Fires a rotating Spread.

Found: Azure Sky Tower

Attack: A

Stun: -

- Spear

Description: Blasts a powerful Shot.

Found: Ancient Forest

Attack: B

Stun: C

- Lance (contributed by: Agwa8413@aol.com)

Description: Blasts a powerful Shot.

Found: Crumbling Mine

Attack: A

Stun: B

- Javelin

Description: Blasts a powerful Shot.

Found: Abyss

Attack: S

Stun: A

- Phalanx

Description: Blasts a powerful Shot.

Found: Azure Sky Tower

Attack: S

Stun: S

- Knife

Description: Automatic Fire

Found: Ruined Cemetary

Attack: D

Stun: E

- Dagger

Description: Automatic Fire

Found: Scar of the Land

Attack: C

Stun: E

- Gradius

Description: Automatic Fire

Found: Fallen Devil Castle

Attack: B

Stun: D

- Calamity

Description: Automatic Fire

Found: Azure Sky Tower

Attack: A

Stun: D

- Juggler

Description: Special Ricochet Shots.

Found: Fire Dragon's Grave

Attack: C

Stun: C

- Wizard

Description: ???

Found: ???

Attack: ???

Stun: ???

- Stalker

Description: Fires guided Shots.

Found: Azure Sky Tower

Attack: C

Stun: C

- Beatmania

Description: Charms enemy with music.

Found: Catacomb

Attack: E

Stun: E

- Gaurdian

Description: ???

Found: ???

Attack: ???

Stun: ???

- Phantom

Description: ???

Found: Finish game on Hard

Attack: ???

Stun: ???

=====
-----Grenade
=====

- No Grenade

Description: Turns off the Grenade system.

Found: Default from start.

- Bomb

Description: Attacks with flame.

Found: Bloodrust Mansion

- Pineapple

Description: The more Solar Energy, the stronger it is.

Found: Solar Tree

- Flash

Description: Knocks Undead unconscious.

Found: Stairs of Trial

- Scan

Description: Reveals hidden objects

Found: Firetop Mountain

- Change

Description: Turns Klorofolun into...

Found: Ruined Cemetery

- Nightmare

Description: ???

Found: Obtained when getting all Dark items

```

=====
-----7.4 Solar Tree-----
=====

```

Here is a list of various mixtures to make various items:

Green Apple:	Red Apple:
+ Red Apple = Gold Apple	+ Green Apple = Gold Apple
+ Gold Apple = Heal Fruit	+ Gold Apple = Revivafruit
+ Solar Nut = Gold Apple	+ Solar Nut = Heal Fruit
+ See-All Nut = Fast Carrot	+ See-All Nut = Fast Carrot
+ Tip-Toe Nut = Redshroom	+ Tip-Toe Nut = Green Apple
+ Speed Nut = Solar Nut	+ Speed Nut = Solar Nut
+ Empty Gourd = Red Apple	+ Empty Gourd = Red Apple
+ Banana = Red Apple	+ Banana = Red Apple
+ Evil Banana = x2 Carrot	+ Evil Banana = Endurant
+ Redshroom = Blueshroom	+ Redshroom = Blueshroom
+ Blueshroom = Red Apple	+ Blueshroom = Redshroom
+ Flame Nut = Red Apple	+ Flame Nut = Speed Nut
+ Ice Nut = Red Apple	+ Ice Nut = Tiptoe Nut
+ Bearnut = Heal Fruit	+ Bearnut = Heal Fruit
+ Endurant = Empty Gourd	+ Endurant = Bearnut
+ Solar Leaf = Red Apple	+ Solar Leaf = See-All Nut
+ Bad Pumpkin = Heal Fruit	+ Bad Pumpkin = Green Apple
+ Revivafruit = Heal Fruit	+ Revivafruit = Solar Leaf
+ Heal Fruit = Red Apple	+ Heal Fruit = Revivafruit
+ x2 Carrot = Green Apple	+ x2 Carrot = Red Apple
+ Fast Carrot = Green Apple	+ Fast Carrot = Red Apple

```

-----
Gold Apple:           |Solar Nut:
+ Green Apple = Heal Fruit | + Green Apple = Gold Apple
+ Red Apple = Revivafruit  | + Red Apple = Heal Fruit
+ Solar Nut = Revivafruit  | + Gold Apple = Revivafruit
+ See-All Nut = Fast Carrot | + See-All Nut = Flame Nut
+ Tip-Toe Nut = Bearnut    | + Tip-Toe Nut = Speed Nut
+ Speed Nut = Redshroom    | + Speed Nut = Banana

```

+ Empty Gourd = Solar Leaf	+ Empty Gourd = Solar Leaf
+ Banana = Heal Fruit	+ Banana = Redshroom
+ Evil Banana = Revivafruit	+ Evil Banana = Banana
+ Redshroom = Bearnut	+ Redshroom = Solar Leaf
+ Blueshroom = Redshroom	+ Blueshroom = Redshroom
+ Flame Nut = Heal Fruit	+ Flame Nut = Speed Nut
+ Ice Nut = Blueshroom	+ Ice Nut = Flame Nut
+ Bearnut = Revivafruit	+ Bearnut = Banana
+ Endurant = Bearnut	+ Endurant = Bearnut
+ Solar Leaf = Banana	+ Solar Leaf = Heal Fruit
+ Bad Pumpkin = Banana	+ Bad Pumpkin = Speed Nut
+ Revivafruit = Heal Fruit	+ Revivafruit = Bearnut
+ Heal Fruit = Bearnut	+ Heal Fruit = Banana
+ x2 Carrot = Gold Apple	+ x2 Carrot = Solar Nut
+ Fast Carrot = Gold Apple	+ Fast Carrot = Solar Nut

See-All Nut:

+ Green Apple = Fast Carrot
 + Red Apple = Fast Carrot
 + Gold Apple = Fast Carrot
 + Solar Nut = Flame Nut
 + Tip-Toe Nut = Empty Gourd
 + Speed Nut = Solar Leaf
 + Empty Gourd = Speed Nut
 + Banana = Solar Nut
 + Evil Banana = Solar Leaf
 + Redshroom = Red Apple
 + Blueshroom = Heal Fruit
 + Flame Nut = Ice Nut
 + Ice Nut = Green Apple
 + Bearnut = Endurant
 + Endurant = Empty Gourd
 + Solar Leaf = Empty Gourd
 + Bad Pumpkin = Evil Banana
 + Revivafruit = Empty Gourd
 + Heal Fruit = Bad Pumpkin
 + x2 Carrot = See-All Nut
 + Fast Carrot = See-All Nut

Tip-Toe Nut:

+ Green Apple = Redshroom
 + Red Apple = Green Apple
 + Gold Apple = Bearnut
 + Solar Nut = Speed Nut
 + See-All Nut = Empty Gourd
 + Speed Nut = Solar Nut
 + Empty Gourd = Fast Carrot
 + Banana = x2 Carrot
 + Evil Banana = Fast Carrot
 + Redshroom = Fast Carrot
 + Blueshroom = Redshroom
 + Flame Nut = Speed Nut
 + Ice Nut = Blueshroom
 + Bearnut = Endurant
 + Endurant = Banana
 + Solar Leaf = Ice Nut
 + Bad Pumpkin = Solar Nut
 + Revivafruit = Bearnut
 + Heal Fruit = Bearnut
 + x2 Carrot = Tiptoe Nut
 + Fast Carrot = Tiptoe Nut

Speed Nut:

+ Green Apple = Solar Nut
 + Red Apple = Solar Nut
 + Gold Apple = Redshroom
 + Solar Nut = Banana
 + See-All Nut = Solar Leaf
 + Tip-Toe Nut = Solar Nut
 + Empty Gourd = Banana
 + Banana = Tiptoe Nut
 + Evil Banana = Tiptoe Nut
 + Redshroom = Tiptoe Nut
 + Blueshroom = Tiptoe Nut
 + Flame Nut = Empty Gourd
 + Ice Nut = Endurant
 + Bearnut = Solar Nut
 + Endurant = Tiptoe Nut
 + Solar Leaf = Empty Gourd
 + Bad Pumpkin = Gold Apple
 + Revivafruit = Heal Fruit
 + Heal Fruit = Empty Gourd
 + x2 Carrot = Speed Nut

Empty Gourd:

+ Green Apple = Red Apple
 + Red Apple = Red Apple
 + Gold Apple = Solar Leaf
 + Solar Nut = Solar Leaf
 + See-All Nut = Speed Nut
 + Tip-Toe Nut = Fast Carrot
 + Speed Nut = Banana
 + Banana = Bad Pumpkin
 + Evil Banana = x2 Carrot
 + Redshroom = Gold Apple
 + Blueshroom = Evil Banana
 + Flame Nut = Solar Leaf
 + Ice Nut = Banana
 + Bearnut = Revivafruit
 + Endurant = Fast Carrot
 + Solar Leaf = Blueshroom
 + Bad Pumpkin = Endurant
 + Revivafruit = Bad Pumpkin
 + Heal Fruit = Speed Nut
 + x2 Carrot = Empty Gourd

+ Fast Carrot = Speed Nut | + Fast Carrot = Empty Gourd

Banana:

+ Green Apple = Banana | + Green Apple = x2 Carrot
+ Red Apple = Red Apple | + Red Apple = Endurant
+ Gold Apple = Red Apple | + Gold Apple = Revivafruit
+ Solar Nut = Heal Fruit | + Solar Nut = Banana
+ See-All Nut = Solar Nut | + See-All Nut = Solar Leaf
+ Tip-Toe Nut = x2 Carrot | + Tip-Toe Nut = x2 Carrot
+ Speed Nut = Tiptoe Nut | + Speed Nut = Tiptoe Nut
+ Empty Gourd = Bad Pumpkin | + Empty Gourd = x2 Carrot
+ Evil Banana = Solar Nut | + Banana = Solar Nut
+ Redshroom = Blueshroom | + Redshroom = Fast Carrot
+ Blueshroom = Gold Apple | + Blueshroom = Flame Nut
+ Flame Nut = Solar Nut | + Flame Nut = Ice Nut
+ Ice Nut = Flame Nut | + Ice Nut = Tiptoe Nut
+ Bearnut = Heal Fruit | + Bearnut = Fast Carrot
+ Endurant = Revivafruit | + Endurant = Bad Pumpkin
+ Solar Leaf = x2 Carrot | + Solar Leaf = Tiptoe Nut
+ Bad Pumpkin = Fast Carrot | + Bad Pumpkin = Bearnut
+ Revivafruit = Speed Nut | + Revivafruit = Speed Nut
+ Heal Fruit = Bearnut | + Heal Fruit = Bad Pumpkin
+ x2 Carrot = Banana | + x2 Carrot = Evil Banana
+ Fast Carrot = Banana | + Fast Carrot = Evil Banana

|Evil Banana:

Redshroom:

+ Green Apple = Blueshroom | + Green Apple = Red Apple
+ Red Apple = Blueshroom | + Red Apple = Redshroom
+ Gold Apple = Bearnut | + Gold Apple = Redshroom
+ Solar Nut = Solar Leaf | + Solar Nut = Redshroom
+ See-All Nut = Red Apple | + See-All Nut = Heal Fruit
+ Tip-Toe Nut = Fast Carrot | + Tip-Toe Nut = Redshroom
+ Speed Nut = Tiptoe Nut | + Speed Nut = Tiptoe Nut
+ Empty Gourd = Gold Apple | + Empty Gourd = Evil Banana
+ Banana = Blueshroom | + Banana = Gold Apple
+ Evil Banana = Fast Carrot | + Evil Banana = Flame Nut
+ Blueshroom = Bad Pumpkin | + Redshroom = Bad Pumpkin
+ Flame Nut = Red Apple | + Flame Nut = Ice Nut
+ Ice Nut = Green Apple | + Ice Nut = Tiptoe Nut
+ Bearnut = Blueshroom | + Bearnut = Endurant
+ Endurant = See-All Nut | + Endurant = Evil Banana
+ Solar Leaf = Banana | + Solar Leaf = Empty Gourd
+ Bad Pumpkin = Blueshroom | + Bad Pumpkin = Ice Nut
+ Revivafruit = Solar Nut | + Revivafruit = Solar Nut
+ Heal Fruit = Solar Nut | + Heal Fruit = Redshroom
+ x2 Carrot = Redshroom | + x2 Carrot = Blueshroom
+ Fast Carrot = Redshroom | + Fast Carrot = Blueshroom

|Blueshroom:

Flame Nut:

+ Green Apple = Red Apple | + Green Apple = Red Apple
+ Red Apple = Speed Nut | + Red Apple = Tiptoe Nut
+ Gold Apple = Heal Fruit | + Gold Apple = Blueshroom
+ Solar Nut = Speed Nut | + Solar Nut = Flame Nut
+ See-All Nut = Ice Nut | + See-All Nut = Green Apple
+ Tip-Toe Nut = Speed Nut | + Tip-Toe Nut = Blueshroom
+ Speed Nut = Empty Gourd | + Speed Nut = Endurant
+ Empty Gourd = Solar Leaf | + Empty Gourd = Banana
+ Banana = Solar Nut | + Banana = Flame Nut
+ Evil Banana = Ice Nut | + Evil Banana = Tiptoe Nut
+ Redshroom = Red Apple | + Redshroom = Green Apple

|Ice Nut:

+ Blueshroom = Ice Nut	+ Blueshroom = Tiptoe Nut
+ Ice Nut = Solar Nut	+ Flame Nut = Solar Nut
+ Bearnut = Evil Banana	+ Bearnut = Evil Banana
+ Endurant = Ice Nut	+ Endurant = Bearnut
+ Solar Leaf = Solar Nut	+ Solar Leaf = Flame Nut
+ Bad Pumpkin = Ice Nut	+ Bad Pumpkin = Bearnut
+ Revivafruit = Heal Fruit	+ Revivafruit = Bearnut
+ Heal Fruit = Blueshroom	+ Heal Fruit = Blueshroom
+ x2 Carrot = Flame Nut	+ x2 Carrot = Ice Nut
+ Fast Carrot = Flame Nut	+ Fast Carrot = Ice Nut

Bearnut:

- + Green Apple = Heal Fruit
- + Red Apple = Heal Fruit
- + Gold Apple = Revivafruit
- + Solar Nut = Banana
- + See-All Nut = Endurant
- + Tip-Toe Nut = Endurant
- + Speed Nut = Solar Nut
- + Empty Gourd = Revivafruit
- + Banana = Heal Fruit
- + Evil Banana = Fast Carrot
- + Redshroom = Blueshroom
- + Blueshroom = Endurant
- + Flame Nut = Evil Banana
- + Ice Nut = Evil Banana
- + Endurant = Heal Fruit
- + Solar Leaf = See-All Nut
- + Bad Pumpkin = Endurant
- + Revivafruit = Heal Fruit
- + Heal Fruit = Solar Nut
- + x2 Carrot = Bearnut
- + Fast Carrot = Bearnut

|Endurant:

- | + Green Apple = Empty Gourd
- | + Red Apple = Bearnut
- | + Gold Apple = Bearnut
- | + Solar Nut = Bearnut
- | + See-All Nut = Empty Gourd
- | + Tip-Toe Nut = Banana
- | + Speed Nut = Tiptoe Nut
- | + Empty Gourd = Fast Carrot
- | + Banana = Heal Fruit
- | + Evil Banana = Fast Carrot
- | + Redshroom = See-All Nut
- | + Blueshroom = Evil Banana
- | + Flame Nut = Ice Nut
- | + Ice Nut = Bearnut
- | + Bearnut = Heal fruit
- | + Solar Leaf = Empty Gourd
- | + Bad Pumpkin = Heal Fruit
- | + Revivafruit = Flame Nut
- | + Heal Fruit = Bearnut
- | + x2 Carrot = Endurant
- | + Fast Carrot = Endurant

Solar Leaf:

- + Green Apple = Red Apple
- + Red Apple = See-All Nut
- + Gold Apple = Banana
- + Solar Nut = Heal Fruit
- + See-All Nut = Empty Gourd
- + Tip-Toe Nut = Ice Nut
- + Speed Nut = Empty Gourd
- + Empty Gourd = Blueshroom
- + Banana = x2 Carrot
- + Evil Banana = Tiptoe Nut
- + Redshroom = Banana
- + Blueshroom = Empty Gourd
- + Flame Nut = Solar Nut
- + Ice Nut = Flame Nut
- + Bearnut = See-All Nut
- + Endurant = Empty Gourd
- + Bad Pumpkin = Banana
- + Revivafruit = Heal Fruit
- + Heal Fruit = Solar Nut
- + x2 Carrot = Solar Leaf
- + Fast Carrot = Solar Leaf

|Bad Pumpkin:

- | + Green Apple = Heal Fruit
- | + Red Apple = Green Apple
- | + Gold Apple = Banana
- | + Solar Nut = Speed Nut
- | + See-All Nut = Evil Banana
- | + Tip-Toe Nut = Solar Nut
- | + Speed Nut = Gold Apple
- | + Empty Gourd = Endurant
- | + Banana = Fast Carrot
- | + Evil Banana = Bearnut
- | + Redshroom = Blueshroom
- | + Blueshroom = Ice Nut
- | + Flame Nut = Ice Nut
- | + Ice Nut = Bearnut
- | + Bearnut = Endurant
- | + Endurant = Heal fruit
- | + Solar Leaf = Banana
- | + Revivafruit = ?*
- | + Heal Fruit = Fast Carrot
- | + x2 Carrot = Bad Pumpkin
- | + Fast Carrot = Bad Pumpkin

Revivafruit:

- + Green Apple = Heal Fruit
- + Red Apple = Solar Leaf

|Heal Fruit:

- | + Green Apple = Red Apple
- | + Red Apple = Revivafruit

+ Gold Apple = Heal Fruit	+ Gold Apple = Bearnut
+ Solar Nut = Bearnut	+ Solar Nut = Banana
+ See-All Nut = Empty Gourd	+ See-All Nut = Bad Pumpkin
+ Tip-Toe Nut = Bearnut	+ Tip-Toe Nut = Bearnut
+ Speed Nut = Heal Fruit	+ Speed Nut = Empty Gourd
+ Empty Gourd = Bad Pumpkin	+ Empty Gourd = Speed Nut
+ Banana = Speed Nut	+ Banana = Bearnut
+ Evil Banana = Speed Nut	+ Evil Banana = Bad Pumpkin
+ Redshroom = Solar Nut	+ Redshroom = Solar Nut
+ Blueshroom = Solar Nut	+ Blueshroom = Redshroom
+ Flame Nut = Heal Fruit	+ Flame Nut = Blueshroom
+ Ice Nut = Bear Nut	+ Ice Nut = Blueshroom
+ Bearnut = Heal Fruit	+ Bearnut = Solar Nut
+ Endurant = Bearnut	+ Endurant = Bearnut
+ Solar Leaf = Heal Fruit	+ Solar Leaf = Solar Nut
+ Bad Pumpkin = ?*	+ Bad Pumpkin = Fast Carrot
+ Heal Fruit = Bad Pumpkin	+ Revivafruit = Bad Pumpkin
+ x2 Carrot = Revivafruit	+ x2 Carrot = Heal Fruit
+ Fast Carrot = Revivafruit	+ Fast Carrot = Heal Fruit

x2 Carrot:	Fast Carrot:
+ Green Apple = Green Apple	+ Green Apple = Green Apple
+ Red Apple = Red Apple	+ Red Apple = Red Apple
+ Gold Apple = Gold Apple	+ Gold Apple = Gold Apple
+ Solar Nut =Solar Nut	+ Solar Nut = Solar Nut
+ See-All Nut = See-All Nut	+ See-All Nut = See-All Nut
+ Tip-Toe Nut = Tip-Toe Nut	+ Tip-Toe Nut = Tip-Toe Nut
+ Speed Nut = Speed Nut	+ Speed Nut = Speed Nut
+ Empty Gourd = Empty Gourd	+ Empty Gourd = Empty Gourd
+ Banana =Banana	+ Banana = Banana
+ Evil Banana = Evil Banana	+ Evil Banana = Evil Banana
+ Redshroom = Redshroom	+ Redshroom = Redshroom
+ Blueshroom = Blueshroom	+ Blueshroom = Blueshroom
+ Flame Nut = Flame Nut	+ Flame Nut = Flame Nut
+ Ice Nut = Ice Nut	+ Ice Nut = Ice Nut
+ Bearnut = Bearnut	+ Bearnut = Bearnut
+ Endurant = Endurant	+ Endurant = Endurant
+ Solar Leaf = Solar Leaf	+ Solar Leaf =
+ Bad Pumpkin = Bad Pumpkin	+ Bad Pumpkin = Bad Pumpkin
+ Revivafruit = Revivafruit	+ Revivafruit = Revivafruit
+ Heal Fruit = Heal Fruit	+ Heal Fruit =
+ Fast Carrot = Fast Carrot	+x2 Carrot = x2 Carrot

*The image displayed is a question mark, you will receive a random item from it. The rarest item you can get from it is a Pineapple Grenade.

=====
 -----7.5 Emblem List-----
 =====

Each Emblem can be obtained from the Azure Sky Tower.

- Flame
 Gives: Samurai Frame

- Earth
 Gives: Phalanx Frame

- Cloud
 Gives: Tempest Frame

- Frost
Gives: Calamity Frame

- Dark
Gives: Stalker Frame

- Sol
Gives: Dragoon Frame

- Luna
Gives: Guardian Frame

- Dark
Found: After finishing the game
Gives: ???

=====
-----8. FAQ-----
=====

If you have any questions e-mail me (The link is at the bottom and follow
The guidelines)

1. I don't understand your guide, what do I do!?

A: Sometimes I might have gone a little bit further, just try to go on with the game, if you still don't know what to do, e-mail me and I'll revise the section(s).

The following questions are from the Boktai official website.

1. Can you not play Boktai at night?

A: Although "Boktai" requires sunlight, you can play at night and in other situations when there is no sunlight. However, you must have sunlight when using the "Pile Driver" to purify the enemy boss. When there is no sunlight, you cannot activate the "Pile Driver" and purify the enemy boss.

2. Is the solar sensor a solar battery?

A: The solar sensor does not serve as a solar battery that changes sunlight to electricity.

3. It seems that 1 to 4 players can play the game. What can you do?

A: Normally, 1 person plays the game. With the link cable, you can have 2 to 4 people enjoy the "link battle." Also, you can engage in "item exchange" and "emblem resonance."

4. Is there a software reset feature?

A: Yes there is. Press the A Button, B Button, SELECT, and START simultaneously.

5. Do you have to input the region accurately? What if where I live is not among the list of regions?

A: The list consists of a lot of regions, so hopefully you can find somewhere that is close to where you live. If the region and time is not entered accurately, the time of sunrise and sunset and intensity of sunlight depending on the latitude, longitude, and season will not be reflected in the game properly. This could subtract from enjoying the "live feel" of this game.

=====
-----9. Guide Disclaimer-----
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-----Sites that are allowed-----
=====

Sites that are allowed to use my guide are:

- http://www.gamefaqs.com
- http://www.ign.com

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-----E-Mailing Me-----
=====

- No Spam/flaming/pathetic hacking attempts
- Must not be answered in the Guide already (Make sure you look carefully)
- Make sure it's about this game. I have enough Spam as it is.
- Using proper grammar and spelling might enhance your chances of being answered.
- Comments/Criticism/Something that should/needs on the guide be changed are allowed.
- Strategies are allow to be sent
- I've made my own Boktai LLTP-style sprits if you want to use them, e-mail me

My E-mail: Devis0r@hotmail.com

=====
-----Credits-----
=====

- Konami for making the game.
- Konamihwi.com for a lot of information.
- gamefaqs.com Boktai Board forum members for certain information
- Agwa8413@aol.com (sorry I don't know your username) for a lot of information - it's marked in the area where it is.
- Jp for some input
- Jason Grave for some input

-Everyone for the help
-You for reading this

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