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your Keyboard, hold Ctrl and then hit F and a window will open. Type in GOK5.1 and hit Find Next. It'll bring you to that section instantly. The code to reach the Table Of Contents is just that: Table Of Contents. I hope this makes browsing my FAQs easier for you. Enjoy!

=====
= I. Introduction [INTR1] =
=====

Hey there and welcome to my second IGN Exclusive Walkthrough. Now, this isn't my second total walkthrough ever, I've done many in the past and if you're familiar with my work, (Fat chance.) you'd know that. Heh. Anyway, this time around, I'm covering Boktai: The Sun Is In Your Hand, which is a very decent game and great to play, all while getting a tan. This walkthrough is here to help get you through the game and to cover every square of it as well. As I always do, let me just state that this walkthrough is to be on no other site besides IGN and is to not be edited in any way, shape or form, unless I give permission to do so. Do not take this, claim it as your own and post it elsewhere. I worked hard on this and that's the last thing I need is to see it on a site under a different name. Anyway, with that said and done, no more talk from me on these issues and let's get down to the walkthrough, shall we? Heh, enjoy!

Update: This Walkthrough is now available at GameFAQs, Neoseeker and any other sites I've allowed via E-Mail to host this file. If I did not give you permission to host this FAQ on your site, then you're hosting it illegally and if you're reading this on a site with any variatin of "cheat" in its name, please notify me so I may take the necessary action. Thanks.

=====
= II. Current Updates [CURUP2]=
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7/16/07 - Updated information about how to obtain the Infinite Battery and some information about the Emblems, thanks to Lord Huff 'N Puff/Nightvol. The information can be found under Sections VIII. Item List - Emblem List, XII. Multiplayer/Linking Options - Emblem Resonance and XIII. Azure Sky Tower. Until the next update, enjoy!

5/14/07 - Just writing in to let any readers know if they E-Mail me any questions or comments, that my address still works. My willpower to write walkthroughs over the last few years died, mostly to college and real life, but I may just start this up again. Feel free to write in, thanks. (Note: Please for the love of God check my guide for stuff before sending me a question about an item or something, 99% chance it's here, thanks.)

1/22/04 - Fixed up something small. You won't notice it.

1/15/04 - Thanks to Absolute Zero, I fixed up section X. Solar Tree's What You Can Grow area of the solo growing Fruits. Apparently, the amount you get is random, not fixed. Thanks again! Other than that, nothing else is new, so until next time...

12/16/03 - I added the new layout to this walkthrough. How's it look?

11/01/03 - Added a missed description for the Rising Sun Grenade to Section IX. Gun Del Sol and thanks to Jason Guehring for pointing that out. That and I added a new way to get the Tonnair .Rm from The Count in the second Boss Battle and that's thanks to Marc Connelly. Both have

been added to the Credits section. Thanks again, guys! Other than that, nothing else is new. Until I update again...

10/18/03 - Ok, well, I finally reformatted this walkthrough the way it should be and it now looks MUCH better. Sorry about the one before again, but I was in a rush, but it's fixed now. Anyway, the walkthrough is now fully completed and I've made this the final version of the walkthrough. If I ever need to update this again in the future, I will, but until then, everything is done. So, enjoy!

10/8/03 - I finished up Analyzing The Enemy and filled in the stats for the missing Frames and now all that's left is to reformat this walkthrough into a better format of 79 lines. So, expect that in possibly a week. Until then, enjoy, as you'll find everything you'll need to know about the game right here! Also, I need to get information still on the Nightmare Grenade and the Infinite Battery, so I'll be figuring those out soon. Until I next update...

10/7/03 - The Walkthrough is now fully completed every which way and the only thing left to do now is fill in the Analyzing The Enemy section, plus a few empty areas for some of the stats of some of the Frames, which will be covered tomorrow. Until then, enjoy, as this walkthrough is just about completed.

10/6/03 - This entire walkthrough is about 99% complete right now, as EVERYTHING is done, except for the Dark Castle Walkthrough part, Analyzing The Enemy and a few empty descriptions under the Frames for the Gun Del Sol and a small part of the Ancient Forest, which is not doable until you get the Cloud Lens. These will ALL be finished in a VERY short time, but until then, this walkthrough covers EVERYTHING else and you'll find everything and anything you need to know here. Enjoy for now, as it'll be completed in just a day or so.

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= III. FAQ (Frequently Asked Questions.) [FAQ3] =
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Q. What are some ways I can "cheat" the game into thinking I have Sunlight?

A. There's a few ways, actually. By using a UV Lamp you can EASILY get the Sunlight you need, but just be careful with that, since you don't want to get a sunburn or anything. Another thing is a Black Light. Those also work very well, as well as Plasma Lights, you know, the things you put your hand on and your hair shoots up. But, if you don't have any of these just simply around the house, there is a better, safer way to get Sunlight if you can't go outside or choose to play at night. Check out Section XIV. Secrets for a unlimited supply of Sunlight no matter what.

Q. How long is this game?

A. On a record, even though I've heard the game stats 8 hours or so, it's definitely not that. My first time through took around 13 hours and I was rushing my way through the game, barely using stealth and getting horrible ranks. (Mainly C-.) I would imagine around 13-20 at most. Plus, not to mention the replay value once you beat the game with a New Game+ Option and a Hard Mode now. (Plus the Azure Sky Tower Dungeon to go through each time you get a new Emblem.) On record, it took me 4 days to beat, even with the Sun limitation and I did NOT cheat at all.

Q. Will I like this game, though? I've heard mixed reviews and opinions on it and I'm not sure. What's your say?

A. If you're a big fan of Hideo Kojima and the Metal Gear/Solid series, it's for you. Don't grab this game if you're a big Vampire fan or hope this is a alternative game from Konami based off the Akumajo Dracula (Castlevania.) series, because it's far from it. Stick with Castlevania, you'll be better off. The game plays out alot like the original Metal Gear did, so if you enjoyed that game, grab this. I personally thought it was ok and very originally, but I've played better. Rent it or borrow it from a friend if you're still not sure.

Q. What's the benefits of New Game+ and Hard Mode once I beat the game?

A. In New Game+, you keep all your Equipment from the first game, plus, once you reach the Solar Tree again, you can look at each area to see what things you've missed so you can go back and get them. Also, beating Hard Mode nets you better prizes and the likes and it's basically there for replay value, if you wish.

Note: If you beat the game once, you get the Dark Lens and then once you beat Hard Mode, you'll get the Phantom Frame, along with the Chaos Battery, giving you the entire Dark Gun Parts set. Until you have all 3 of these Items, you can't use any of them. (Such as you can't use the Dark Lens to attack with unless all the parts are Equipped.)

Q. Exactly how do I pay back Dark Loans?

A. Just put Sunlight Charges into the Sun Bank and when the time comes that you need to pay them back, they'll just take it from there. Otherwise, you'll be haunted by Darkness Bugs until they steal back enough Sunlight.

Q. What do the Silver Coins do?

A. If you collect all 30 of them, you'll unlock Sound Test on the Main Menu.

Q. What's this Kaamos that's all over Django now?

A. If you opened the Treasure Chest in the room after beating the Axe in the Abyss and you haven't gone through Sol City yet, you'll be hit with the Kaamos and a girl calling herself Sorrowful Girl will appear and explain to you what it is. To get rid of this, you can either wait 5 days or you can cheat the clock and set it to 1 minute before Sunrise and stand under the Solar Tree. Once the Sun rises, the Solar Tree will drop a dew and it'll remove the curse from you. To avoid this, just grab the Treasure Chest after you get done with Sol City.

Q. Is it possible to Level Up the Luna and Star Lenses?

A. Yup. To make things easy, use Grenades while the Lenses are Equipped to kill enemies or switch to that Lens JUST as you kill a Boss and it'll get all the Experience.

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= IV. How To Play [HOTOP4]=
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First off, let me explain the very basics of Boktai: The Sun Is In Your Hand, incase you're totally unfamiliar with this game and you've never heard about it until now. To begin with, to play this game, you need Sunlight. Yes, REAL Sunlight, though there are waves to "trick" the game, but I'll get to that later. (Skip to IV. How To Play, D. Tips & Tricks now if you wish to know or just wait.) Anyway, for your safety, if you're playing outside to get Sunlight, please, put some Suntan Lotion on first or play in the shade. The last thing you need is a Sunburn and whatnot. Also, you always don't need to get your Solar Gauge totally maxed out and in reality, you only need at most 1-2 bars out of 8 to really play the game. Besides that, if you constantly play the game with I believe 6-8 bars and the sensor is picking up extreme amounts of Sunlight, your Solar Gauge will Overheat, rendering your Gun Del Sol, your main Weapon in this game, useless for the time being. You must reduce the amount of Sunlight you're getting or turn the game off and let time pass in the game.

(I believe tricking the clock by fast forwarding it will work as well, but I've played this game through twice and I've never gotten Overheat, so, hopefully, you won't either, with my guidance. If you can't go outside or you don't really wish to, sitting by a window will do, but from my experience, the Sun's UV Rays won't pass through the window, so you'll have to open the window and stick your Gameboy Advance out it or up against the screen. (Hopefully it's sunny out when you do this or you may have to go outside. For the best results, just go outside, but again, if you can't, this works, but not as well.) Now, exactly how do you get Sunlight into your game? Well, you'll notice your cartridge is bigger than a normal Gameboy Advance cartridge. On the back of it, near the top, is a small black square. That's the Sun Sensor and you need to aim that (Which isn't hard, since you're holding it "up" in the first place.) right, otherwise you won't get the Sun you need. If you are covering the Sun Sensor by chance, you won't get Sunlight and you'll know it, even if you're outside in broad daylight. Now, not to mention, if for example you are getting 4 bars of Sunlight, try tilting or angling the Gameboy Advance around and you may get an extra bar or two, which is always good and helpful.

Whew, ok, that takes care of Sunlight and how to get it, monitor it and how to play "safely"...I guess. Heh. Next, I'll talk about the ingame clock and how it has day, dusk, night and dawn. One of the cool features in this game is just that, the ingame clock and the daily feature of what it's like in the game. Depending on the time you set your clock to, it will effect the ingame's settings. For instance, if you start the game up and it's, say, 12:31 PM, then it'll be that in the game exactly and it'll be day time in the game. Now, let's say you play for an hour, shut the game off and go do other things. Then, later on at night time, you come back and play the game at around, say 8:49 PM. You'll notice that the clock is working even when it's off like a real watch does and that it's now night time in the game, just like where you are now and the Sun's not out. Without the Sun out, things in the game become hard to do. You can no longer charge your Gun Del Sol by holding it to the sky and you can't access the Pile Drive to purify Immortals. (Unless you use 2 certain Items, which are Mr. Rainnot and a Rising Sun Grenade, but the Rising Sun Grenade doesn't last very long. These are the ONLY two ways without cheating to get Sun at night. The other way is to use a UV Lamp or a Black Light to trick the game.)

Now, since it's night, you can still play, but you'll be forced to use

Solar Nuts and/or your Solar Station to refill your Gun Del Sol, unless you cheat with said UV Lamp or Black Light. Also, if you choose to not cheat and decide to play the game at night with the option of using Sunlight from Solar Nuts and from your Solar Station, just know that enemies are more around at night then they are during the day. So, it's always best to play during the day, but you can play at night, just some areas will be harder. And another thing about Sunlight. As your Solar Sensor senses it it stores some of the Sunlight in your Solar Station, so you'll have Solar Charges when you need them. There's a certain Frame that allows you to just stand/walk around and collect it faster, which is good, but know that the more bars on your Solar Gauge, the faster you'll collect Sunlight for your Solar Station, which is VITAL if you are playing at night or even in the day time and you can't get to a skylight in a Dungeon or it's a cloudy day out and you wish to save your Solar Nuts.

Finally, depending on what region of the World you live in, when you set your game up, it can effect the ingame time change from day to night, so be sure you are picking a city or area closet to where you live so the game reacts to how your Sun rises and sets at certain times. (It even takes Daylights Savings Time into account, so be sure to note that as well.) Now, with that ALL said, you now know everything you need to know about Sunlight, how to play Boktai: The Sun Is In Your Hand and pretty much the basics with this game. Just one final piece of knowledge you should have. Do not, under any circumstances try to disassemble the cartridge to alter or amplify the Solar Sensor and do not store this in any extreme hot or cold place. Now, onto the Controls And Menus.

Final Note: You NEED Sunlight or to at LEAST trick the game into thinking you have Sunlight in order to beat this game. Normal lights and the such do NOT work on the Solar Sensor, so don't try holding it up to your lamp. YOU CAN NOT WIN OTHERWISE, UNLESS YOU HAVE AN INSANE AMOUNT OF ITEMS NECESSARY TO CALL ON THE SUN'S POWER.

- B. Controls And Menus [COAM4.2] -

Alright, well, here's the controls for the game, which are very, very simple to understand and grasp. So, here they are. Get use to them, since mastering the controls are always key to every game you'll play.

D-Pad - Move Django around so he can get from place to place, used to aim your Gun Del Sol, used to look around when you're holding the R Button down so you can look ahead, used to flatten up against a wall (Hold the direction down that the wall is in and hold it for as long as you need to.) and used to browse through your Menus to select Items, Equipment, Options, etc.

Select - Lets you open up your Menu to select your Items, Equip your Gun Del Sol and/or view the Map of the area you're in or the World Map if you're not in a Dungeon.

Start - Pauses the game and some Options for you appear to choose from. Select whichever you wish to, since you can Save your game, go into Sleep Mode, go into the Options Menu or just Cancel out of this little Menu. Also use it in the Menu to check to see when Sunrise is and when Sunset is where the clock is located.

B Button - Use your Gun Del Sol to fire shots, but hold it down to fire a spread shot, (If that Frame allows it.) used to speed through the text

messages in the game and used to cancel out of Menus, Options, etc.

A Button - Used to hold up your Gun Del Sol to absorb Sunlight when your Solar Gauge is filled from anywhere from 1-8 bars to recharge the gun, used to view Otenko Panels and/or Hint Panels, used to open Treasure Chests, used to knock on the wall when you're flattened against the wall, used to grab a hold of a coffin, (Hold the A Button down and then move with it. Just release it to let go of the coffin.) used to talk to other characters, used to confirm an action and used to read through text messages when they are presented.

L Button - Used to throw Grenades and used to switch between the Menu screens in the Menu.

R Button - Used to look ahead in the area you're in for enemies that may be offscreen or to just look ahead for the heck of it (Hold the R Button down and use the D-Pad to move the screen ahead to look around.) and used to switch between the Menu screens in the Menu.

And there's the controls for the game. Now, let's move onto the Menus.

Starting The Game - The VERY first time you start up the game, you'll be prompted to do a few things as well as read some stuff. Here's what you'll learn and what you'll need to do:

Step 1: Setting The Solar Sensor - This is the first thing you'll need to do. Once you turn your game on, this little Menu pops up and gives you instructions on what to do. Follow them by simply placing your hand over the Solar Sensor to block out the Sunlight and then hit the A Button to confirm this.

Step 2: Setting Up The Clock - The next step is to set the clock up according to your own time. First, enter if Daylights Savings Time is in effect, then enter the date, followed by the year and then followed by the time.

And there you go. Two easy steps and then you're ready to play the game. Also, you'll be given some notes and warnings your first time playing which you probably may have just seen. These only appear for the first time you do this. When you turn your Gameboy Advance back on, it'll just load the Main Menu now. Ok, so, after this, you'll be brought to the Main Menu for the game. There's a few Options here of what you can do and stuff. Here they are:

Game Start - Simply select this and then select a empty file or a occupied file with your Save to continue playing. You can also Delete your Save if you wish to here.

Options - There's a few Options here of what you can do. They are:

Time Setting - Let's you change the current time of the game or the time in your world.

Solar Sensor Setting - If you feel for some reason your Solar Sensor isn't picking up Sunlight, even though Sunlight is directly on it, select this and follow the directions it gives you and then try again.

Basics - If you want some tips for playing the game and learning how to master using Django and his surroundings, select one of the options here using the D-Pad and then the A Button. You can learn the following:

Look Around - Learn how to manipulate the camera to view ahead of your surroundings.

Flatten - Doing it Solid Snake style, learn how to hug the wall and sneak your way past enemies.

Hit Wall - Used in combination with Flatten, learn how to distract enemies by knocking on the wall and getting their attention to come to that area that you hit, while you sneak past where they were guarding, unnoticed.

Solar Shot - Learn how to fire and use the Gun Del Sol's main single shot.

Solar Spread - Learn how to fire a spread shot from the Gun Del Sol.

Solar Charge A - Get use to absorbing the Sunlight to recharge your Gun Del Sol.

Skylights - While in Dungeons, learn how these things are your best friends, when you can't get outside to recharge.

[!] (Red) Mark - This appears over the enemy's head once they've seen you, spotted you and know you're there. They will begin to attack.

[!] (White) Mark - This appears over the enemy's head if they thought they saw or heard something. They have not spotted you, but they will investigate the area that they saw/heard the sound from.

[?] Mark - Usually once this appears, the enemy gives up searching for you and thinks it was nothing after all.

[...] Mark - The enemy is stunned. If you hit an enemy from behind or with a Solar Shot enough times, a little bubble will appear above their heads with "..." in it. Not at first, but as time goes on, the bubble will fill up with the three dots. Once it does, they'll snap out of it. Use this time to get by them.

[*] Mark - Stars floating around an enemy's head mean they're unconscious for a little while. It'll start out with 3 stars, but it'll quickly reach 0, so either kill them or run.

[Z] Mark - Means the enemy is asleep. If you attack them or touch them, they'll awake with a [!] and they'll attack. Either kill them FAST or try and get by them by distracting them or whatnot.

Indoors & Outdoors - Whenever you're in a area, you may or may not be able to get outside to recharge your Gun Del Sol. Sometimes, while in a Dungeon, you can and it helps. Use this time to recharge your Gun Del Sol and remember the spot incase you need to come back for future visits while in the Dungeon.

Solar Charge B - Skylights are your best friend. While in a Dungeon and the Solar Gauge is reading anything from 1-8 bars of Sunlight, you may see a skylight somewhere. Stand in it to recharge your Gun Del Sol. Also, it can be used as a shield as well. While standing in it, no Undead creature can get to you. Remember this for bosses, as remember, they HATE Sunlight...

Change Of Devices - Sometimes, while in a Dungeon, you may be using a certain Frame or Lens or something for your Gun Del Sol. Well, just head

to the Menu and change the Gun Del Sol's Equipment to something that may be better and start fighting away again.

Undead - The Undead move and act depending on what time of day it is. During the day, they move slow and there's not as many of them around. But, at night time, they'll come outside and replace some enemies and even become more alert and even much faster than before. For this, choose your time of Vampire Hunting wisely.

Solar Bamboo Shoot - Throughout the game, you'll notice little "shiny" things all around you. In Dungeons, mainly, but when you see a little shimmer of light, hit it with your Gun Del Sol and a crystal will appear, which are called Solar Bamboo Shoots. They can contain one of three things:

Solar Bug - When these little guys appear, hold down the A Button to absorb them, as they'll replenish your Gun Del Sol's Energy. (They are orange on the screen.)

Moon Bug - These things can mean life or death for you. When you see these guys, absorb them with holding down the A Button, as they'll replenish your Health. (They are green on the screen.)

Darkness Bugs - AVOID these. Seriously. If you get these from the Solar Bamboo Shoots, RUN. They will home in on you and sap away your Gun Del Sol's Energy. You can destroy them with Sunlight, but trust me, just run.

Explanation - The final Option here is this. If you wish to view the warnings and screens from the first time you turned this game on, head here to read and remember about the Solar Sensor and how it works with other things. Here's what you can learn:

The Solar Sensor - Gives a explanation on what it is and what it does, mainly how it measures Sunlight and the such.

Solar Sensor Effects - Explains how the more Sunlight is read, it effects the world in Boktai. (Dries up areas of water, makes Skylights appear, allows you to recharge your Gun Del Sol outside, etc.)

Caution - Explains more about the Solar Sensor and what not to do to it.

Direction & Tilt - Gives a explanation on how to angle the Solar Sensor correctly so you can gain the maximum amount of UV Rays from the Sun to get into your game.

Solar Sensor & Place - Gives a health tip on where to play the game, as it can easily be enjoyed from a place in the shade instead of out in direct Sunlight all day.

Solar Sensor & Time - Tells you how the time effects the game and how at night, the Sun can't be read as good, due to the Sun setting.

Solar Sensor & Weather - Explains that on cloudy days, the Sun may not be read or during rain as well.

Under A Hot Sun - Tells you that with too much Sunlight, your Gun Del Sol can Overheat and you won't be able to play for a while and to seek shade.

Solar Sensor & ??? - Gives a hint about how sometimes to win, you may have to cover the Solar Sensor...(This is used like, once in the game ever, so don't worry.)

Link - Select this if you're playing with 2-4 other players. After selecting your Save Data, choose one of the following to do:

Item Exchange - Trade Items with a friend.

Link Battle - Go head to head in a duel with friends.

Emblem Resonance - Trade your Emblem you won in the main game with your friends. But, you don't lose it, you simply just clone it and give it to them so you both have two Emblems afterwards. (You MUST go to the Azure Sky Tower to collect your Emblem after you beat the game and get a Emblem that unlocks doors there. Behind one of the doors is the one you'll get.)

This is a pretty vague explanation on these three areas, but for more on this, read Section XIII. Multiplayer/Linking Options for a much, much more detailed explanation on all of this.

Sound - After you manage to collect all 30 Silver Coins in the game, this little feature is unlocked on the Main Menu. Select it and you can hear all the music from the game whenever you want. Cool, huh?

Ok, now, after all this, the next thing to take a look at is the game itself and it's ingame Menus. So, when you go to Game Start, choose one of the empty files and you'll first be brought to a naming screen. The default name for the Solar Boy is Django, which is the name I will use in this walkthrough. You're free to name him what you wish, though. After this, you'll be asked to input your Region Setting.

Region Setting - The follow choices are areas you can choose from with cities that you select. Choose the closet one to you, depending on the Time Zone you are in. Here's the choices:

Eastern Time 1:

Quebec, Montreal, Ottawa, Toronto, Timmins.

Eastern Time 2:

Boston, Albany, Syracuse.

Eastern Time 3:

New York, Philadelphia, Pittsburgh.

Eastern Time 4:

Washington D.C., Norfolk, Raleigh, Charlotte.

Eastern Time 5:

Atlanta, Jacksonville, Tampa, Miami.

Eastern Time 6:

Detroit, Cleveland, Columbus, Lexington.

Central Time 1:

Thunder Bay, Winnipeg, Regina, Thompson.

Central Time 2:

Indianapolis, Chicago, Milwaukee, Minneapolis, Bismark.

Central Time 3:

St. Louis, Nashville, Memphis, Montgomery, Jackson.

Central Time 4:

New Orleans, Des Moines, Lincoln, Kansas City, Topeka.

Central Time 5:

Springfield, Little Rock, Oklahoma City, Dallas, Houston.

Mountain Time 1:

Edmonton, Calgary, Yellowknife.

Mountain Time 2:

Denver, Albuquerque, Phoenix, Boise, Salt Lake City.

Pacific Time 1:

Vancouver, Whitehorse.

Pacific Time 2:

Spokane, Seattle, Salem, Reno, Las Vegas.

Pacific Time 3;

Los Angeles, San Diego, San Francisco.

Alaskan Time:

Anchorage, Fairbanks, Ketchikan.

Hawaiian Islands:

Honolulu.

Newfoundland:

St. John's.

Atlantic Time:

Labrador City, Halifax.

After you choose the area that's closet to where you are, you'll be brought to the next area, which is the Difficulty Setting.

Difficulty Setting - Picking how hard the game is is vital. Depending on the kind of challenge you want, pick the setting you want. Here's the following choices:

Easy:

Action - Easy.

Puzzles - Easy.

Normal 1:

Action - Recommended.

Puzzles - Easy.

Normal 2:

Action - Recommended.

Puzzles - Recommended.

Hard:

Action - Hard.

Puzzles - Recommended.

For your first time through, I suggest Normal 1, but Normal 2 isn't THAT much harder. For the most part, this FAQ is being writtin while playing the Normal 2 Mode. I believe the Puzzles and all for the easier modes give you bigger hints and what not or are easier to figure out, so don't worry. Anyway, once you select your Difficulty Setting, you'll be asked if everything you've chosen is correct. If you're happy, confirm your selection or go back and change something. Either way, once you are finished, the game will Save your options and the game will begin...

Note: Once you beat the game, Hard becomes available, with the Action and Puzzles both at a Difficult rating.

Now, let's skip ahead and view the Menus in the game, shall we?

The Game Screen - This is the main screen you'll always see when you're playing. All around it are various things that are vital for playing. Here's what you'll see:

Life Gauge - In the top left corner is your Life Gauge. It's the little bar with a Heart symbol followed by a green bar. As you take damage, you'll lose Health. You'll want to use Items to heal yourself or find Moon Bugs. Eitherway, if this becomes empty, you'll die, but not really. The only penalty is you have to restart from where you last entered a area/room, which is NOT that bad, but can be in some cases. Also, you'll take a hit for your Rank at the end of that Dungeon. You can increase the Life Gauge by finding 4 Life Fruits. For every 4 you find, it'll increase a little.

Item Effect Gauge - This will only appear when you use a Item that boosts Django's Abilities, but when you do use an Item, underneath the Life Gauge a little narrow yellow bar will appear and it'll slowly drain away. Once it empties, the ability the Item you used gave you will end.

Marker - These appear everywhere. Whenever you can enter a new area or room, these little things appear and show you the way. (Think like the arrows in the later Final Fantasy games that showed you where to go.) You can turn this off though, through the Options Menu, if you don't want them, but I suggest them, actually.

Item - This only appears when you collect an Item, but in the lower left

corner, whenever you grab an Item, a box with a picture will appear and show you exactly what you collected so you know.

Solar Gauge - In the lower right corner, the bar with the picture of the Sun on it. This is the Solar Gauge. It measures how much Sunlight the Solar Sensor is detecting. When it detects Sunlight, the bars will turn red, letting you know how much Sunlight you're getting. This can range anywhere from 0-8.

Battery Tank - At the VERY bottom of the right side of the screen is a little bar of energy. (It appears once you get a Battery for your Gun Del Sol.) As you get better Batteries, the area down here will fill up, with each rectangle like shape showing you how many extra bars of Solar Energy you have left. (You must have the Battery Equipped for these to show up.)

Solar Gun Gauge - Located above the Solar Gauge, this bar colored orange shows you the level of how much Solar Energy you have left. As you use Solar Energy, it'll empty. If you have a Battery equipped, once this empties, one of your Batteries will kick in and you'll have another bar of Solar Energy to use. Just remember to refill it whenever possible with Sunlight, Solar Nuts and by using the Solar Stations.

Grenades - Above the Solar Gun Gauge, when you have Grenades Equipped, you'll see a number of how many are remaining. Use them wisely.

Grenade Effect Gauge - Right next to the Grenades, much like the Item Effect Gauge, is a Grenade Effect Gauge. Whenever you use a special type of Grenade, it's effect will only last for a short time. Once this bar empties, the effect ends.

Darkness Gauge - Located in the top right corner of the screen, whenever you're fighting an enemy, this shows you their current Darkness Gauge, which is their Health. Once it empties, they are defeated.

Ok, that covers the Game Screen. Now, onto the Menu. When you hit Select in the game, you'll be brought to the Menu. Here's the following of what you'll see and what you can do:

Item Screen - When you're in the Item Screen, you can browse through all the collected Items you've obtained and do a few things with them. Here's what you can do:

Use - Simply select an Item you wish to use and then use this Option. If a Item can not be used, this Option will be greyed out.

Trash - If for some insane reason you don't want a certain Item anymore, select this Option and you'll throw it out, but there are some Items you can't throw away, so be warned.

Sort - If you want to organize everything you own, just select any Item and then this Option and your Items will be sorted according to how they work. (Example: All your Apples will be grouped together, etc.)

Cancel - If you don't wish to do anything with this Item, just select this to go back and select something else.

That pretty much sums up the Item Screen. The only thing left to explain is the number next to each Item you have is how many of that Item you have left, so be careful. Now, onto the Solar Gun Screen.

Solar Gun Screen - On this screen, you're able to customize your Gun Del Sol to however you see fit. Here's what you can do here:

Lens - Choose from various Lenses once you acquire them. Each Lens has a special property. One may be Sun based, another Fire based and another even Earth based. Depending on your situation, choose whichever fits you. Now, next to each Lens is a Roman Numeral. The more you use that frame, the stronger it will get. Each Lens can reach Level 3. When you're using the Lens and notice a "Level Up" sign appear, your Lens just got stronger. The higher level the Lens, the stronger it becomes.

Battery - The bigger the Battery, the better. As you gain more Batteries over the game, immediately Equip them, as each new Battery is better than the last. Using Batteries helps you last longer in Dungeons with your Gun Del Sol, since Skylights aren't always around and neither are Solar Stations or areas that lead to the outside. So when you're deep in a Dungeon, your Battery is the only thing that'll keep you going and going and going and going...

Frame - There are many types of Frames. Some range from you shooting balls of Solar Energy to firing spreads of it to using a sort of Star Wars type Lightsaber. Depending on your situation, each is good to use, but learn which is better and which is now. Each Frame has a Attack and Stun rating, along with a little note to what it can do. A Frame with a S Attack and S Stun is the best type of Frame and a Frame with a E Attack and E Stun is the worst. Though, sometimes, Frames don't have Stun. In that case, you'll just see --- for the level.

Grenade - Equipping Grenades can help or hurt you. They are powerful, but also insanely slow. If you are in a tight situation and enemies know you're around, it's not wise to use Grenades, as the enemy is constantly moving. It's always best if you wish to cause top damage to hit them when they don't expect it. You can also use Grenades to Stun enemies or call on the power of the Sun for a short time incase you absolutely NEED Sunlight for where you are, but be warned, you have a limited supply of Grenades, so until you can find more, use them when absolutely necessary.

Note Box - When Equipping anything to your Gun Del Sol, in the corner is a Note Box, telling you the effect that this piece of Equipment will have on your Gun Del Sol. Read what it has to say and then Equip it if you wish.

And with that, that covers the Solar Gun Screen.

Now, at the bottom of both the Item Screen and the Solar Gun Screen, you can see the following:

Clock - Shows you in Army fashion what time it is. Hit the Start Button to check when Sunrise and Sunset is.

Life Gauge - When you use an Item that heals you, you can see how much of your Health has returned.

Solar Gun Gauge - When you use a Solar Nut, you can see how much of your Solar Energy has returned to your Gun Del Sol.

Solar Gauge - Pretty useless for this screen, but it shows you how much Sunlight is being read right now.

Now, onto the final screen, which is the Map Screen.

Map Screen - There's actually two different kinds of Map Screens. One is a view of the Dungeon you're in, the other is the World Map. If you're on the World Map, you can view the World Map and if you're in a Dungeon, you can view that Dungeon's Map. Now, unlike a The Legend Of Zelda game, there is no Dungeon Map to find: You make your own. As you explore, you make the Map. Now, so that you know where you're going in a Dungeon, when looking at the Dungeon Map, to the right of the screen is North. Base the other directions off that. So, now, depending on which Map you're looking at, you'll see some Icons on the screen. Here's what you'll see:

World Map:

Dark Icon - These are areas that you haven't cleared yet of a Undead Boss.

Light Icon - This is an area you've cleared of a Undead Boss.

Large Shapes - These can be Castles, Mansions, Mountains, etc. As you visit and clear them, they'll become "visible" instead of just one solid color.

Dungeon Map:

[.] - Dungeon entrance/exit. (Note: It's a square in a square. Sorry, I can't do ASCII that well.)

> - Red Stairs leading up.

< - Blue Stairs leading down.

S - Solar Station.

B - Sun Bank.

L - Dark Loans.

T - Trap Door. (Leads to the Undead Boss in smaller Dungeon areas.)

I - Immortal. (Leads to the Immortal Boss in bigger Dungeon areas.)

[] - Green Area. Where the Pile Driver is located.

/_/_/ - Coffin. Where the Coffin is located.

Now, in both areas, this is seen:

Red Arrow - Shows the current location of your character, plus his current direction he's going on.

Also, while on the Map for a Dungeon, if a Dungeon has more than one floor, hold the A Button down and use the D-Pad to look at the various floors of the Dungeon.

Ok, with that, that sums up the Menus in the game. Only one left to do and this one appears when you hit the Start Menu. When you do, here's the following Options you can choose from:

Save - Select this to Save your current game. Do it whenever you wish.

Sleep Mode - Select this if you want to continue playing, but need to take a short break for like a minute or two to go do something. The game will

go into suspension to spend less energy to stay on. To get out of this, hold down the L and R Buttons, plus the Select Button and the game will come back on. Just be warned, if your batteries die while it's like this, the game will just shut off like normal, since there's no more power to supply it with.

Options - When you select this, you can do a few things here. They are:

Controls - Change the diagonal direction of the Up Button on the D-Pad to fit you better. If for example, you want the Up Button to be Up Right, select that or you want it Up Left, do that instead. If you want it back to normal, just select Up=Up. When you choose Up Right/Left, you can still go straight, but you have to hold it down and move the control a bit to get to go in the direction you wish. Just make sure whichever you choose, fits you the best.

Text Speed - Choose from 3 different settings, either Slow, Normal or Fast. Depending on how fast you want the text messages to go, select which is best for you.

Marker - Choose if you want the Markers on or off. Up to you, but them helping you never hurt anyone.

Cancel - Select this to exit out of this Menu.

Ok, ok, I lied. There's ONE more Menu to look at, but this only appears when you clear Dungeons. When you do, a Menu will come up and tell you your Rank with how well you did.

Results Screen - Comes up ONLY after you clear Dungeons. The following appears on it:

Play Time - How long it took you to get through the Dungeon.

Being Found - Tells you how many times the enemy saw you.

Continues - How many times you died or used the Fool Card to restart a room.

Charged Energy - How many charges of Solar Energy you gained to your Solar Station.

Rank - Determined by all the above except for Charged Energy.

Now, the Ranks are as follows, from best to worst:

S, A+, A, A-, B+, B, B-, C+, C, C-.

To get an S Rank each time, you must have a VERY low Play Time, NEVER get caught and have 0 continues. Now, for the most part, you don't need a S Rank every time, but if you do, you'll get a TON of good Items. Depending on your Rank, you could get a couple of Items to like 20 of something. It's always best to try for the best, but it's up to you. Also, the prizes are usually random, so the better you do, the better the prize. From what I gather, Charged Energy has NOTHING to do with your Rank and just lets you know how much you gained while playing, really. And that covers the Rank

WHEW, ok, there you have it ALL for the Controls And Menus. I hope this covers it ALL.

The movement and Battle System in Boktai is very much like that of Metal Gear was for the MSX and NES. It's a overhead view, with enemies walking around and you needing to get from place to place, with little fighting as possible, though, fighting is fine and unlike Metal Gear, a ton of Soldiers will not come in for back up. First, I'll talk about the actions and such you can perform with Django, since you'll need to master these to get good. Here's the list of things you can do and how to do them:

Moving - Of course, this is how you travel. Use the D-Pad to move Django around the world and so he can get from place to place. If you wish to make moving diagonal easier, simply hit the Start Button and go into Options and into Controls and fix it how you see fit. When satisfied, continue on.

Drag A Coffin - Once you beat an Immortal, you must drag their Coffin back through the Dungeon and get to the Pile Driver, where you will purify them and finish them off. To move a Coffin, stand near it and hold down the A Button. A chain will appear and when you move, you'll drag it. Be warned, though. Movement is slowed down for Django and getting through the Dungeon unseen again is going to be a harder task. To make matters worse, the Immortal isn't exactly going to let you take them away. Every so often, the Coffin will shake. When it does, release the A Button and either just wait a minute or spray it with your Gun Del Sol to calm it down. If you need to let go of the Coffin for a minute to take care of an enemy or puzzle, do so, but if you leave it alone too long, the Coffin will start to inch its way back to it's room, ever so slowly. Also, if a enemy spots the Coffin, it'll send it back to the room, so be careful of what you do.

Flatten Against A Wall - To flatten up against any wall, simply hold down the direction the wall is in and Django will flatten himself. You can then slide along the wall with the D-Pad, to sneak past enemies silently or to do a follow up combo, which is...

Knock On A Wall - This is used in conjunction to being up against a wall. If you need to get a enemy's attention away from where you need to go, flatten against a wall and hit the A Button. They'll hear the noise and investage. That's when you run away and make your move past them. Be sure there's an alternative route around them, or else you're trapped and you'll have to fight them. Also, WHERE EVER you knock is where the enemy will go to. So if you need an enemy to go to an EXACT location, knock there and make SURE they hear it. They'll go there. This is a vital trick for when you need them to stand on a switch or to draw them away far enough for you to get by.

Shoot, Spread or "Sword/Spear" - To fire your Gun Del Sol, just tap the B Button to fire a ball of Solar Energy. To do a Spread Shot or Sword/Spear, hold down the B Button. Certain Frames do certain things, so you may not be able to always do this. Make sure whatever Frame you have on is the best for the area you're in.

Shoot Grenades - When you have Grenades Equipped, simply tap the L Button and you'll fire a Grenade. Just be sure you're facing the direction you want to fire it in or else it may be a wasted Grenade.

Charge - To recharge your Gun Del Sol, simply hold down the A Button while

outside or under a Skylight and Django will yell "Taiyoh!" and you'll see your Solar Energy start to go back up. The stronger the Sunlight reading is, the faster it'll refill.

Open Treasure Chests - To open a Treasure Chest, simply go near it or on it and hit the A Button and you'll take the contents inside for yourself.

Push Objects - To push or move objects, simple face them and run into them from the direction you wish to move them and hold that direction and you'll move it. Remember, Django is only so strong, so moving one thing at a time is enough. If there are, say, two boxes with one on top of another, he can't push both at the same time.

Look Ahead - Hold down the R Button and use the D-Pad to look ahead of your surroundings. It's great to see if any enemies are ahead or if there's a route you can take. This is VERY helpful when you're in dark rooms with just light surrounding Django only and not the whole room.

Now, with that said and done, you now know what Django can do. Next comes the objects you'll interact with while playing the game.

Treasure Chests - Assorted Treasure Chests of many colors. Red Treasure Chests store normal Items, Green Treasure Chests hold Gun Del Sol Parts, Light Blue Treasure Chests hold Silver Coins and Dark Blue Treasure Chests hold Keys. When you see one, grab them.

Item Bags - Just like Treasure Chests, these things will appear sometimes when you kill a enemy. Be sure to just run into them to automatically pick them up before they disappear. You never know what's inside.

Otenko Panels/Hint Panels - Throughout the game, you'll see little green or yellowish panels on the wall. When you do, go near it and when it turns white, hit the A Button. Otenko will come out and give you a clue or some advice on what to do or a Hint may appear and tell you, if Otenko isn't around. These can greatly help you when you first play the game, so don't ignore them and if you get stuck, refer back to them.

Solar Station - These big green tanks are found throughout Dungeons in the game. These are what store your Sunlight Charges. As you play the game and you absorb Sunlight, (ONLY when the Sensor picks up Sunlight.) over time, you'll build up a supply of these things. When you are in need to really recharge your Gun Del Sol and can't get outside or to a Skylight, use these. One Sunlight Charge can fully restore one bar of Solar Energy to your gun. So if you have, say, 2 Batteries and you're out of Solar Energy completely, you'll use 3 Sunlight Charges total to refill yourself to the max. The rate of which the Sunlight Charges is made is based on how many bars of Sunlight the Solar Sensor is sensing. If all 8 are lit up, you'll get Solar Charges pretty fast. If only 1 is lit up, it'll take some time.

To make this process go by even faster, Equipping a certain Lens, called the Star Lens. You can't attack with it, but you'll gain Sunlight Charges MUCH faster this way. You can use your Sunlight Charges at the Sun Bank to gain even more Sunlight Charges, based on the Interest Rate, but that changes daily. So once you find a Sun Bank, be sure to invest in it and you'll be glad you did. Without Sunlight Charges in your Solar Station, you may find yourself pretty much screwed if you plan to venture through the harder Dungeons later on in the game, so always be prepared. To use a Solar Station, simply walk up to it and hold down the A Button to drain the power from it to your Gun Del Sol.

Sun Bank - Once you find this in the game, (Represented by a gold colored door. Very easy to spot.) you can deposit some of your Sunlight Charges into an account to build up even more Sunlight Energy. The Interest Rate changes from time to time, but you get Interest daily, which is good. So if you are going away for a weekend or something and can't play, throw all your Sunlight Charges into the Sun Bank and when you come back, you'll have more than when you started. Always a great thing to invest in.

Dark Loans - Ah, with every bank comes a loan area. Dark Loans is exactly what it appears to be. If you need Sunlight, you can borrow it...for a price. Their Interest Rate never changes and is at a constant 800%. VERY, VERY, high. The first time you visit them, you'll get a Item that you can use to call a Loan Shark with to borrow Sunlight, but you can't do this in a Boss Battle, so be careful. (It's helpful, incase you can't get to their bank to borrow Sunlight.) I suggest you ONLY use this when you are INSANELY desperate and have no other options. You'll have 3 days to pay them back and if you don't, Darkness Bugs will haunt you until they sap enough Sunlight from you that equals what you borrowed. So be careful.

Solar Bamboo Shoots - All around the Dungeons, you'll notice little sparkles of shimmering light. If you find them, shoot them with Solar Energy and they'll turn into Solar Bamboo Shoots or green crystals and break open with either Solar, Moon or Darkness Bugs. Solar Bugs replenish your Solar Energy, Moon Bugs replenish your Life Gauge and Darkness Bugs eat away at your Solar Energy, so avoid them at all costs. To gather these bugs fast and easy, just hold down the A Button and you'll draw them in. Easy, huh?

Skylights - A huge help to you while you're in Dungeons. If you are reading any Sunlight at all, you may see a Skylight in some areas. They ONLY appear when your Solar Sensor is reading Sunlight, so be careful. When you see these, just stand in them and you can recharge your Gun Del Sol. Better yet, you can use it as a shield. No enemy can touch you and instead, they'll be hurt. Remember this for Boss Battles if you see these around, as it can greatly help you. (Note: Boss's special attacks can still hit you, so BE CAREFUL if you are in a Skylight. But for the most part, you are invincible.)

Crates/Boxes/Blocks/Levers/Etc - These things are used to either block your path, solve puzzles, change the landscape, act as a Elevator, activate something, etc. When you see these, you'll almost always have to figure out a puzzle or whatnot, so get ready to do something involving one. Though, you can destroy some of them, such as Ice Blocks with fire. Just look out for these and move them when necessary, as they can block your path and sometimes, without the proper Lens, you may not be able to get across Ice Blocks, Flame Heads or Earth Blocks. So be prepared or take note to come back later and handle these things, as they can always lead to something worthwhile to get.

Flame Shooters - Holes in the wall that shoot out long flames that can hurt you. Wait for them to stop and then continue on. Can also be used as a weapon against the Undead.

Warp Magic Square - Used to travel to Sol City. Otenko will create it when the time comes.

Solar Mirror - A device that you can change the direction of where it faces and can be used to reflect Solar Shots and can even be destroyed if need be.

Solar Barrier - While in a Dungeon/Mansion of a Immortal, you may find a Solar Barrier, which if you need to leave the Coffin you have for a little while, place it in this and it'll hold it there for as long as you need to. (Looks like a Teleporter, only it's yellow.)

Elevator - Use these to travel between areas of a room to get to higher or lower parts.

Fireballs - Floating balls of fire, these pesky objects can block your path, if you don't have the Frost Lens.

Puddles/Grates - Sometimes while you're playing the game, you'll see puddles of water or grates. When you step on these, you make a loud noise that alerts enemies. It's best to ignore these, but don't worry, these things are very rare in the game.

Green Crystal - Found here and there in Dungeons, when you hit it with Sunlight or with your Luna Lens, Moon Bugs will pop out. There's a unlimited amount of these things, so be sure to fully heal up when you see one.

Bombs/Spikes - Sometimes these objects will fall from above onto you, so it's best to keep moving and to avoid them at all costs. Also, the Mummies use Bombs as Weapons, so be careful.

Lava Floors/Frozen Floors - During your trips to Permafrost and Firetop Mountain, you'll see these throughout the Dungeons. Be careful of them, as you can slip and slide on the frozen floors and you can burn yourself with the lava floors.

Solar Lamp - Looks like a lamp and when you hit it with Sunlight, it lights up the entire room. Very helpful when you can find them.

Teleporter - Inside the Undead Dungeons, you'll find these at the start and end of each Dungeon. Once you beat a Dungeon, you can use this to teleport yourself to the beginning or end of a Dungeon. It helps incase you are traveling around and don't want to go through a whole Dungeon again. Also because if you enter a Dungeon from the end, it's always "Closed", so you need to use this if you wish to get through. Remember these. (Also, there's another type of Teleporter, the kind that appear on the World Map. Once you are far enough into the game, you can use these to teleport back and forth between areas.)

Dark Blocks - Seen here and there in each area, these blocks are only breakable once you defeat the Immortal(s) in this area. Once you do, you may pass through to the next area.

Orange/White/Green Arrows - These are markers that show you where doors are. Orange ones lead to other rooms of a Dungeon, White ones lead to the exits and Green ones lead to a room with a Solar Station.

Switches - Represented by a...er...+ or x, when you step on one, either a Bomb will drop down or you'll open a locked area. Usually, you'll have to use a Wooden Box or something to hold the switch down so you can pass or sometimes, have a enemy stand on it.

How Sunlight Affects The Game - While you play the game, if you are currently getting Sunlight, you may notice a few things. For instance, enemies may become much slower, which is always good. Also, you can get access to Skylights and the ability to recharge your Gun Del Sol. It can

also affect some other things, like water. In the outdoor Dungeons, if there are puddles around, if the Sun is out, they will dry up. This helps, because if water is around and you step in it, it makes noise and enemies can hear it. You also need Sunlight no matter WHAT to activate the Pile Driver, the device used to purify Immortals. If you are reading not even 1 bar of Sunlight, you can't start it. Sorry. You'll either have to trick the game, use a Rising Sun Grenade (I hope you have a ton of these.) or just wait until when the Sun comes out. Just remember all this, as it's vital.

Note: About the Solar Gauge. When you're getting any number of bars of Sunlight, if the bars are flashing, that means you can absorb or you are absorbing Sunlight for your Gun Del Sol and Solar Station. If the bars aren't flashing, then you can't do either of them at that time, due to you may be in a Dungeon or whatnot. Keep this in mind.

Ok, well, I think that covers everything you'll see on the screen and pretty much what you can do with objects and the like. Now, onto the Battle System and how Django can battle the Undead.

First, I'll start with stealth. Like mentioned above, learn the tricks Django knows, which are just like Solid Snake's Moves from Metal Gear/Solid. That's half the battle. Next comes actually going out and applying them. First, I'll explain again how to get by the Undead. In Boktai: The Sun Is In Your Hand, you mainly want to NOT alert the enemy to where you are, but if you care nothing about Rank, ignore this. You mainly want to view your surroundings, think how you want to go about this and then do so. For example, let's say there's one Ghoul walking around a straight room and there's two boxes, both in the middle of the room, with space between them, making the room in a "8" symbol. Now, let's say the Ghoul's Route is in that exactly: a 8. Like he'll walk in a 8 over and over.

To get by him, you'd have to go past when he's not looking or behind a box or something. But, another way is to knock on one side of the box to draw his attention to that area exactly. You then must go the opposite way he's coming and hide. When he gets there, or is safely out of sight from seeing you, run past him and get to where you need to go. If there's more than one enemy in the room, it's best to shoot him from behind when he doesn't see it coming with a regular ball of Solar Energy. This will Stun him. Then, hurry up and take care of the other enemy or enemies and make your way through the room. If you are aiming for S Rank, try to just distract the enemies and run, since you are timed for how long it takes you.

Now, what about the symbols you see over the Undead you fight? Well, I'll explain them again:

[!] (Red) Mark - This appears over the enemy's head once they've seen you, spotted you and know you're there. They will begin to attack.

[!] (White) Mark - This appears over the enemy's head if they thought they saw or heard something. They have not spotted you, but they will investigate the area that they saw/heard the sound from.

[?] Mark - Usually once this appears, the enemy gives up searching for you and thinks it was nothing after all.

[...] Mark - The enemy is stunned. If you hit an enemy from behind or with a Solar Shot enough times, a little bubble will appear above their heads with "... " in it. Not at first, but as time goes on, the bubble will fill

up with the three dots. Once it does, they'll snap out of it. Use this time to get by them.

[*] Mark - Stars floating around an enemy's head mean they're unconscious for a little while. It'll start out with 3 stars, but it'll quickly reach 0, so either kill them or run.

[Z] Mark - Means the enemy is asleep. If you attack them or touch them, they'll awake with a [!] and they'll attack. Either kill them FAST or try and get by them by distracting them or whatnot.

Now, when a Undead attacks, it can be deadly. For instance, each Undead has their own unique ability. Ghouls tend to release Klorofolun, which suck your Health away. They are destroyed by Sunlight, but it can be avoided from not attacking them or letting them see you. Mummies do nothing but run at you and throw Bombs, which can hurt and they can hear VERY well. Clay Golems are probably the worst, as they roll around in balls when they see you and trust me, it HURTS. One attack can literally almost kill you and if it doesn't, the second one will. So, fighting isn't always the best option, but when you're forced to or want to, you sometimes get rewards. Enemies will sometimes, actually, alot of the times, drop Items in Item Bags. Grab them to find out what you got.

Alright, well, that sums up everything I can possibly think of about the Movement and Battle System. Whew.

- D. Tips & Tricks [TITR4.4]-

These are just some of my opinions and helpful advice to the game.

- Whenever you are using the Pile Driverrr to destroy an Immortal, to make things easier on yourself, try to get as much Sunlight read by the Solar Sensor as possible. The stronger the Sunlight, the more damage it does to the Immortal. It is a BITCH to fight them with just 1 or 2 bars. It CAN be done, but expect to waste a TON of Items to heal yourself and Solar Nuts, since you'll have NO time to recharge your Gun Del Sol normally. Also, I'm STRONGLY against you doing this at night, since using Rising Sun Grenades or Mr. Rainnot is good, it's just so much better if you're doing it during the day or tricking the game with some Sunlight from a UV Lamp or something. Trust me, it's just easier and less of a pain and much faster.

- You can trick the game for Sunlight ifff you really wish. UV Lamps and Black Lights, along with Plasma Lights work WONDERS, but just be CAREFUL with UV Lamps, because of your health. This helps when you want to play at night.

- Though the game suggests you do stuff during the day, you can do alot of the Undead Dungeons at night. So if there's 2 hours left of the Sun being out and you're at a Immortal, deal with him first to get access to the Pile Driver while the Sun's still out and then deal with the Undead Dungeons at night, since they're realitively very easy to do.

- Always keep a healthy supply of Appless and Solar Nuts on you. If you need more, because you're running out, check out Section X. Solar Tree, B. What You Can Grow for info on how to get more of that Item easily.

- Save Solar Nuts for when you really needed them. You'll usually have a ton of these things, but one only heals 1/4 of a bar of your Solar Energy.

So you need 4 total to get 1 full bar. So if you have like, 4 Batteries, plus the 1 standard bar, you'll need 20 Solar Nuts to fully heal yourself. Just use these only when you are out of range from a Solar Station and need to wing it until you get there. Usually 2-3 of these will last you a good while.

- You don't have to be a stealth freak in this game. If you just want to beat the game and get through it, caring nothing about the Rank and all, (It determines what Emblem you get at the end of the game, plus what "secret" Equipment you get as well.) then just breeze through the game fighting everything or whatnot. It's your game, so do as you wish. You aren't forced to be stealthy, except during certain parts where if you aren't, you can NOT continue.

- Just because it's night in the game doesn't mean you can't get Sunlight. If you're cheating with a UV Lamp or whatever, the game will still detect it and read it.

- There are hidden Treasure Chests throughout the game. They usually hold good Items, some even holding Silver Coins. To find one, since they're invisible, search EVERY empty area: a corner, a small area that leads to nowhere, etc. Just tap the A Button around here and you may find one.

- Watch out for pits throughout the game. Some ledges in Dungeons may allow Django to fall off and die, which will count as 1 Continue, so be careful.

- When you fight Solar Bamboo Shoots and they turn out to be Solar Bugs, exit and re-enter the area that you found them in and keep hitting them to resupply your Gun Del Sol. Remember this, since it can save you a TON of time and energy from heading outside of Dungeons or using Sunlight Charges from your Solar Station.

- Whenever you get done with a Undead Dungeon or whatnot, when you leave it, you can re-enter it and recollect all the Treasure Chests again with the regular Items. This way, you can always have a nice stock of whatever Items you may need. Helpful, huh?

- During the night, if you happen to be playing on a day that there's a full Moon, you can get some different responses from Django, plus, light will shine through the skylights and other windows and when you try to absorb it, Moon Bugs will pop out and heal you. Cool, huh?

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= V. The Characters Of The Story [TCOTS5] =
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Here's a list of all the main important characters and some of the lackies in the game, plus some background information on them. Also, I know I've listed some of the basic enemies here, but the Instruction Booklet with the game did, so I did as well, but I also added alot more that they left out. If you want more info on ALL the enemies, since I've covered all the good guy characters, check out Section VII. Analyzing The Enemy for more.

- A. Django, The Solar Boy [DTSB5.1]-

The hero of the story and the only character you'll control in the game,

Django is a Vampire Hunter and the owner of the Gun Del Sol. He's traveled to Istraken, wearing his father's Scarf in order to avenge his death at the hands of The Count. He alone must save this place from the Undead, but he'll get help from others along the way and some insight on other things, as avenging his father is the least of his tasks at hand and he'll soon see this.

- B. Otenko, Messenger Of The Sun [OMOTS5.2]-

Otenko is the spirit of the Sun who was sent to protect all living things and to guide Django on his journey. Not only does he always provide helpful advice to him and explain some things Django is unfamiliar with, but he helps purify the Immortals with his Pile Driver, something Django NEEDS in order to win.

- C. Lita, The Earthly Maidan [LTEM5.3] -

Lita is the guardian of the Solar Tree, but recently, she's been kidnapped by The Count. She needs to be rescued as soon as possible, because there's no telling of what could happen to her. Once she is rescued, she helps Django by explaining what the Solar Tree is and by allowing him to grow many, many things there to help him on his journey.

- D. Mani, The Moon Beauty [MTMB5.4]-

The daughter of the Moon, she's also been kidnapped by the Immortals. But, exactly who is she, really? It's quite a mystery...

- E. Ringo, The Vampire Hunter [RTVH5.5]-

The legendary Vampire Hunter who saved the world from the threat of the Immortals ten years ago, but he was killed during the fight with The Count during the battle for San Miguel. He only left his son, Django, with his Crimson Scarf and a hope that he'd be the one to save the world from the Immortals and to finish where he left off.

- F. Ghouls [GHOU5.6] -

The typical henchmen of the Immortals, Ghouls are also sometimes referred to as Boks. They are know to release Klorofolun, a strange type of leech that can such away Django's Health. The Ghouls are easily damaged by Sunlight and even though they may look like less than a threat, one of them alone can wipe out our hero, if enough Klorofolun is sent at him. Ghouls come in many forms, some being fire based, some being ice based. Be sure to use proper tactics against them, according to which Ghoul you are fighting.

- G. Klorofolun [KLORO5.7]-

A spirit of Darkness, formed out of Dark Matter, these things attach themselves to Django and sap his Health away. They attack in groups and are only defeated by Sunlight or if they are thrown off Django when he shakes them away. Not to be taken lightly.

- H. Clay Golems [CLGO5.8]-

Creatures with no souls that have been made from the earth and are controlled by the Immortals. These giants are probably the strongest henchmen in the game, as their deadly rolling attack can easily defeat Django in just a couple of hits. They are rock hard and because of this have an amazing defense and are quite intelligent, but become sloppy when rolling around. It's best to run from them.

- I. The Count, Lord Of The Vampires [TCLOT5.9] -

The ruler of the Vampire Clan, The Count is the one responsible for Ringo's Death and the one Django is after. He was recently ressurected by the Dark Matter and he's the one who led San Miguel to it becoming an Undead city. A very powerful foe, Django is going to have to be very well prepared to handle him, for he's dangerous and not to be taken lightly.

- J. Mummies [MUMMI5.10]-

Another Undead henchmen, who has horrible vision, but incredible hearing. The slightest sound can alert them and they move FAST. They attack with Bombs as their weapon, but they're very sensitive to fire. Once caught on fire, they run around, taking damage. If there's a room full of them, usually if one catches on fire, the whole lot will and just watch the barbeque take place. Not the hardest henchmen around, but they are pretty annoying and tough when they wish to be.

- K. The Count Of Groundsoaking Blood [TCOG5.11]-

Not much is known about him, other than that he's an Immortal and a Vampire. He's the first real Immortal you'll face on your journey, so be ready.

- L. Sabata, The Dark Boy [STDB5.12]-

A mysterious boy, who looks surprisingly JUST like Django, but his motives are unknown. He wields the Gun Del Hell and pops up here and there to confuse Django with his motives. Though if he's friend or foe, you'll have to see, but there's definitely some other connection between the two of them...

- M. Carmilla, The Banshee Deathbringer [CTBD5.13]-

Another one of the Immortals, like The Count, she's also a Vampire, (If you're familiar with the actual Vampire, Carmilla, you know this.) but this time around, she's taken the form of Medusa. She seems to have a link with Sabata, but what the two are working at is unknown.

- N. Muspell, The Iron Giant From The Inferno [MTIGF5.14] -

Muspell is also a Immortal, but he's a Fire Spirit Guardian. He dwells inside Firetop Mountain and it seems Sabata also has ties with him as well. He's the biggest Golem you'll ever face and trust me, he's no joy ride.

- O. Garmr, The Lifefreezing Silver Wolf [GTLS5.15] -

Garmr is the final Immortal out of the five mentioned, but he's a Ice Spirit Guardian, where as The Count and Carmilla are just Immortals and nothing else. Muspell dwells inside Permafrost. Again, Sabata has a link with him, but it's unknown to why, as he's yet to show you he's an enemy. Perhaps he's working for a higher cause...? Regardless, Garmr is not to be taken lightly and will freeze Django on the spot and kill him, so it's best to always keep moving to stay warm and to hit him with his own medicine. Ice blocks that is.

- P. Hel, The Queen Of Immortals [JTQ5.16] -

Totally unknown to who this is. She is the leader and the final boss of the game. What is her motive and why is she doing this? You'll find out soon enough...

- Q. Silver White Knight, The Moon Guardian [SWKT5.17] -

The legendary Knight who protects the Azure Sky Tower, who slayed the Demons and is the protector of the Moon. He's also the Guardian Of The Sword, a legendary blade. If you can manage to reach the very top of the Azure Sky Tower, you'll meet him...

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= VI. The Walkthrough [THEWA6] =
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Note: For the general part of The Walkthrough, I'm going to tell you how to get through areas, strategies for enemies and things you can find, etc. Though, depending on when you play the game, different enemies will appear outside when you're in a Dungeon. For the most part, most of the Dungeons are inside, so you won't have to worry, but if you're playing the game and I say, for example, a Ghoul is around and you see only a Bat, well, then you'll know I wrote that part at night and not during the day, so just do your best to get by yourself, since there's only a few Dungeons that are all outside, let alone that are mainly outside and if they are, they don't last that long and rarely will enemies be changed for areas, depending on when you play, so don't worry.

Also, this walkthrough is being based off the Normal 2 setting. Also, since the game screen is positioned in such a weird angle, the top of the screen is north, bottom is south, etc, so if I say a path is southeast, you'll know what I mean by looking at your screen and figuring it out.

Finally, this walkthrough is not going to explain to you how to get a S Rank at every Dungeon. I will explain how to get through the Dungeon, that's it. If you want to get an S Rank, simply speed through EVERY Dungeon as fast as possible, NEVER get seen by the enemy (meaning, no red ! mark.) and never die. Don't bother collect Treasure Chests, since you can always come back afterwards and grab them.

And, lastly, there are hidden Treasure Chests in this game. They are invincible, so if ANY area looks suspicious to you, go near it and hit the A Button and if you're lucky, you'll find one.

Oh and if I am missing ANY Treasure Chests, hidden or whatnot, please let me know. Thanks!

- A. The Beginning [THEBE6.1] -

As you begin the game, you're treated to a voice narration of the opening sequence, which is a brief explanation of the story and what's going on. After this, you'll see a boy rush into an area, as a voice is heard and then a weird Plant appears. After explaining the situation and seeing you, Django, are the new Vampire Hunter, he informs you off a Immortal just ahead and tells you to follow him.

- B. Road Of Encounter [ROE6.2] -

Items To Get: Red Apple x1.
Gun Del Sol Parts To Get: None.

Now you're in control of Django. Since you can't go southwest, which is where you came in and you can't take the more northern northeast path, you can only go where Otenko just went. Before doing so, grab the Treasure Chest nearby to obtain 1 Red Apple. Afterwards, follow where Otenko went and you'll head to Fog Castle.

- C. Fog Castle [FOCA6.3] -

Items To Get: Green Apple x1, Fool Card, Life Fruit x1, Silver Coin x1 and Speed Nut x5.
Gun Del Sol Parts To Get: Knight Frame.

Note: It's best to do this place during the day, since enemies are easier and because you need Sunlight to activate the Pile Driver, the device used to purify Immortals.

As you begin this area, follow the path and Otenko will stop you. After setting up the Pile Driver and explaining what it does and how your Solar Sensor measures Sunlight, also explaining how you can NOT use the Pile Driver if you have no Sunlight, you regain control of Django. (Note: This

means if you have 0 bars of Sunlight, the Pile Driver can't be activated. Either "cheat" to get the Sunlight or just wait until tomorrow to do so.) Now, follow the path northeast into the next screen. Depending if you're doing the game during day or night, if it's during the day, Bats are here and if it's night, Ghouls are here. If there's Bats, just run by them, it's not worth fighting them. If there's Ghouls, either combat them or use necessary tactics to get by them. If you're playing at night, this is where Otenko will explain to you what a Ghoul is. (If it's during day, you'll get the introduction later on when you first see a Ghoul.) Just follow the path when you get by them and in the next screen, Otenko will tell you how to use the Gun Del Sol.

Afterwards, in this area, if it's day, you'll find Spiders. Fight them, since they don't count towards being detected and if it's night, there's Ghoul's here. Get through this and be sure to open the Treasure Chest here for 1 Green Apple and then at the end of the path, enter the door to the northwest. Now you're inside Fog Castle. Hit the Otenko Panel on the wall that you see, since Otenko will bug you to do so if you don't. After telling you what these things are, follow the path and in the next room, use the Otenko Panel if you wish to learn what a Solar Station is. After this, just enter either of the doors here. In this room, open the Treasure Chest you see to get the Knight Frame. Equip it, since it's better than the Fighter Frame. Also, Otenko gives you a explanation about it, but afterwards, head up the stairs into the next area.

Now, on this floor, once you reach the top of the stairs, head west near the side of the box northwest from the stairs. Hit the A Button here and you'll find a hidden Treasure Chest, which holds 1 Silver Coin. After this, examine the Otenko Panel to learn about Skylights. (If you have no Sunlight right now, Otenko will ask you to come back later.) Now, for the next part, there's a Ghoul here, so use necessary tactics to get by him. Then, follow the path, which will lead you outside. Recharge you gun now, if you need to and if there's Sunlight. Also hit the Otenko Panel to learn about the outdoors places in Dungeons and how they help you. After this, enter the door you see and in this room, grab the Treasure Chest nearby to obtain a Life Fruit. Collect four of these and your Life Gauge will increase. After this, climb the stairs nearby and before you reach the door, Otenko will tell you how The Count Of Groundsoaking Blood is here and whatnot and not to fear.

Enter the room and you'll find a Coffin, which is where the Immortal is. Though, the room is litered with Bats. Destroy them all and a Treasure Chest will appear. After this, Otenko will explain what to do next, which you must now take the Coffin outside to the Pile Driver. First, grab the Treasure Chest, which holds 5 Speed Nuts. Now, take hold of the Coffin and make your way back to the Pile Driver. Just be warned, the enemies have multiplied a bit, so use necessary tactics to get out of here alive. You'll notice that here and there the Coffin will shake. When it does, let go of it and either wait a minute or blast it with your Gun Del Sol to calm it down. Also, if you let go of it and leave it for too long, it'll start to move by itself and head back to it's room. DON'T let this happen, because you will have to fight the Immortal all over again. (Except this one.) Also, if a enemy spots the Coffin, they'll send it moving back faster. Just note that there is now a Ghoul in the room where you got the Knight Frame and there is two Ghouls now in the narrow hallway before the Solar Station. Now, other than that, there's no new enemies.

Just head back to the Pile Driver while being careful. Once you're back there, drag the Coffin to the center of the Pile Driver and Otenko will give you instructions on what to do. Now, be SURE you have at LEAST 1 bar

of Sunlight or you can't activate the Pile Driver. This is the ONLY boss I will suggest that 1 bar of Sunlight will work, so be careful. Now, once you put the Coffin in place, Otenko will instruct you further. After you get the Pile Driver ready, by spraying the Generators that pop up with Sunlight until they lock into position, stand in the circle where it's glowing and hit the A Button and the Immortal will appear, as Otenko speaks again.

- Boss Battle: The Count Of Ground Soaking Blood -

Recommended Bars Of Sunlight: 1 or more.

Strategy: Ok, this guy's really, really simple. He doesn't attack, but he will send his energy to fend off the Sunlight and you'll see this when your beams are being replaced by dark purple beams. To fend these off, hit the Generators with Sunlight and you'll over power him. Just repeat this and be sure to absorb Sunlight when you need it to recharge your Gun Del Sol. The more bars of Sunlight you have, the more damage he'll take from the Pile Driver. Just keep over powering him and you'll win, gaining your first Rank and Otenko congratulating you. Once you win, you'll receive the Fool Card.

After the battle, Otenko will learn Django's name and after some talking, a voice is heard, it being The Count and he has the Moon Beauty. So, not only revenge is next for you, but to save the Moon Beauty as well. After this, you'll automatically leave Fog Castle.

- D. Road Of Encounter [ROEN6.4]-

Items To Get: None.
Gun Del Sol Parts To Get: None.

Not much here except Otenko gives you advice on what Overheating is. Afterwards, take the upper path now leading northeast.

- E. Calm Path [CAPA6.5]-

Items To Get: None.
Gun Del Sol Parts To Get: None.

Again, nothing here. Just follow the path and you'll enter your first Undead area.

- F. Small Cave [SMACA6.6]-

Items To Get: Banana x1, Empty Gourd x1, (Triangle) Key x1, Red Apple x1, Solar Nut x1 and Silver Coin x1.
Gun Del Sol Parts To Get: Axel Frame.

Welcome to your first Undead Dungeon. The Undead Dungeons are also given Ranks, so do your best here. After Otenko gives you more advice about the Undead, he'll create a Teleporter, which, after you beat the Dungeon, you

can use to teleport to the beginning or the end of a Dungeon, which helps when you are traveling around. Anyway, follow the path and exit this area and in the next room, you'll face 2 Ghouls. Make your way by them and to the east is a Treasure Chest. Grab it to obtain 1 Red Apple. Now, make your way over and take the northeast exit to this room, ignoring the path leading to the northwest for a minute. Once in this small room, just grab the Treasure Chest to get 1 Empty Gourd, then leave and take the northwest exit in the last room now. In this room, you'll see 2 Ghouls here, one moving, one not. Stun the one Ghoul that's standing around and then make your way past the other Ghoul and head southeast to the exit. Before you leave, check that odd little small dead end for a hidden Treasure Chest, which holds 1 Banana. Now, leave this room and in the next one, just follow the path until you reach the next area.

Now, in this large room, enter the room to the southeast first and in here, you'll find a Treasure Chest, but it's guarded by 2 Ghouls. Distract them by either just fighting them or luring them away with a sound, then grab the Treasure Chest, which holds 1 Silver Coin inside, then run. Follow the path and you'll exit outside to see 2 more Ghouls looking around. Ignore them and re-enter the room you were just in and follow the path to the end and exit it to find a Treasure Chest. Open it to obtain the Axel Frame. It's up to you if you want to Equip it. If you're going for a S Rank game, don't. If you're going for a "let me rush through and fight" game, go for it, it's got a better Attack. Anyway, after this, back track to the room you came into and now enter the room leading to the northwest. In this room, there's 2 more Ghouls, with one walking around, the other standing. Deal with them, then as you follow the path around, you'll find another Ghoul. Get by him and take the lower southeast door.

Now, in this little area, make sure the Ghoul across from you isn't looking at you, then grab the Treasure Chest to get a (Triangle) Key. Otenko will explain what this is and afterwards, backtrack again to the room you came into. Now comes the hard part. There's 4 Ghouls here and they're all on lookout. Either Stun them to get by or rush by and pray you aren't caught. Now, at the end of the path, you'll see a Blue Door and a Treasure Chest. Grab the Treasure Chest to get 1 Solar Nut, then stand in front of the Blue Door and use the A Button to unlock it. Otenko will tell you about this and afterwards, you'll enter the room with the Undead and be locked in and Otenko will warn you about what to do, as you enter a Boss Battle.

- Boss Battle: Defeat All Enemies! -

Strategy: This is pretty simple. The enemies are just Bats and they die easily. If you need to recharge your Gun Del Sol, if you are getting Sunlight, there's a Skylight in the room, so use it.

After you beat them, Otenko will congratulate you and put down another Teleporter. You can now teleport to the beginning or end of this Dungeon. Once this is done, open the Treasure Chest nearby to collect your prize, which is random, then leave the Small Cave.

- G. Empty Passage [EMPA6.7]-

Items To Get: None.
Gun Del Sol Parts To Get: None.

Nothing here. Just follow the path and enter the next Undead area.

- H. Gate Of The Dead [GOTD6.8] -

Items To Get: (Triangle) Key x1, Life Fruit x1, Red Apple x2, Silver Coin x1 and Speed Nut x1.

Gun Del Sol Parts To Get: Star Lens.

As you begin this area, take note of the Teleporter that's already here, then follow the path and head into the next room. In the next room, you'll encounter 2 Ghouls. Use your tactics to get by them and leave this room. Now, in this room, head northwest and exit through this path and in this small room, Otenko will tell you about moving objects. After he does, move the Wooden Box and grab the Treasure Chest here to get a (Triangle) Key. After this, backtrack to the previous room and head northwest and enter the next area, but before you do, search around near the wall near the door for a hidden Treasure Chest, which holds 1 Speed Nut, then enter the room. In this room, just grab the Treasure Chest to get 1 Silver Coin, then leave here and in the previous room, head all the way to the south end of the room, after climbing up the stairs and going down another set to reach a Treasure Chest, which holds 1 Red Apple.

Next, exit this room by taking the path to the southeast and in this small room, open the Treasure Chest here to get 1 Life Fruit. Next, exit this room and head northeast now and enter the next room. Once you're here, immediately head northwest and follow the path and exit to the southwest to come back to the previous room, except you're on a small ledge now with a Treasure Chest you couldn't get before. Grab it to obtain 1 Red Apple, then backtrack to the last room. Now, there's 3 Ghouls here, but no Treasure Chests, so just make your way to the end of the room to the northeast and use the (Triangle) Key here to open the door, then proceed to fight the Undead Boss here.

- Boss Battle: Defeat The Sword! -

Strategy: Pretty simple, actually. Just spray the thing with Sunlight to harm it. To do some massive damage to it, when it creates smaller swords and they start spinning and coming after you, hit them with Sunlight, but aim them at the Sword and they'll fly at it and hurt the Sword with a good amount of damage. After the smaller Swords disappear, the Sword will start to create two clones of itself to fly around and attack and then it'll start to thrust itself at you to attempt to deal damage. Just keep using Sunlight on it and you'll win.

Afterwards, open the Treasure Chests here to claim your random Item and a new Lens, the Star Lens. Now, go ahead and leave the Dungeon.

- I. Road Of Farewell [ROF6.9]-

Items To Get: None.

Gun Del Sol Parts To Get: None.

Nothing to do here except choose a path of which way to go. I suggest you

do both paths, just to clear them, but it's up to you. I'll cover both just incase. First, I'll start with the Catacomb, which is the lower northeast path. (The top northeast path leads to the Ancient Forest, so if you want that, just skip the next part and go to The Walkthrough, K. Ancient Forest.)

- J. Catacomb [CATA6.10]-

Items To Get: Empty Gourd x2, Red Apple x5, Silver Coin x1 and Solar Nut x4.

Gun Del Sol Parts To Get: Beatmania Frame.

As you begin this area, just follow the path and enter the next room. In this room, Otenko will tell you about the Mummy enemies, so listen up. Afterwards, there's 3 Mummies here, so BE CAREFUL. They can hear VERY well, so hug the walls and move that way to get by them or pull a Jurassic Park and if they hear you, stand still against the wall and don't move...and breath ^_^ . After this, follow the path and grab the Treasure Chest along the way to get a Empty Gourd, then follow the path and leave the room. In this room, there's 4 Mummies here, so be careful again. First, head northeast to the dead end and in this little area you'll find a hidden Treasure Chest, so open it to get 1 Red Apple. Next, follow the path and grab the Treasure Chest you see to obtain 1 Solar Nut. Then, just follow the path until you see a Mummy on a platform with a staircase and just standing around. Next to him is a deadend. Go in here and you'll find a hidden Treasure Chest, with 1 Solar Nut inside.

Then, follow the path and grab another Treasure Chest which holds 1 Red Apple. Then, exit this room and in the next room, head northwest and enter this room to find a Solar Station. Recharge your Gun Del Sol if you need to, then head up the stairs here and check the northeast corner here for a hidden Treasure Chest, holding 1 Silver Coin inside. Now, backtrack to the previous room and be alert for 3 Mummies around here. First off, there's Switches here and when you touch them, they drop Bombs, which can hurt the Mummies. A great distraction, so use it well. Now, follow the path and exit to the northwest and in this room, follow the path and open the Treasure Chest to obtain a new Gun Del Sol Frame, the Beatmania. I don't suggest you use this, since it, well, rather sucks, so just keep using the Knight or Axel Frame. Anyway, backtrack now and follow the path up and grab the Treasure Chest nearby to get 1 Red Apple.

Then, go down the stairs and right before the big staircase leading out of here, check the area down below for 2 hidden Treasure Chests, one holding 1 Solar Nut, the other 1 Empty Gourd. Now, before you leave the room, hit the Hint Panel and you'll be warned about Bombs in the next area. After this, enter the next room. Watch out for 3 Mummies here and follow the path while dodging Bombs and grab the Treasure Chest nearby to get 1 Red Apple, then continue on. As you go on, take the southwest path that leads to a dead end and search here for a hidden Treasure Chest, which holds 1 Red Apple. After this, continue on, dodging Mummies and at the end of the path, grab the Treasure Chest here for 1 Solar Nut. Now, exit this room and in the next, get past the lone Mummy and enter the door here to fight the Undead Boss.

- Boss Battle: Defeat All The Mummies! -

Strategy: This is actually pretty simple. There's a ton of Switches around here, so use them to help get Bombs out to hurt the Mummies. One Bomb hitting a Mummy can send them running and he'll bump into his friends and set them ablaze, so just sit back and watch the dominos fall.

Afterwards, collect your random Item and leave this Dungeon.

- K. Ancient Forest [ANFOR6.11] -

Items To Get: Empty Gourd x1, Red Apple x2 and Solar Nut x3.
Gun Del Sol Parts To Get: Spear Frame.

Once you arrive here, just follow the path and enter the next screen. Here, Otenko will tell you about Clay Golems, probably the hardest henchmen you'll deal with in the game. They are VERY dangerous, so listen to what he has to say. Anyway, there's 4 Clay Golems in this area, so be on the lookout and continue on. First, take the southeast exit and follow the path in this area to find a Treasure Chest at the dead end. Open it to get 1 Red Apple, then backtrack to the previous area. Now, head northeast and you'll find a Treasure Chest hidden in the leafs and inside is 1 Solar Nut. After this, head northwest and ignore the Hint Panel and Stone Block. You won't be able to break this for a LONG time. Just keep going and grab the Treasure Chest you'll see for 1 Empty Gourd, then exit this area to the northwest. In this area, watch out for 3 Clay Golems and take the northeast exit and in this small area, follow the path and open the Treasure Chest here to get the Spear Frame. I suggest you stick with the Knight Frame if you're going for a stealth game, but if it's a rushing through game, use this instead.

Anyway, backtrack to the previous area and take the northwest exit now. In this area, look out for 2 Clay Golems around here and grab the Treasure Chest nearby for 1 Red Apple. Then, continue on and grab another Treasure Chest to get 1 Solar Nut. Next, exit this area and in the next one, look out for 2 Clay Golems and follow the path and take the northwest exit and in this small area, follow the path and grab the Treasure Chest to get 1 Solar Nut. Then, backtrack to the previous area and take the northeast exit. Now, in this area, there's 2 Clay Golems here and another Stone Block, so ignore that. Follow the path and grab the Treasure Chest to get 1 Solar Nut and then, exit to the northwest. Now, in this area, there's 4 Clay Golems, so make your way past them and when you do, enter the next area and you'll encounter the Undead Boss.

- Boss Battle: Defeat All The Clay Golems -

Strategy: Again, pretty simple. To make things easier on yourself here, Equip the Spear Frame to give you a boost of power and get rid of the Clay Golems here.

After you win, collect your random Item and then exit this place, but take note to come back later once you get the Cloud Lens to break the Stone Blocks you saw.

- L. Road Of Reunion [ROAORE6.12] -

Items To Get: None.

Gun Del Sol Parts To Get: None.

Nothing here, but this is where you'll end up after completing either or both of the above Dungeons. Now, just follow the path and leave this area.

- M. Sunwishing Plaza [SUNPL6.13] -

Items To Get: None.

Gun Del Sol Parts To Get: None.

Again, nothing here, but you'll see a weird floating block blocking your path and if you go near it, Otenko will explain what it is. Afterwards, follow the only remaining path that you can and you'll head to Bloodrust Mansion.

- N. Bloodrust Mansion [BLOMA6.14]-

Items To Get: Banana x3, Empty Gourd x1, Green Apple x2, (Circle) Key x2, Life Fruit x1, Redshroom x1, Solar Nut x3, Red Apple x4, Speed Nut x6 and Tonniar .Rm x1.

Gun Del Sol Parts To Get: Bomb Grenade x4, Double Battery, Luna Lens.

Note: To make things easier, be sure to do this area during the daytime.

Once you enter Bloodrust Mansion, (Also, this isn't a mistranslation. I guess it really is Bloodrust and not Bloodlust like many people previously thought, but I think Bloodlust sounds better.) Otenko will set up the Pile Driver and then he'll discover the Luna Lens, which you'll acquire. After some talk about the Moon Beauty, head into the next area. Now, if it's night time, there's 2 Ghouls here, so watch out. If it's day, nothing's here. Before you continue on, head to the southeast corner of this area and look for a hidden Treasure Chest, which holds 1 Speed Nut. After this, continue on and enter Bloodrust Mansion. Once you do, Otenko will tell you (If there's no Sun out.) about how dark some places can be and how you can stop this, along with how to look ahead. After this, head up the stairs and enter the door you'll see. In this room, Otenko will tell you about the puzzle here, which is simple to solve. Once he's done, just move the Wooden Box the most to the northeast part of the room southwest twice and open the Treasure Chest to get a (Circle) Key. Once you get this, backtrack to the previous room and open the Blue Door now with the (Circle) Key and move on into the next room.

Here, Otenko will tell you about Solar Lamps. After this, light the Solar Lamp, then move the Wooden Box the only way you can and take the southeast path and exit the room through this door. In this small room, grab the Treasure Chest here to get a Empty Gourd, then exit and follow the path northwest and exit through this door. In this room, hit the Otenko Panel and Otenko will give you a hint about the Ghouls here. Just knock on the wall here and move away and hide and when he's far enough away from his post, bolt for the door. Pretty easy, I'd say. Anyway, head into the next room and here, there's another Otenko Panel and a Solar Station. Hit the Otenko Panel to learn what a Solar Station is and afterwards, recharge if you need to and head up the stairs. In this room, hit the Solar Lamp and then check the Otenko Panel and he'll tell you how to open the Lattice Door by using a Wooden Box and the Switch.

Now, this puzzle's pretty simple, but just move the northeast Wooden Box two spaces northeast, then move the northwest Wooden Box two spaces northwest, then move the southeast box four spaces southeast and then one space northeast and it'll land on the Switch. Then, just enter the now opened Lattice Door. In the next room, follow the path here and open the Treasure Chest you see to get the Double Battery. Equip it immediately, as you can now hold twice as much Sunlight in your Gun Del Sol. Afterwards, exit the room and you'll appear outside. Don't bother heading northwest and entering the Mansion again, since the path there is blocked by an Ice Block. You'll have to come back later, so take note of this. (I'll tell you when, as well. Also, watch out for the Ravens outside here. Just ignore them, they aren't worth fighting.) Just head southeast and enter the Mansion again through this door. In this room, just follow the path and enter the next room, following the path again and in this room, you'll find 4 Spiders, 2 Spiders and 2 Red Spiders, so deal with them.

Afterwards, head to the southwest part of the room and head up the stairs. Up here, check the Hint Panel to learn where you are. Then follow the path outside and you'll come out on the roof. Head out onto the roof (Watch out for more Ravens. Just ignore them, though.) and enter the first window you come to and you'll find a Treasure Chest, which when you open it, you'll get 1 Banana. After this, exit and continue to follow the path on the roof and enter the next window you see and in this room, grab the Treasure Chest to get 1 Speed Nut. Then, just backtrack to the room with the Spiders and this time, head to the northeast part of the room and you'll find two doors. Take the top northeast door and in this room, grab the Treasure Chest, which holds 1 Solar Nut. After this, leave this room and take the other door now here. In this room, watch out for 2 Ghouls, since it's dark and also a Grate. Stepping on it alerts the Ghouls. Now, just follow the path and near the Grate, head southeast into the dead end and hit the A Button to find a hidden Treasure Chest, which holds 1 Speed Nut.

After this, follow the path and head outside by taking the door to the northwest and once outside, follow the path and grab the Treasure Chest here for 1 Speed Nut. After this, backtrack to the previous room and head down the stairs. In this room, follow the path and head through the door you see to find a Solar Station. Use it if you need to, otherwise leave and follow the path and grab the Treasure Chest you see for 1 Red Apple and then exit this room. In this room, hit the Otenko Panel and you'll get a hint from Otenko on what to do. Afterwards, flatten against the wall surrounding the Switch and knock on it to alert the Mummy. Move away FAST and make sure he lands on the Switch and make your way to the Lattice Door and exit. In the next room, check the dead end here for a hidden Treasure Chest that holds 1 Speed Nut, then exit this room. In the next room, check the Hint Panel to see where you are. Ignore the door to the southwest, as it leads back to the main room back at the start with the Wooden Box you moved and instead, take the door leading to the northeast.

You'll appear in a garden, but take note to which number the garden forms. (It DOES form a number, so try to identify it.) Then, exit the garden to the northeast. In this room, hit the Hint Panel and you'll be told what to do, with Otenko offering some help. Now, to solve this problem, there's 4 Levers to hit. Whatever number you saw in the garden, pull the Levers with the numbers above them to equal that number. For example, if you got 5, pull the level with 4 and 1. $4+1=5$. Simple, right? If you mess up, you'll appear back in the garden and Otenko will tell you the puzzle to solve it. After you solve the puzzle correctly, enter the door and you'll be brought to the next room. Here, hit the Hint Panel to get a hint on what to do. (You'll see a rude type of clock puzzle on the ground here.) Enter the

room to the southeast and open the Treasure Chest here to get 1 Silver Coin, then look at the Hint Panel on the wall for a story of The Count's Daily Routine.

Write down all the numbers he talks about and be sure to add up things as well, such as if he says 2 hours later, write down what time it is now. A "new day" means it's now past midnight, so note that. Anyway, once you're done, head back to the previous room and if you can't solve the puzzle, here's the answer. Hit the tiles in this order: 7, 9, 10, 1, 3, 5 and 8. After you do this, a staircase will open up. Head down the stairs and in this room, follow the path and in the dead end, you can find a hidden Treasure Chest, which holds 1 Red Apple. After this, continue on and follow the path leading to the southeast and grab the Treasure Chest at the dead end to get 1 Banana. Now, follow the path again and watch out for 1 Ghoul here. Deal with him and grab the Treasure Chest he was blocking to get 1 Green Apple. Continue on and watch out for 2 Ghouls here and in the north corner of the room is a Treasure Chest. Grab it to get 1 Solar Nut.

After this, you'll want to head to the northeast lower part of the room to exit, but be careful of the Grates around here and exit the room. In the next room, follow the path and grab the Treasure Chest here to get 1 Redshroom, then follow the path to the staircase in the northeast part of the room. Before you head up it, check the dead end part to the southeast and you'll find a hidden Treasure Chest here, which holds 1 Red Apple. After this, head up the stairs and then follow the next set of stairs to the next floor. In this room, you'll find a Green Crystal. Spray it with Sunlight (Rather, use the Luna Lens to save Sunlight.) and you'll get Moon Bugs out of it, to heal yourself. Fully heal yourself here, since this is a never ending supply and then to the northwest of this, check the corner here for a hidden Treasure Chest, holding 1 Speed Nut. Then, head into the next room. In this room, hit the Solar Lamp, then push the Wooden Box one space to the northeast and then climb the stairs and cross over it, then push the Wooden Box up top here down to the floor below, then go back down the stairs and push the other Wooden Box here northeast until it drops down and you can cross over and enter the door.

Now, in this room, Otenko will inform you you're near The Count now. After this, ignore the path leading to the northwest, you'll come back later and instead follow the path going to the southeast. Enter the first door you see here to find a Solar Station. Recharge if you need to, otherwise, leave and follow the path and exit this room. In this room, don't bother hitting the Otenko Panel or the Lever here. Ignore it and exit this room, hit the Otenko Panel to get a hint at the puzzle, then move yourself over to where the Solar Lamp is. The key to this is to hit the Ghoul with Solar Shots, so it will be pushed back to the Switch. Line the Ghoul up and when you have a chance, keep shooting him until he's there. Once you do so, enter the Lattice Door. Now, in this room, you'll meet a new kind of Ghoul, a Ghost Ghoul. Hit the Otenko Panel and Otenko will tell you about them. Ignore what he says and just get through this room. Head to the northeast part of the room from where you are to find a Treasure Chest, which holds 1 Solar Nut.

After this, exit the room to the northeast and in this room, you'll find a Solar Station. Use it if you need to, otherwise, leave and in the previous room, exit now to the southeast. In this room, look out for 1 Ghoul, but collect the Treasure Chests here to get 1 Green Apple and 1 Banana. Also, check the other dead end for a hidden Treasure Chest that holds 1 Red Apple. After this, hit the Lever in this room and after Otenko mentions the shaking, backtrack to the room with the Switch puzzle and you'll see it's different now and there's a new puzzle to solve. First, you must get

both of the Ghouls onto the Switches. To do this, in the middle of the room are two pillars with a space between them. Knock on the inside part of one of the pillars, so both Ghouls come to the middle of the room. After this, get behind them CAREFULLY and hit them one at a time onto the Switches, then make your escape. If they see you (Chances are they will.) Just continue with it and shake off the Klorofolun and run like mad.

Now, in the next room, ignore the Lever here and just enter the door you see. You'll enter the next room, which is a puzzle. Hit the Otenko Panel for a hint at what to do, then grab the Treasure Chest to get 4 Bomb Grenades. Otenko will explain to you what these are. Afterwards, to solve this puzzle, move the southwest Wooden Box one space to the northwest, then move the southeast Wooden Box one space to the southeast, then move the northeast Wooden Box one space to the northwest and you're done. Follow the path now and exit this room. In the next room, you'll FINALLY reach the Immortal's Room. Before you enter it, you'll hear bits and pieces of a conversation. After Otenko talks to you, gear up and enter the room. As you enter, Django will talk with The Count. After their talk, you'll enter a Boss Battle.

- Boss Battle: The Count, Lord Of The Vampires -

Note: For some additional help, playing with Sunlight being detected gives you two Skylights, which The Count can NOT enter and if he does, he gets burned, but his magic CAN enter it, so be careful.

Strategy: The Count has some pretty good attacks. For the most part, he floats around the room and has 4 Swords circle him and fly at you. He can also use some Dark Spike attack that can really hurt you if it hits and when he gets low on Health, he'll dash at you FAST and if he gets you, he'll suck some of your Health away and heal himself. He can also turn himself into a TON of Bats. Either stand in a Skylight or hit them with your Gun Del Sol. To really hurt him, either try to get him to charge into the Skylight when he's rushing at you or otherwise, hit the Swords he has back at him. (Note: You can get a Tonniar .Rm Item from him if you knock his Cape off. Just hit him enough times with the Swords and you'll see a Item Bag appear. You can also do this with the Skylights.) Anyway, just blasting him with normal Sunlight from your Gun Del Sol doesn't hurt him that much, so just hit him with his Swords and/or with the Skylight and he'll fall.

After the Battle, Django will free Lita, The Earthly Maidan. After some talk and her inviting you to the Solar Tree, she'll leave and Otenko will tell you to take the Coffin outside, as well as hinting about the western passage we passed by earlier. Anyway, take the Coffin now and backtrack through the Mansion. (Head back to the path that I told you to ignore before, leading northwest. Just put the Coffin on that Elevator in the room you passed by previously and move it down to the floor below. Then, go through the rooms with the puzzles again and revert the room with the Switch Puzzle back to what it was. Then, exit that room and you'll find the Coffin in the room I told you to ignore the Otenko Panel and Lever previously. Now, grab the Coffin and exit this room and follow the path now to the northwest part of the room and exit through here now, where previously I told you not to go before. Now, in this room, hit the Otenko Panel and you'll get a hint about the puzzle here. Just put the Coffin on the Switch here and then exit the room through the Lattice Door.

Then, in the next room, take the exit to the northeast and you'll come

back to the room where you left the Coffin. Push the Wooden Box into the hole and grab the Coffin and exit this room and then exit the next room as well. In the next room, you'll see 1 Ghoul here. Put the Coffin on the first Switch, then knock on the side of the pillar that the Switch is touching to lure the Ghoul over to stand on. Run away and enter the Lattice Door when you can. In the next room, push the Wooden Box into the hole and open the Treasure Chest here to get 1 Life Fruit. Then, backtrack and grab the Coffin and proceed into the next room after this. Now, in this room, watch out immediately for the 1 Ghoul nearby. Wait for him to move out of sight from seeing you and when he turns around, Stun him and he'll land on the Switch. Put the Coffin on the other Switch and enter the Lattice Door. In this room, push the Wooden Box into the hole, then grab the Treasure Chest here to get a (Circle) Key. Then, backtrack and grab the Coffin and continue on into the next room. In this room, Otenko sets up a Solar Barrier, which is rather pointless, but he explains what it does.

After this, use the (Circle) Key to open the Blue Door and you'll arrive back to the room with that clock puzzle. Now, just make your way out of the Mansion and to the Pile Driver now, as it's all clear sailing. (Just, when you get back to the main room, push the Wooden Box all the way to the door to the southwest, then push it against the wall to the northwest, then leave.) Now, once you're at the Pile Driver, go ahead and put the Coffin into it and you'll activate the Pile Driver. This time, there's 4 Generators to get ready, so make sure you spray them, recharge your Gun Del Sol and get ready.

- Boss Battle: The Count, Lord Of The Vampires: Part 2 -

Recommended Bars Of Sunlight: 3 or more.

Strategy: To makes thing easy, be SURE you have at LEAST 3 or more bars of Sunlight while fighting him. 2's pushing it and 1's just suicide and a pain in the ass to do. Anyway, unlike the last Immortal you fought, The Count won't go down so easily. You must keep recharging all 4 Generators now while dodging The Count's Dark Spike attack. You won't have time to stop and recharge you Gun Del Sol, but with 3 or more bars of Sunlight, you won't need to. If things look bad, use some Solar Nuts and keep at it. Eventually, he'll fall for good.

Afterwards, he'll speak his last words and you'll learn about the Moon Beauty being in the north and that there's two Dark Guardians you must now face. (Also, that block that was blocking your path before is destroyed back at Sunwishing Plaza.) Otenko will comment on this, as The Count "dies". After all this, Otenko will talk some more and you'll regain control of Django. Pick up your random prize here, then leave Bloodrust Mansion. Once you come back to Sunwishing Plaza, Otenko will give some some hints about your Lenses and what they can do, so listen up. After this, take the path that was closed off to you previously from that block.

- 0. Solar Tree [SOTR6.15]-

Items To Get: Solar Leaf x1 and Solar Nut x1.
Gun Del Sol Parts To Get: None.

By taking the new path, you'll arrive in a new area, this one filled with

much more areas of Undead to purify. But first, you'll arrive at the Solar Tree, so go up and talk to Lita. After explaining what the Solar Tree is and how with your efforts, you can regrow it. You also learn that you can plant Items here to get stuff made for your journey. For more on this, refer to Section X. Solar Tree for more on that. After this, she'll give you a Solar Nut and indicate for you to plant something, so go ahead and plant whatever you wish. After you do this, Lita will talk to you some more and then give you a Solar Leaf. After some more talk, you can go ahead and either plant another Item and/or continue on. Either way, just exit this area by heading northeast.

- P. Hill Of Departure [HIODE6.16]-

Items To Get: None.

Gun Del Sol Parts To Get: None.

In this area, as soon as you enter, Django will be attacked by a strange boy who looks JUST like him. (Hint, hint.) After introducing himself as Sabata, The Dark Boy, he explains that you should stop your quest now that you got revenge. After some more talk and you not giving up, he'll give up...for now and leave, as Otenko will yet again give no helpful insight to what's really going on and you'll regain control of Django. Anyway, there's nothing to get here and you have two choices at the moment. When you look at the World Map, you'll see there's two large structures in this area. Both are homes to Immortals. You have a choice of which path to take, but I STRONGLY suggest you head to the Ice Immortal first and not the Fire Immortal, but it's up to you. Also, you have a TON of Undead Dungeons around here, but you don't have to do them all, but I will cover them all, incase you wish to. Either way, you can't avoid them all. I will assume you are going to the Ice Immortal first, so I'll continue from there. If not, skip ahead in The Walkthrough after Permaforst and that's where I begin the journey to the Fire Immortal.

Note: For right now, I'm going to cover ALL the Undead Dungeons first in this area, THEN I will deal with both Immortals. So, read only the areas that you plan to go there. First, I will start with the Undead Dungeon that's to the southeast, so let's begin there. (Skip ahead if you plan on doing the other Undead Dungeons first that lead in the other direction.)

- Q. Deserted Arsenal [DEAR6.17]-

Items To Get: Dark Card, Red Apple x1, Silver Coin x1 and Solar Nut x1.

Gun Del Sol Parts To Get: Bomb Grenade x1 and Fencer Frame.

As you begin this Dungeon, get ready to be done in just a few minutes. First, head down the stairs to the southeast and hit the Otenko Panel to get a hint at the puzzle here. After this, check the corner to the west by the rock for a hidden Treasure Chest, which holds 1 Silver Coin, then push the Rock Block here two spaces southwest and then walk over it down the stairs now. Then, move the Rock Block 3 spaces southeast, then two spaces northeast, then push it 4 spaces southwest, then finally 2 spaces southeast and walk down the stairs now. Once you get to the bottom, Otenko will notice Dark Loans and explain to you what it is. (Go inside Dark Loans, but cancel out and leave and when you do, you'll get the Dark Card. After you get it, Otenko will come out and explain to you what it does and how not to use it alot.) Afterwards, push the Rock Block 1 space

southwest, then 3 spaces northwest and it'll land on a Switch. After this, go ahead and head through the Lattice Door to the northwest and in this room, open the Treasure Chest here to get the Fencer Frame.

Equip it only if you're playing a rush game and attacking enemies. Otherwise, keep using the Knight Frame. Once you're ready, push the Rock Block here 1 space northwest, then leave this room via the Lattice Door and back in this room, exit to the southeast. Now, in this room, BE CAREFUL. There's a new enemy here called Steps that's invisible and if you hit him, he'll take damage, but instantly appear with a spike attack right under you, so if you fight him, the SECOND you hit him, MOVE away FAST. He's hard to beat, but with a See-All Nut, you can see him. (Hit the Otenko Panel here to learn more about Steps.) Also, look out for 2 Grey Ghouls, which are new enemies. They're just like regular Ghouls, but stronger, so watch out. Anyway, head down the stairs here and open the Treasure Chest to get 1 Red Apple. Then, proceed to the southeast part of the room and near where one of the Ghouls is standing (He may be moving now.) is a dead end. Search it to find 1 Bomb Grenade. Then go up the stairs and grab another Treasure Chest you see to get 1 Solar Nut and then exit this room to encounter the Undead Boss.

- Boss Battle: Defeat The Sword! -

Strategy: Well, this is just like the last time you fought a Sword, so use the same strategy here that you did before. To cause MASSIVE damage to it, like the strategy with The Count, hit the Swords it creates back at him and it'll really hurt him. Just keep doing this and spray him with Sunlight and you'll win.

Afterwards, grab your random Item and then leave this place.

- R. Young Grass Path [YOGRPA6.18]-

Items To Get: None.
Gun Del Sol Parts To Get: None.

Nothing here. Just head southeast and you'll enter the next Undead Dungeon.

- S. Stairs Of Trial [STOTR6.19]-

Items To Get: Banana x1, Life Fruit x1, Red Apple x2, Silver Coin x1, Solar Leaf x1, Solar Nut x1 and Speed Nut x1.
Gun Del Sol Parts To Get: None.

As you enter this Dungeon, go ahead and exit the first room and in the next room, find the Solar Lamp first, then hit the Otenko Panel on the wall for a hint on the puzzle. After this, head to the southwest part of the room and grab the Treasure Chest here to get 1 Red Apple. Next, you'll see 2 Wooden Boxes. To solve this puzzle, take the Wooden Box that's more north than the other and move it 1 space northwest, then take the south Wooden Box and move it 1 space northwest, then 1 space southwest into the hole. Then take the other Wooden Box and move it 2 spaces southeast, then 1 space southwest, then 1 space northwest, 1 space southwest, then 4

spaces northwest into the hole. Then simply cross over and open the Treasure Chest to get 1 Life Fruit. You should have 4 by now and if you do, your Life Gauge will now increase. After this, exit the room to the southeast. In this next room, watch out for 1 Grey Ghoul here. Locate the Solar Lamp and light it and as you follow the path, you'll see there's a Switch here. To solve this puzzle, you need to get the Ghoul onto the Switch. Simply just use the flatten against the wall and knocking tactics and lure it onto it while you exit the room through the Lattice Door.

In the next room, find and light the Solar Lamp, then check the Otenko Panel. After some advice, take and move the northwest Wooden Box 1 space southwest. Then, move the other Woode Box 1 space southeast. Move the previous Wooden Box 1 space southeast and then 1 space southwest and then 2 spaces southeast. Push the Wooden Box on the floor here below 2 spaces northeast, then go and push the other Wooden Box 1 space southeast and then 2 spaces northeast and you'll complete the puzzle. Just follow the path now and exit this room. In the next room, there's 3 Spiders here, 2 Red Spiders, 1 Spider and 2 Steps. Be careful. Find the Solar Lamp and light it, then if you need it, use the Solar Station. Next, make your way through this area and grab the Treasure Chest you see for 1 Solar Nut. After you get this, head up the staircase here to the dead end and look around and you'll find a hidden Treasure Chest with 1 Silver Coin inside. Then, after you get this, continue on and Otenko will notice the Sun Bank and comment on it.

Use it if you wish, which I suggest you do, as it can only help you. Afterwards, enter the next room and when you do, watch out for 4 Ghouls around here. Now, first, head to the northeast part of the room and grab the Treasure Chest here to get 1 Speed Nut, then to the northwest of where you got that, check the dead end for a hidden Treasure Chest, which holds 1 Banana. Then, check the very northwest corner of the room for another hidden Treasure Chest, which holds 1 Red Apple. Then, go ahead and leave this room. In the next room, you need to climb the stairs and shoot the Grey Ghoul here onto the Switch, just like you did in Bloodrust Mansion. Do so, but before you do, check the room for a Treasure Chest in the northeast corner to get 1 Solar Leaf. Now, first, to solve this puzzle, stand on the ledge to the northeast and Stun the Ghoul so he moves forward, then, go to the other ledge in the room and shoot him until he moves onto the Switch. Pretty easy, actually. Then just exit the room through the Lattice Door and you'll fight the Undead Boss.

- Boss Battle: Defeat All The Enemies Without Being Found! -

Streategy: Well, have fun with this one. To win this, just head to the corner of the room near the door you came in and when the Ghost Ghouls come near, blast them from behind here and they won't ever see you. Also, once you defeat one of them, they'll explode and kill any of their friends around them. (They can hurt you for a decent amount, so just watch out.) Just blast them with Sunlight and hide and they'll die easily.

Afterwards, grab your random Item and then leave the Dungeon.

- T. Withered Course [WICO6.20] -

Items To Get: None.
Gun Del Sol Parts To Get: None.

Nothing here, but make your way south and enter the next Undead area.

- U. Ruined Cemetery [RUICE6.21]-

Items To Get: Banana x1, Red Apple x3, Silver Coin x1, Solar Leaf x1,
Solar Nut x3 and Speed Nut x1.
Gun Del Sol Parts To Get: Bomb Grenade x2, Change Grenade x1, Flash
Grenade x1 and Knife Frame.

As you begin this area, you'll see there's a Solar Station nearby. Use it if you need to, then exit this area and head to the next one. In this area, follow the path and grab the Treasure Chest here to get 1 Red Apple, then exit this area to the southwest and in this area, watch out for 6 Grey Ghouls around here. Now, head to the east part of this area and you'll find three Treasure Chests here, holding 1 Red Apple and 2 Solar Nuts. After this, head to the west corner of the area and climb up the stairs and follow the path to the very bottom of the southeast corner of the area and grab the Treasure Chest here to get 1 Speed Nut. Next, go ahead and head up the stairs nearby and go down the set of stairs you see on the platform. In this small basement area, there's 4 Grey Ghouls here, so be careful. At the end of this area are two Treasure Chests. Open them to get 1 Silver Coin and the Knife Frame. Now, don't use the Knife Frame if you're doing a fight everything game, but it's up to you to use it if you're going for a S Rank type of game. It has 1 grade higher attack, but it can't do Spread and instead, it does a rapid fire type attack.

Up to you, really. Anyway, exit this place and in the previous screen, backtrack to where you entered this area and this time, head east a bit then northeast and exit this screen through the other exit. Now, in this area, watch out for 5 Grey Ghouls and proceed. Ignore the stairs you come across and continue on and grab the Treasure Chest you find in the dead end to get 1 Bomb Grenade. Then, continue on and climb the stairs you come across and grab the Treasure Chest you find to get 1 Bomb Grenade. Next, backtrack to those stairs you saw before and climb them and follow the path to the south, which leads to a dead end with a Treasure Chest that's hidden by a tree. Open it to get 1 Red Apple, then follow the path north. Ignore the path leading to the southeast for a minute and instead continue heading north, but don't grab the Treasure Chest here. It's a Mimic and it'll attack you. Ignore it and continue on and in the northwest corner you'll find a Treasure Chest, holding 1 Solar Leaf inside, plus another Treasure Chest to the north with 1 Flash Grenade. Also, hidden in the trees to the southwest is another Treasure Chest, holding 1 Change Grande.

Now, go ahead and take that path leading to the southeast now and if you need to, exit to the southeast to find a Solar Station and the exit to this place, but don't leave yet. When you're done, go back and head northeast to find two Treasure Chests, with one hidden by the trees here. Inside you'll find 1 Banana and 1 Solar Nut. Now, go ahead and climb up the stairs in the previous screen and head down the staircase here to fight the Undead Boss.

- Boss Battle: Defeat All Enemies Without Being Found! -

Strategy: Well, like before, you need to defeat everything here without being seen. First, head north and you'll see 2 Ghost Ghouls in the next

area over. When they cross by each other, shoot them from your spot. Don't worry, your Gun Del Sol will reach, IF you have the Knight Frame on. Just keep blasting them and they'll die. If you're lucky, their explosions will kill another Ghost Ghoul nearby. If not, hunt down the remaining two and Stun them, then destroy them. Pretty simple, since there's only 4 of them here.

Afterwards, grab your random Item, then leave this place.

- V. Byroad Of The Beasts [BOTB6.22]-

Items To Get: None.

Gun Del Sol Parts To Get: None.

Nothing here, except you should now head back to the Hill Of Departure and take the other path now, leading to the Noname Fortress.

- W. Noname Fortress [NOFOR6.23]-

Items To Get: Banana x1, Dark Card, Green Apple x10, (Triangle) Key x1, Life Fruit x1, See-All Nut x2, Silver Coin x1, Solar Leaf x1 and Speed Nut x2.

Gun Del Sol Parts To Get: Bomb Grenade x1 and Change Grenade x1.

As you begin this area, head through the door to the northwest, ignoring the one to the northeast. In this room, if you haven't gone through the Deserted Arsenal yet, Otenko will explain what Dark Loans is here. If you haven't gotten it already, go inside and then exit Dark Loans and you'll get the Dark Card. (Otenko will explain what it is after you get it and how to use it rarely.) After this, continue on and watch out for 1 Grey Ghoul in this area. (He may not be here, since there's floor traps here and he might've fallen through one.) Now, look at the Hint Panel on the wall and then you'll drop down to the floor below. Watch out for 1 Grey Ghoul here and collect the Treasure Chest nearby to get 1 Solar Tree. Once you get this, leave the room and in the next one, push the Rock Block away and leave this room. You'll appear back at the entrance, so head back to the floor where you were before you fell through here. This time, exit to the northwest. In this room, if you haven't seen them yet, hit the Otenko Panel to learn about Steps.

After this, watch out for 2 Steps and 1 Ghoul here. Also, check the northwest wall here to find a hidden Treasure Chest that holds 1 Banana. Now, at the bottom of the steps, check the Treasure Chest here to get 1 See-All Nut and then behind the pillar nearby is a hidden Treasure Chest that holds 1 Speed Nut. Now, continue into the next room and once here, head down the stairs and exit the room through this exit. In this room, look out for 1 Step and 2 Ghouls. Now, follow the path up the stairs and head to the dead end to the southeast and look for a hidden Treasure Chest to get 1 Solar Nut. Next, climb the stairs and check the southeast corner here to find another hidden Treasure Chest to get 1 Change Grenade. Now, follow the path and head down the stairs and check the corner in the northwest to find a hidden Treasure Chest that holds 1 Bomb Grenade. Now, finally, check the northwest dead end to find a Treasure Chest here that holds 1 Life Fruit. Now, backtrack to the previous room and take the other path now, leading northeast and watch out for 3 Ghouls here and climb up the stairs. At the top of the stairs, exit this room and you'll fight the

Undead Boss.

- Boss Battle: Open All Treasure Chests Without Being Found! -

Strategy: Well, this is pretty easy. You can do this one of two ways. Either open all the Treasure Chests or defeat all 4 Ghost Ghouls, but you won't get the Treasure Chests. You can, though kill 3 of them to make it easier, but either way, when you start out, DON'T move. Press up against the west wall and wait for the Ghouls to pass by, THEN make your move. Anyway, all 10 Treasure Chests here hold Green Apples.

After you win, grab your random Item and a Treasure Chest that holds a (Triangle) Key. Now, backtrack to the area with the trap doors and use the (Triangle) Key on the Blue Door there. In this room, follow the path and before leaving here, head into the room to the northwest. In here, you'll find 3 Treasure Chests. The middle one is a Mimic, so don't open it. The other 2 holds 1 Silver Coin and 1 See-All Nut. After this, go ahead and leave this place.

- X. Southwind Passage [SOUPA6.24]-

Items To Get: None.
Gun Del Sol Parts To Get: None.

Nothing here, really. Just head northeast and enter the next Undead Dungeon.

- Y. Death Cliff [DECLI6.25]-

Items To Get: Red Apple x2, Silver Coin x1, Solar Leaf x3 and Solar Nut x1.
Gun Del Sol Parts To Get: None.

As you enter this place, head into the next area and in this area, follow the path northeast and enter the cave here. You can't do anything here, since there's an Ice Block and you probably don't have the Flame Lens yet. Make a note to come back later and exit this place and head up the stairs you passed by earlier. Watch out for 1 Clay Golem here and head southwest to find two Treasure Chest here and open them to get 1 Red Apple and 1 Silver Coin. After this, follow the path and watch out for 2 more Clay Golems around here and in the north corner is a Treasure Chest. Grab it to get 1 Solar Nut. Continue on and if you haven't already seen the Sun Bank, Otenko will come out and explain it.

Use it if you want to, then go ahead and continue on and watch out for 1 more Clay Golem here, then enter the cave you see. In this area, head northeast to find a Treasure Chest. Open it to get 1 Red Apple, then search the area to the west to find a hidden Treasure Chest that holds 1 Solar Leaf. Also, watch out for 3 Ghouls here and continue on and open the Treasure Chest nearby for 1 Solar Leaf. Then, head up the stairs and to the northwest of the stairs in the corner is a hidden Treasure Chest, holding 1 Solar Leaf. After this, continue on and exit this area and you'll fight the Undead Boss.

- Boss Battle: Defeat The Axe! -

Strategy: Well, unlike fighting the Sword, the Axe does create smaller Axes to hit you with, but you can't send them back at him. Instead, destroy them and spray the Axe with Sunlight. Once they are destroyed, the Axe will teleport around and try to hit you. Just dodge it and spray it with Sunlight and it'll die.

Afterwards, collect your random Item and then leave this place.

- Z. Frostbitten Path [FROPA6.26] -

Items To Get: None.
Gun Del Sol Parts To Get: None.

Nothing here. Just backtrack to Southwind Passage and head southwest to the Deserted Road.

- AA. Deserted Road [DESRO6.27] -

Items To Get: None.
Gun Del Sol Parts To Get: None.

Again, nothing here. Just head northeast to the next Undead Dungeon.

- BB. Crumbling Mine [CRUMI6.28] -

Items To Get: (Triangle) Key x1, Red Apple x1, Silver Coin x1 and Solar Nut x1.
Gun Del Sol Parts To Get: Lance Frame.

Once you enter this place, head into the next room. Now, in this room, make sure you have at least 1 bar of Sunlight for the next "puzzle". There's 3 Ghouls here, but 2 of them are on the watch. Get by or dispose of them, then ahead you'll see a Grey Ghoul who's walking towards a pit with a Switch on the otherside. Now, if you already have a Sunlight reading, block it now. There's also a Skylight in that area and if the Ghoul walks into it, it'll burn to death. Let it get by the Skylight, then RIGHT as it hits the ledge, let Sunlight back onto your Solar Sensor and a platform will appear. The Grey Ghoul will cross it and hit the Switch and a Treasure Chest will appear. Open it to get the Lance Frame. After this, follow the path, but before leaving this room, check the dead end for a hidden Treasure Chest, which holds 1 Silver Coin. Now, exit this room and in the next one, look out for 2 Ghouls. Get by them and in the northeast corner, look for a hidden Treasure Chest, that holds 1 Solar Nut and then check the corner in the southeast for another hidden Treasure Chest that holds 1 Red Apple. After this, follow the path and exit this room and you'll fight the Undead Boss.

- Boss Battle: Defeat All Mummies! -

Strategy: This is pretty simple. There's 4 Mummies and Switches that instead of Bombs this time, they spew fire from rocks. Get one on fire and watch them all fall.

Afterwards, grab your random Item and open the other Treasure Chest here to get a (Triangle) Key. Now, backtrack to the previous room and use the (Triangle) Key on the Blue Door, then leave this place.

- CC. Field Of Silence [FIEOSI6.29] -

Items To Get: None.
Gun Del Sol Parts To Get: None.

Nothing here. Just head northeast into the next Undead Dungeon.

- DD. Suffering House [SUFFHO6.30]-

Items To Get: Banana x1, (Square) Key x1, (Triange) Key x1, Silver Coin x1, Solar Nut x1 and Speed Nut x2.
Gun Del Sol Parts To Get: Vortex Frame.

As you enter this place, head north and follow the path to the dead end in this room and search around. You'll find a hidden Treasure Chest with 1 Banana inside. After this, ignore the stairs leading up for now and instead exit this room to the east. In the next area, watch out for 3 Steps here. Now, exit this room to the northeast and in this small room, you'll find a Treasure Chest, which holds the Vortex Frame. I don't suggest you use it, since it's not that great, but the choice is yours. Anyway, exit this place and enter the door to the northwest now and use the Sun Bank before you leave here if you wish to. In the next room, check the west corner for a Treasure Chest, which holds 1 Speed Nut. Then, climb up the stairs and deal with the 1 Grey Ghoul here to get a Treasure Chest, which holds a (Triangle) Key. Now, backtrack to the first room in this place to the stairs I told you to ignore before and climb them and open the Blue Door and enter it.

In this room, watch out for 2 Spiders, 1 Spider and 1 Red Spider. Dispose of them and also watch out for trap doors around here as well. Follow the path and you'll find two Treasure Chests, which hold 1 Silver Coin and 1 Solar Nut. Then, exit this room and in the next one, light the Solar Lamp and then follow the path and check the space between the 3 pillars you see for a hidden Treasure Chest, which holds 1 Speed Nut. Then, push the Wooden Box you see 1 space northwest, then 3 spaces southwest onto the Switch and then enter the Lattice Door. In this small room, open the Treasure Chest to get a (Square) Key, then backtrack to the area where you fought the 2 Spiders and you'll find a Blue Door to the northwest. Unlock it and enter it and in this room, follow the path and use the Solar Station if you need to, otherwise, exit this place and you'll fight the Undead Boss.

- Boss Battle: Defeat All Enemies Without Being Found! -

Strategy: This is pretty simple, since there's only 3 Ghost Ghouls around

this time. First, head northeast to the wall and just blast 2 of the Ghost Ghouls on the higher platform here. They can't see you, so just keep blasting them. Once one dies, the other will die from the other's explosion. Then, just hunt down the final one and kill it and you'll win. Too easy.

Afterwards, grab your random Item, then leave this place.

- EE. Solitude Trijunction [SOLTR6.31] -

Items To Get: None.
Gun Del Sol Parts To Get: None.

Nothing here. Just head northwest to the next area.

- FF. Severe Cold Hill [SEVCOH6.32] -

Items To Get: None.
Gun Del Sol Parts To Get: None.

Again, nothing here. Ignore going to the Immortal here for a minute and instead follow the lower northeast path into the next area.

- GG. Blocked Road [BLORO6.33] -

Items To Get: None.
Gun Del Sol Parts To Get: None.

Nothing here. Just follow the path to the next Undead Dungeon.

- HH. Stench Forest [STEFO6.34] -

Items To Get: Banana x1, Green Apple x1, Red Apple x2, See-All Nut x1, Silver Coin x1 and Solar Nut x2.
Gun Del Sol Parts To Get: Bomb Grenade x1, Change Grenade x1, Flash Grenade x2 and Triple Battery.

As you start out in this area, watch out for some Ravens flying around. Ignore them if you can, since they aren't worth fighting. Follow the path and grab the Treasure Chest you see to get 1 Green Apple. Then, exit through the higher southeast path and in this area, grab the Treasure Chest to get 1 Red Apple, then push the Stone Block here two spaces southwest and leave this area. In the previous area, exit here by taking the lower exit to the southeast now and back in this room, push the Stone Block you just pushed one space southeast into the hole. Then, take the remaining Stone Block and push it 2 spaces northeast, then 3 spaces southeast and leave this area to go back to the other to get the Treasure Chest now, which holds the Triple Battery. Equip this immediately, as it's much better than the Double Battery. Then, backtrack to the lower part of this area and exit to the southwest. In the next area, you'll find 6 Spiders, 3 Spiders and 3 Red Spiders. Deal with them, then exit this place to the southwest. In this area, check the area behind the tree to the

southwest for a hidden Treasure Chest, which holds 1 Solar Nut. Then, grab the Treasure Chest here to get 1 Silver Coin.

Then, leave this area and in the previous area, head northwest and in this area, follow the path and check the dead end before climbing up the tree stump to find a hidden Treasure Chest that holds 1 Flash Grenade. Now, watch out for more Ravens around here and 3 Clay Golems, then proceed on with caution. So, continue on and be sure to grab the Treasure Chest you see to get 1 Change Grenade, then follow the path and be sure to grab the two Treasure Chests you come across to get 1 Bomb Grenade and 1 Flash Grenade. Now, before exiting this area to fight the Undead Boss, backtrack to the previous screen and take the southeast exit now to the next area. In this area, watch out for 4 Clay Golems and follow the path and in the northeast corner, look for a hidden Treasure Chest that holds 1 Banana, then open the Treasure Chest you can see here to get 1 See-All Nut. Then, follow the path and open the Treasure Chest you find to get 1 Red Apple. Then, continue on and you'll find another Treasure Chest, which holds 1 Solar Nut. After this, go ahead and leave this area to fight the Undead Boss.

- Boss Battle: Defeat The Sword! -

Strategy: Just like the first time you fought the Sword, use the same strategy here and you'll win this. It's not that hard and you're stronger than before, so this should be a breeze.

Afterwards, collect your random Item and then leave this place.

- II. Sealed Hill [SEAHI6.35] -

Items To Get: None.
Gun Del Sol Parts To Get: None.

Nothing here, except you'll be told by Otenko about the Guardian Seals blocking your path and how you need to beat the 2 Immortals in this area before you can continue. Well, since you've now (Hopefully.) cleared all the Undead Dungeons around here, all that's left is to go after the Immortals. I'll start with the Ice Immortal first, so head back to Severe Cold Hill and follow the path to the north now and you'll enter the Immortal's Dungeon.

- JJ. Permafrost [PERMA6.36] -

Items To Get: Banana x7, Empty Gourd x2, Green Apple x10, Ice Nut x7, Life Fruit x1, Red Apple x5, See-All Nut x2, Silver Coin x1, Solar Leaf x2, Solar Nut x4 and Speed Nut x13.
Gun Del Sol Parts To Get: Bomb Grenade x18, Flash Grenade x8, Frost Lens and Scan Grenade x10.

Note: Make sure to do this place during the day to make things easier.

As you enter this area, grab the Treasure Chest nearby to get 1 Ice Nut. Then, follow the path and you'll enter a scene where you see Sabata. After seeing you didn't give up, he offers a challenge to you and then leaves.

After Otenko speaks, I suggest you head northeast and not northwest first, so do so. But, before leaving this screen, check to the northwest for a Treasure Chest which holds 1 Banana inside. Now, in the next area, watch out for a new enemy, which the Ice Golem. There's 4 of them here. Now, follow the path and collect the Treasure Chest you see to get 2 Flash Grenades. Then, continue on and grab the Treasure Chest that holds 1 Red Apple. After this, exit this area and in the next, you'll meet another new enemy, the Kraken. (All they can do is shoot Ice Shots at you and grab you to cause damage and then throw you.) Ignore it and ignore the cave you see and climb up the stairs. Here, grab the Treasure Chest to get 1 Speed Nut, then continue on and in the northeast corner of the top part of this area, look for a hidden Treasure Chest that holds 2 Scan Grenades.

Now, continue on a bit and stop and look ahead. You should see 3 VERY faint outlines of some trap doors. Fall down the to the northeast and you'll fall down into the cave you passed by earlier. Next, grab the Treasure Chest you see to get 3 Flash Grenades, then push the Ice Block down and exit the cave and go back up to where you fell down before. (Also, there's another trap door that's not near the other 3, so ignore it.) Now, this time, before you fall down the trap door to the northwest, check the corner to the north for a hidden Treasure Chest that holds 1 Speed Nut, then fall down and when you come down into the cave, you'll find a Solar Barrier and another Treasure Chest. Open it to get 1 Speed Nut, then exit the cave and climb up the stairs and you'll find 3 more trap doors and a Treasure Chest. Go over and grab it to get 1 See-All Nut, then fall down the trap door most to the southeast. Once you fall back down below to the cave, grab the Treasure Chest here to get 1 Silver Coin, then push the Ice Block down and go down the stairs and exit the cave.

Now, go back up and fall down the trap door most to the northwest and exit the cave again, but this time, exit this place to the northwest. In this area, check the area to the east for a hidden Treasure Chest that holds 1 Speed Nut, then follow the path and grab the Treasure Chest you see to get 1 Solar Leaf, then hit the Otenko Panel to get a hint about this puzzle. Now, before you solve this, head northwest and grab the Treasure Chest you see to get 3 Bomb Grenades, then to solve this, after getting the 3 Bomb Grenades, move the Ice Block closet to you 1 space southwest into the water. Then, take the other Ice Block to the southeast and move it 1 space northwest, then push it southwest, then go around by climbing up the stairs to the northeast and follow the path and come back around to the Ice Block. Now, push it northwest, then push it northeast and it'll fall into the water and you can cross over it and exit this area. In the next area, grab the Treasure Chest here to get 1 Ice Nut, then enter the cave. Inside, follow the path down and then push the Wooden Box 2 spaces southeast into the hole, then grab the Treasure Chest here to get 3 Flash Grenades.

Afterwards, enter the cave and Otenko will set up the Pile Driver here. Though, Sababa appears and comments on you using this as a place to make the Pile Driver and leaves. Afterwards, follow the path leading to the north where Sabata ran off to and in the next area, just continue follow the path, even continuing on into the next area as well, then you'll exit into a room. In this room, grab the two Treasure Chests you see here to get 1 Empty Gourd and 1 Life Fruit. Then, exit this room to the northeast. When you do, Otenko will tell you about a new enemy, the Icy Cool Ghoul and they use Chillun to attack. After explaining to you about them, there's 2 Icy Cool Ghouls here, so look out. I suggest you head to the southwest exit first, so you can grab 2 Treasure Chests in the next room over. Do so to get 1 Ice Nut and 1 Green Apple. After this, backtrack to the previous room and exit here to the northwest. In this room, Otenko

will explain to you about the frozen floor. Cross over the frozen floor and grab the Treasure Chest you see to get 5 Scan Grenades. Now, watch out for 3 Icy Cool Ghouls and 1 Ice Golem here.

Then, cross over the floor here and take out the Icy Cool Ghoul and grab the Treasure Chest here to get 1 Solar Nut. Then, go northwest over the frozen floor, then southeast over another frozen floor and grab the Treasure Chest as you slide to get 1 Green Apple. Then, head northeast across the frozen floor and grab the two Treasure Chests as you slide to get 1 Solar Nut and 1 Green Apple. After this, exit the area to the northwest and in this small room, grab the Treasure Chest to get 1 Ice Nut, then use the Green Crystal here to heal yourself. After this, leave and in the previous room, exit to the southeast now. In this area again, follow the path up and push the Wooden Box onto the Switch here, then go back down and use the Elevator to go below and then exit this room through the Lattice Door to the southeast. In this area, follow the path going southwest and grab the Treasure Chest here to get 6 Bomb Grenades. Now, follow the path up and watch out for 2 Icy Cool Ghouls and 2 Ice Golems here. At the start of this little maze, head northeast over the frozen floor and grab the Treasure Chest to get 1 Green Apple.

Then, head northeast again and then head southeast over the frozen floor and grab the Treasure Chest as you slide to get 1 Green Apple. Then, head southeast to the corner, then go southwest across the frozen floor and grab the Treasure Chest as you do to get 1 Ice Nut, then grab the Treasure Chest in the corner here to get 1 Speed Nut. Next, go across the frozen floor to the southwest and grab both Treasure Chests here to get 2 Green Apples total. Then, head northwest across the frozen floor and then northeast across another one and grab the Treasure Chest as you slide to get 1 Green Apple. After all this, exit this room to the southeast. In this small room, use the Solar Station if you need to, otherwise, look to the northwest of it for a hidden Treasure Chest that holds 1 Speed Nut. After this, exit this room and now in the previous room, take the northwest exit and before you leave, grab the Treasure Chest you find to get 1 Solar Leaf. Now, follow the path here and then enter the door and you'll face the Immortal here. Before you do, push the Wooden Box 1 space southwest into the hole, then proceed. As you do, Sabata will appear again and summon the Immortal, Garmr, The Lifefreezing Silver Wolf for you to fight.

- Boss Battle: Garmr, The Lifefreezing Silver Wolf -

Strategy: For a Immortal, this guy's pretty easy. All he does for his attacks is he can use his Ice Breath to freeze you and hurt you, he charges around and he can hide himself from your view (You can see his shadow, though.) and he can heal himself. The best way to fight him is by pushing the Ice Blocks all around the area into him for massive damage. Just keep doing this and heal when necessary and he'll fall.

Afterwards, Sabata appears again and after some conversation, he'll leave. Otenko will speak and then tell you to take Garmr to the Pile Driver, so do so. Now, just backtrack to where the Pile Driver is now and as you reach the Pile Driver, before you can activate it, Garmr calls up a ice storm and blocks the Sun from making the Pile Driver. Otenko will tell you about how to take him to the start of this Dungeon, since there's a space there for the Pile Driver, unless you can somehow melt the ice above. If you have the Flame Lens, you can do this, but since you probably don't, just take him to the beginning of the Dungeon. Now, as you exit the cave

here, take the northwest path now out of here, which you'll now travel the northwest path earlier that I told you not to go down. In the room where you came out of the cave, go northwest and push the Wooden Box here two spaces northeast, then push it back 2 spaces southwest and climb up the stairs and exit this area. Outside now, follow the path and grab the Treasure Chest you see to get 2 Bomb Grenades. Then, exit this area and in the next and watch out for 3 Ice Golems here.

First, head down into the cave here and grab the Treasure Chest you see to get 1 Speed Nut and ignore the 4 Krakens here. Then exit the cave and head northwest to the corner to get a Treasure Chest which holds 1 Green Apple. Then, follow the path down and grab the Treasure Chest to the northwest in the corner to get 1 Empty Gourd. Then, exit this area to the southwest. In this area, climb up the stairs and follow the path and grab the Treasure Chest you see nearby to get 3 Bomb Grenades. After this, make your way south and watch out for 2 Ice Golems here and grab the Treasure Chest in the corner of this area to get 1 Speed Nut. Then, backtrack and you enter the cave you passed earlier and as you do, you'll see a huge frozen floor. Head northwest across it and grab the Treasure Chest you see to get 1 Solar Nut, then, slide across the floor to the southwest and bounce yourself off the walls here to grab the Treasure Chest in the corner, which holds 1 Ice Nut. After you get this, you can TRY to slide across the middle of the room to get a hidden Treasure Chest here, but it's a bit tricky. Use a See-All Nut to help you find it.

It holds 3 Scan Grenades, if you can get them. After you get everything here, leave this place through the northwest exit and ignore the Otenko Panel. Now, back outside, just follow the path and enter the next cave you come to. Inside, there's four areas to check out. Enter the area to the east of you from the Lattice Door first. Inside is a very simple puzzle. If you can't figure this out, perhaps you should stop with this game. Anyway, solve the puzzle and after you do, a Treasure Chest will appear and open it to get 5 Speed Nuts. Then, exit here and enter the next area to the southeast. In this area is another puzzle. Though, the answer may not come to you at first, but the solution is $16=16$. After you solve this, the Lattice Door to the southwest will open and another Treasure Chest will appear. Grab it to get 5 Bananas. Now, exit and enter the next area to the southwest and here, put the Coffin into the Solar Barrier so you can grab all the Treasure Chests here. Before you do, head northwest and check the open area for 2 hidden Treasure Chests, which holds 1 Speed Nut and 1 Red Apple.

Then, go ahead and grab the 8 Treasure Chests, but don't open the Treasure Chest second to last to the northeast in the first row. It's a Mimic, so ignore it. Otherwise, open the others, which holds 2 Bomb Grenades, 1 Ice Nut, 1 Green Apple, 1 Speed Nut, 1 Solar Nut, 1 See-All Nut and 1 Banana. Now, grab the Coffin and leave here and exit this place through the southwest Lattice Door. In the next area, head through the exit to the northwest and in this room, solve the puzzle. It's too easy. Once you do, you'll get a Treasure Chest, so open it to get 3 Red Apples. Then, exit this room and then exit the next room to the southeast and once outside, follow the path into the next area. In this area, look out for 2 Ice Golems and 2 Krakens. Follow the path and grab the Treasure Chest you see to get 2 Bomb Grenades, then, grab the other Treasure Chest to get 1 Ice Nut. After this, exit this area to the southeast. You'll then be back at the start of this area. Make your way to the beginning and once you do, Otenko will create the Pile Driver. Once he does, set the Pile Driver up and get ready for round 2.

Recommended Bars Of Sunlight: 4 or more.

Strategy: This guy is a pain in the ass. Even with 3 bars, let alone 4 or more he's hard. Yet again, you have to hold up all 4 Generators again and just like The Count, Garmr won't die that easily. He'll constantly use his Ice Breath against you and to make matters worse, he can freeze one of the Generators and unless you have the Flame Lens, you'll have to wait for it to unfreeze. Anyway, make sure you have a ton of Sunlight being read and use your Apples, because you WILL need them. Just keep spraying the Generators with Sunlight as Garmr resists them and after a while, you'll win.

Afterwards, you'll get the Frost Lens for winning and one of the Guardian Seals will be destroyed. After Otenko tells you this, your next stop is in the east, so leave this place now and head back to Sealed Hill and this time, exit to the southeast.

- KK. Rejected Road [REJRO6.37] -

Items To Get: None.
Gun Del Sol Parts To Get: None.

Nothing here. Just follow the path and exit this area.

- LL. Baking Hill [BAKHI6.38] -

Items To Get: None.
Gun Del Sol Parts To Get: None.

Again, nothing here. Just head east and enter the Immortal's Dungeon.

- MM. Firetop Mountain [FITOM6.39] -

Items To Get: Banana x5, Empty Gourd x1, Fire Nut x7, Green Apple x2, Life Fruit x1, Red Apple x5, See-All Nut x6, Silver Coin x1, Solar Leaf x3, Solar Nut x5, Speed Nut x5 and X2 Carrot x1.
Gun Del Sol Parts To Get: Bomb Grenade x13, Change Grenade x5, Flame Lens, Flash Grenade x2, Rising Sun Grenade x6 and Scan Grenade x4.

Note: If you don't have the Frost Lens when you do this dungeon, make a major note to come back later to get most of the Treasure Chests here that you can't get without it. Also, make sure to do this part during the day to make things easier on yourself.

As you enter this place, Otenko will set up the Pile Driver. After he does, continue on into the next area and Equip the Frost Lens now, since enemies here are fire based. (If you have it, that is...) In the next area, enter the cave you see and inside, grab the Treasure Chest here to get 1 See-All Nut. Then, exit this room to the southeast and in this small room, grab the Treasure Chest here to get 1 Banana. Now, backtrack and in the previous room, climb the stairs to the northeast and leave this area.

In the next area, Otenko will tell you about a new enemy, the Fiery Hot Ghouls and they use Burrnun to attack with. Afterwards, take care of the 1 Fiery Hot Ghoul here and then check inbetween the two pillars here to find a Treasure Chest that holds 1 Speed Nut inside. Then, exit this place through the northeast exit and grab the Treasure Chest in this room to get 1 Empty Gourd. Afterwards, leave and in the previous room, exit to the southeast. In this area, climb the stairs here and in the next area above, push the Wooden Box 1 space to the southeast, then go back down the stairs.

Back in this area, follow the path and take out the 1 Fiery Hot Ghoul here, then climb up the stairs to the next area. In the next area, push the first Wooden Box near you 1 space to the northeast, then the next Wooden Box 2 spaces to the northwest, then the next Wooden Box 1 space northeast, then the final Wooden Box 1 space southeast. After this, climb the stairs and leave the area. In the next area, hit the Otenko Panel for a hint at what to do with the Lava Floors. Afterwards, use the Frost Lens on the Fireball you see to the north and grab the Treasure Chest behind it to get 3 Bomb Grenades. After this, grab the Treasure Chest to the southeast to get 1 See-All Nut. Next, follow the path and as you come down the stairs, check the east corner for a hidden Treasure Chest, holding 1 Fire Nut and then exit this area. In the next area, follow the path and remember that Wooden Box you just pushed down earlier? Well, now move it 4 spaces southwest into the hole and then exit this area. You'll appear outside now, so follow the path and ignore the Ravens here. Head down to where you see a Wooden Box and a Treasure Chest. Open it to get 1 See-All Nut, then push the Wooden Box 1 space northwest and then backtrack up and continue on and when you see two caves to enter, enter the one with the Hint Panel next to it.

Inside, grab the Treasure Chest here to get 1 Banana, then push the Wooden Box here 1 space northwest into the hole below. Next, check the corner of this room here for a hidden Treasure Chest, which holds 1 Fire Nut. After this, exit the room and go to the cave below this one. Once inside, follow the path and push the Wooden Box you find 1 space southeast into the hole below, then exit the cave and go back to the cave that's higher up and back inside, follow the path now and exit this area. In the next area, Otenko will explain to you about the Megarock Floor and how maybe you can use it as a Elevator. Anyway, afterwards, follow the path and enter the cave you come to. Inside is a Solar Station, which use it if you need to, otherwise exit this place. Back outside, follow the path again and then enter the cave and watch out for 3 Clay Golems here. Follow the path and open the Treasure Chest you find to get 1 See-All Nut, then continue on and at the east side of the room, climb up the stairs and near the Hint Panel, look for a hidden Treasure Chest, which holds 1 Speed Nut. Though, don't grab the Treasure Chest near here, since it's a Mimic. Ignore it and head south and grab the next Treasure Chest you see for 1 Green Apple.

Then, head west and check by the stairs here for a hidden Treasure Chest, which holds 1 Fire Nut and then head south and grab another Treasure Chest, which holds 1 Red Apple. Next, exit this room to the southwest and follow the path in the next room and exit here to go back outside. Follow the path and again, ignore the Ravens here and when you come to a Wooden Box, push it 1 space southwest into the hole below and then follow the path and grab the Treasure Chest you find to get 1 Green Apple. Then, use the Green Crystal here to heal yourself, then, backtrack to the room where you found all those Treasure Chests and this time, exit this place to the northeast by climbing the stairs. In the next area up here, follow the path and when you come to a Wooden Box, push it 1 space southwest into the hole below. Then, follow the path and climb up the stairs to the next

area. In this area, hit the Otenko Panel for a hint about the flames here. Afterwards, make your move when you can across them and exit this area. You'll come to a small room next, with a machine. Hit the Lever on it and you'll cause the Megarock Floor to change.

After Otenko talks to you, backtrack down to the floors below and back in the room with all those Treasure Chests, don't bother heading through the northwest exit, since it's now blocked by lava. Instead, go back to where the Green Crystal was and enter the cave there. As you make your way there, Otenko will talk to you some more about how the area has changed and note where you must head to next. Afterwards, just continue to make your way to that cave I mentioned. Now, once you enter the cave, be careful not to touch the ends of the gound here, as you'll get burned. Just make your way to the center where that giant Golem is and Otenko will explain to you what this is and some history about the Golems. Afterwards, follow the path north and climb the stairs and grab the Treasure Chest here to get 1 Fire Nut, then follow the path and grab the Treasure Chest to the west here to get 1 See-All Nut and then next to it, look for a hidden Treasure Chest to get 1 Solar Leaf, then check to the north of this hidden Treasure Chest for another hidden Treasure Chest, which holds 1 Fire Nut. After this, continue to follow the path and exit the room through the northwest exit here.

In the next area, watch out for 3 Fiery Hot Ghouls and head west and by the top of the stairs, look for a hidden Treasure Chest, which holds 1 Solar Nut. Then, follow the path and to the east, grab the Treasure Chest to get 4 Scan Grenades. Next, follow the path and head northeast and watch out for one of those Fiery Hot Ghouls here. Take him out, then grab ONLY the Treasure Chest that's more to the east here, which holds 1 Fire Nut, because the other is a Mimic. Next, continue on and before going after the final Fiery Hot Ghoul here, head down the stairs and put out the Fireball and continue on to find a Treasure Chest, which holds 1 Banana. Afterwards, continue back up and deal with the final Fiery Hot Ghoul or ignore him and exit to the southwest. In the next area, follow the path and ignore the first door you come to, since it's just Dark Loans. Continue on and ignore the next door you come to for a minute and as you reach another machine, you'll see Immortal pop up on the screen, as Otenko comes out and you see Sabata again. After another challenge, he disappears and after Otenko talks to you, you regain control. Now, backtrack to that door you just passed and enter it.

In this area, hit the Otenko Panel you find and listen to what Otenko says. As you go over to him, grab the Treasure Chest you see here to get 1 Bomb Grenade and then head east to the ledge and open the Treasure Chest here to get 1 Silver Coin. Now, go back to where you got the 1 Bomb Grenade and push the Wooden Box here 1 space northwest, then push the Wooden Box to the southwest 1 space southeast into the hole here. Next, push the Wooden Box to the northeast 1 space southwest, then 1 space southeast, then 2 spaces northeast into the pathway below, then go and move the Wooden Box you used to come down the stairs before 8 spaces northeast into the pathway below, then walk across and go down the stairs. Next, hit the Otenko Panel again and after Otenko tells you what to do, do it. First, head to the room to the northwest and in here, push the Wooden Box 1 space southwest into the hole. This will help you later on. Next, exit this room and go back to the Otenko Panel you just hit. Push the Wooden Box to the southwest 2 spaces southeast, then move the Wooden Box near the Otenko Panel 2 spaces northwest, then push it 3 spaces northeast and then 1 spaces southeast and now climb up the stairs and cross over to the next area.

In the northeast corner here, though, is a hidden Treasure Chest, which holds 1 Solar Nut, so grab it. Next, go over to the Wooden Boxes and push the one more to the northeast 1 space northwest to the floor below. Then, go back down and then move it 1 space northeast into the little area. Next, move the remaining Wooden Box up above 2 spaces northeast, then move it 4 spaces northwest to the floor below. Then, take the other Wooden Box and move it 2 spaces northwest, then 1 space northeast. Finally, take the remaining Wooden Box to the south and move it 4 spaces northwest, then 6 spaces northeast and then 1 space southeast and you're done. Whew. Ok, now climb up and exit this area. In the next area, follow the path west only if you wish to enter the Sun Bank. Otherwise, follow the path that leads to the exit to the northwest. In the next area, follow the path and climb up to the next area. In this area, hit the Lever and a block will fall done. After Otenko comments on this, exit and backtrack now to the room where you met Sabata near the Immortal sign. Next, follow the path and enter the next door you come to. In this area, there's 3 Fiery Hot Ghouls here, so be careful. Follow the path south and don't open the green Treasure Chest here, as it's a Mimic. Instead, open the one near it to get 1 Rising Sun Grenade.

Then, follow the path up and before you exit here, head north and grab the Treasure Chest here to get 1 Solar Nut. Then, exit this room and in the next room, follow the path and exit. Then, in the next room, follow the path and push the Wooden Box here 1 space southeast into the hole, then continue on and enter the door to the northeast. In here, hit the Lever here and another block will fall down. Next, backtrack to the room where you saw Sabata again and continue on the path north to the final room here. In this room, head north and grab the Treasure Chest to get 2 Flash Grenades, then head down the stairs, but before you do, check the area to the east for a hidden Treasure Chest, which holds 1 Red Apple. Then head down the stairs and watch out for 1 Fiery Hot Ghoul here. Go down the stairs nearby to get a Treasure Chest, which holds 1 Red Apple, then head north and if you have the Frost Lens, use it on the Lava Floor here to get 3 Treasure Chests, but don't open the Treasure Chest to the west, as it's a Mimic. Grab the other two, which hold 3 Bomb Grenades and 1 Speed Nut. Then, follow the path east and watch out for another Fiery Hot Ghoul here.

Get rid of him, then head west to find a Treasure Chest. Open it to get 1 See-All Nut. Then, as you try to continue on by going southeast, Otenko will come out and tell you you can't go on with how things are now. You must alter the floor somehow. So, before leaving, continue on and grab the Treasure Chest you see for 1 Speed Nut, then exit this room and go back to where the Immortal sign was with the machine. Hit the Lever and then the Megarock Floor will rise up. Now, first, go back to the room near the machine, the one where you last got a block to fall and you'll see it's changed. Ride the platform across, then follow the path and ride the next one across and quickly grab the Treasure Chest on the island here to get 5 Change Grenades, then get off the platform and get onto the next one and ride it over to get the Treasure Chest that was out of reach before, which holds 1 See-All Nut. Quickly run back and get onto the platform, then ride it over to the otherside and exit this room through there. In this room, follow the path and grab the Treasure Chest here to get 2 Rising Sun Grenades. After this, leave this room and then leave the previous room and head back to the final room, so you can hit the last Lever.

Back in the room where you need to hit the last Lever, follow the path north and get onto the platform, then get off it and wait to get on the next platform and ride it until it drops you off near a Treasure Chest. Grab it to get 1 Banana, then get back on it and ride it to the other area it takes you to. While you're waiting, ride the other platform over to get

the other Treasure Chest you see to get 1 Red Apple, then head east to find another Treasure Chest, which holds 1 Life Fruit. Now, simply backtrack to where the stairs are that lead to the Treasure Chest with the Banana and wait for the platform to come get you, so you can go to the next area. Once you're over to the next area, jump onto the next platform, then get off that and exit this area. In the next area, watch out for 4 Fiery Hot Ghouls here and grab the Treasure Chest near him to get 1 Speed Nut. Then, continue on and ignore the next Treasure Chest here, as it's a Mimic. Continue on and grab the next Treasure Chest you see to get 1 Solar Leaf. Then, leave this area and in the next one, you'll find the final Lever. Hit it and afterwards, backtrack to where the Immortal is and you can now cross over and fight it. Sabata will appear again and will summon Muspell, The Iron Giant From The Inferno, who you now must fight.

- Boss Battle: Muspell, The Iron Giant From The Inferno -

Strategy: Basically, all Muspell does is roll around and attack you, like any of the other Golems do. He can, though, punch you and cause avalanches of rocks and Fireballs to hit you with. He can also turn himself into smaller Golems to attack you with before reforming himself. The key to beating him is when he's rolling around in his ball, lure him to the edge and he should start to slip. Immediately hit him with Sunlight and keep it up and he'll fall into the lava and take damage. Just keep this up and you'll win.

Afterwards, Sabata will see you won and after some more talk, will tell you he's waiting for him in Sol City. After Otenko talks to you, grab the Coffin and head northeast and exit this room from there. You'll arrive in a small room, with a ton of Treasure Chests. Open all 6 of them to get 1 Red Apple, 1 Solar Leaf, 1 Rising Sun Grenade, 3 Bomb Grenades, 1 Solar Nut and 1 Banana. After this, head back to the room that's to the north of the machine near the Immortal sign. In this room, take the southwest exit and follow the path. Remember that Switch you passed by before when you went to go hit the Lever here? Well, put the Coffin on it and then go through the Lattice Door. (By the way, that one door with the Wooden Box stuck in it? We'll come back to that after you purify Muspell. You need the Flame Lens to destroy it.)

In the next room, push the Wooden Box 1 space southeast into the hole, then go back and grab the Coffin and then continue on in the next room. Ignore the Solar Barrier here and just head down the stairs into the next area. In the next area, just follow the path and exit this room. In the next area, you'll come outside again, so follow the path and enter the cave nearby. Inside, push the Wooden Box you see 1 space northwest into the hole and open the Treasure Chest here to get 1 Solar Nut. Then, simply just walk your way out of here and get back to the Pile Driver and you'll begin round 2 of this fight.

- Boss Battle: Muspell, The Iron Giant From The Inferno: Part 2 -

Recommended Bars Of Sunlight: 4 or more.

Strategy: Just like with fighting Garmr, you'll want at least 3-4 bars of Sunlight or things will get VERY rough. Though, I find for a very, very easy win, use those new Rising Sun Grenades you just got and watch Muspell's Health drop fast. Anyway, Muspell drops Fireballs on you, which

can hurt alot, plus he can Overheat one of the Generators. If you have it, use the Frost Lens to put the fire out, otherwise you'll be waiting. Anyway, just keep pumping Sunlight into the Generators and you'll easily win this.

Afterwards, you'll get the Flame Lens and his Guardian Seal will be broken. After Otenko talks to you, it's time to head back up to where the Immortal sign was in this place, so do so. (Note: If you don't have the Frost Lens, make a note and come back later and do this.) Once you reach the Wooden Box, use the Flame Lens on it and it'll explode, then enter the door. In this room, watch out for 3 Mummies and continue on and grab the Treasure Chest you see here to get 1 Fire Nut. Then, follow the path and in the next area, grab the Treasure Chest here to get 3 Bomb Grenades. Next, exit this room through the east exit and you'll appear outside. Ignore the Ravens as usual and follow the path and head west to find a Treasure Chest, which holds 1 X2 Carrot. Then, follow the path east and enter the cave you find. Follow the path here and then exit this room and you'll appear in a room with a Treasure Chest. Grab it to get 2 Rising Sun Grenades. After this, simply leave this place now.

- NN. Revisiting Bloodrust Mansion And Death Cliff [RBMD6.40] -

Items To Get: Banana x1, Life Fruit x1, Red Apple x1, Solar Nut x1 and Tiptoe Nut x1.
Gun Del Sol Parts To Get: Bomb Grenade x5.

Ok, well, since you now have the Flame Lens, it's time to go back and explore these two places, which held Treasures that you could get before. First, let's start with Bloodrust Mansion. Just use the Teleporter that's appeared outside of Fire Top Mountain and you'll teleport back to the first area. Then just make your way to Bloodrust Mansion. Inside, backtrack to where you were outside of the Mansion before and I told you not to head northwest and enter the door nearby. If you can't remember, use Bloodrust Mansion walkthrough to help you. Once you enter the door, follow the path and enter the next room. Here, switch to your Flame Lens and use it to melt the Ice Block. Then, climb up the stairs and in this area, just exit the room. You'll come outside, so ignore the Ravens as usual and head out onto the roof. Enter the first window you come to and in this area, melt the two Ice Blocks, then grab the two Treasure Chests here to get 1 Banana and 1 Tiptop Nut. Then, exit this area and continue on and enter the next window. Here, grab the two Treasure Chests you find to get 1 Red Apple and 1 Solar Nut.

Next, you'll find 4 Wooden Boxes. Move the southwest Wooden Box 1 space northwest, the northwest Wooden Box 1 space northwest, then the northeast Wooden Box 1 space northeast. Then, open the 3 Treasure Chests here to get 1 Red Apple, 3 Bomb Grenades and 2 Bomb Grenades. After this, leave Bloodrust Mansion and head to Death Cliff. Once there, head to the cave at the very beginning of the Dungeon that's to the northeast after the first screen and inside, you'll find a Ice Block. Melt it and you'll find a Treasure Chest, which holds 1 Life Fruit. Hopefully, this is another 4 for you, so your Life Gauge should go up now. Afterwards, you're done with everything you can do at this point, so, head back to Sealed Hill and exit it by taking the new path that's opened now. (That or go and do Permafrost now, THEN go through there, but hopefully, you're following my walkthrough to the tinstest detail. Heh, ah well, your game.) Anyway, once you get there, Otenko tells you about Sol City and how to get there and that you need a Item from the Delusion Forest before you can go there. After he

tells you where it is, which it's to the northwest, enter the next Undead Dungeon.

- OO. Remaining Tower [RETO6.41]-

Items To Get: Banana x1, (Square) Key x1, Red Apple x2, Silver Coin x1 and Speed Nut x1.

Gun Del Sol Parts To Get: Bomb Grenade x1, Change Grenade x2 and Crusader Frame.

As you start this area, follow the path and you'll find a Solar Station, with a Treasure Chest nearby. Use it if you need to, otherwise, grab the Treasure Chest to get 1 Bomb Grenade. Then, head north and check the area above the staircase (The big area, not the little area at the very top.) for 1 Change Grenade. Then, head north up to the very top of the stairs, since heading through the exit below leads to the exit to this place and you haven't killed the Undead Boss yet. Anyway, in the next area, there's a ton of Stone Blocks here. First, move the Stone Block to the southwest here 1 space northwest, then move the Stone Block to the northeast 1 space northeast and then head down the Elevator. Then, head up the stairs into the next area and here, look out for 2 Red Ghouls in the area. (These Ghouls are stronger than the Grey Ghouls and they now launch Maces at you along with everything else a Ghoul can do.) Then, head southwest to the Blue Door hear and in the east corner here, look for a hidden Treasure Chest, which holds 1 Red Apple. Then, grab the Treasure Chest nearby to get 1 Change Grenade and then head up the stairs to the northwest to exit this room.

In this room, head down the stairs and check by the area to the east by the stairs for a hidden Treasure Chest, which holds 1 Banana. Then, check the area to the northwest by the west side of the stairs for a hidden Treasure Chest, which holds 1 Speed Nut, then check the area to the east of the stairs for another hidden Treasure Chest, which holds 1 Red Apple. Next, watch out for a new type of enemy here, which I call the Red Mummy. This Mummy can throw out 3 Bombs now and are much tougher. Anyway, there's 4 of them here, so watch out. After this, head up the stairs and into the next area. Here, watch out for falling Spike Balls and head into the southwest exit and in this room, defeat the 1 Red Ghoul here and then open the Treasure Chest to get a (Square) Key. Then, backtrack to the previous room and exit to the southeast and in this area, follow the path and watch out for falling Spike Balls here and exit this room. In the next area, before heading through the Blue Door to fight the Undead Boss, enter the room to the northeast and in this small room, you'll see 4 Red Ghouls standing around and looking at the middle of the floor. Distract or kill them somehow and search the middle of that area to find a hidden Treasure Chest, which holds 1 Silver Coin. Then, exit this room and unlock the Blue Door and fight the Undead Boss.

- Boss Battle: Defeat The Armor! -

Strategy: Well, like the Sword and Axe, the Armor is alot tougher. All he does is walk around and try to hit you with his Sword or he'll do a spinning Sword attack, like Link from The Legend Of Zelda can do. Anyway, the best tactic here is to hit him from behind, so smoke flies off him. Otherwise, just blast him with Sunlight and he'll fall.

Afterwards, collect your random Item and another Treasure Chest, which holds a (Triangle) Key, then backtrack to the room with the other Blue Door and open it (Also, the Spike Balls are gone now, which is good.) and enter the next area. In this area, watch out for 1 Red Ghoul and enter the next area, after following the path. In this area, follow the path and climb the stairs into the next area. In this area, follow the path and head onto the Elevator and then head down and in this room, open the Treasure Chest here to get the Crusader Frame. Equip this now if you've still been using the Knight Frame and only Equip it if you're playing a stealth game. It's got a better Attack and Stun rate than the Knight Frame. Anyway, after this, push the Stone Block 1 space southwest, then follow the path and stop by the Sun Bank if you need to, otherwise, exit this place.

- PP. Wasteland Of Chaos [WASOC6.42]-

Items To Get: None.
Gun Del Sol Parts To Get: None.

Nothing here. Just head northwest into the next Undead Dungeon, which is actually the Delusion Forest that you need to head to.

- QQ. Delusion Forest [DELFO6.43] -

Items To Get: None.
Gun Del Sol Parts To Get: None.

Note: You can only do this area when it's daytime in the game. If it's night, change the clock to daytime to do this area. Also, when you start the puzzle, hit the Hint Panel for some advice about the sun.

As you start this area, follow the path and head into the next area to the northeast. In this area, Otenko will come out and explain what to do, which you need to head north once and then east 4 times and then 2 times north. After Otenko explains more about your shadow and the directions, note where your shadow is facing right now and use that to signal where north is. Then, simple head in the directions Otenko told you to and if you can't remember the directions, talk to Otenko and he'll tell you. Once you finish with this puzzle, you'll find the Solflower. Otenko will now be able to get you to Sol City and he explains you now need to go to Skyview Plaza.

Afterwards, collect your random Item (Which, hopefully you got S Rank here.) and then backtrack out of here. On your way out, hit the Hint Panel to read a funny note about that traveler. (Hey, he remind you of someone from Metal Gear Solid 1 and 2? ^_^) To leave this place, just head south, using your shadow. Afterwards, leave this place and back at Wasteland of Chaos, head northeast into the next Undead Dungeon.

- RR. Valley Of Ice [VALOIC6.44]-

Items To Get: Ice Nut x2, (Triangle) Key x1, Silver Coin x1 and Tiptoe Nut x1.
Gun Del Sol Parts To Get: Tornado Frame.

As you begin this Dungeon, head southeast and exit this first room. In this area, hit the Otenko Panel to get a hint about the puzzle, then push the Ice Block the most to the northeast to the southeast against the wall, then push the other Ice Block to the northeast, then push it to the southeast and you'll be able to climb up the stairs and continue on, so do so and exit this room to the northeast. In the next area, you'll see 3 Red Ghouls here. Anyway, dispose of them or get by them and exit this room to the northeast. In this small room, grab the Treasure Chest here to get a (Triangle) Key. Then, backtrack to the first room of this Dungeon and instead of going up to the Blue Door, exit this room to the northwest. In this area, hit the Otenko Panel for another hint at the puzzle, then move the nearby Ice Block northeast, then northwest and climb up the stairs and push the other Ice Block northeast. Then, destroy the other Ice Block and go over to the other set of stairs and push the remaining Ice Block northwest and follow the path now out of this area. Now, in this area, take out the 1 Red Ghoul, then enter the next area to the northeast. In this room, melt the Ice Block and you'll find a Treasure Chest, which holds the Tornado Frame inside.

I don't really recommend using it, though, for either game you may be playing. Anyway, now backtrack to the first room of this Dungeon and go ahead and open the Blue Door to that's more higher up to the northeast and then enter the room. In this small room, head down the stairs and in this area, don't open the Treasure Chest to that's not by the stairs here, as it's a Mimic. Instead, grab the other Treasure Chest, which holds 1 Ice Nut, then follow the path and exit this room to the west. In this area, follow the path and use the Solar Station if you need to, then to the east side of the pillar nearby and look for a hidden Treasure Chest, which holds 1 Tiptoe Nut and then exit this room to the southeast. Back in the previous room, just in a different part of it, follow the path and you'll have to cross a frozen floor and watch out for 2 Red Ghouls here. Anyway, head east across the frozen floor and you'll find a Treasure Chest, with 1 of the Red Ghoul's nearby. Open it to get 1 Ice Nut, then check to the southeast of that Treasure Chest for a hidden Treasure Chest, which holds 1 Silver Coin.

Then, head south and exit this room. In the next area, you'll have to solve another puzzle, which is simple. First, take the Ice Block to the southeast and move it northwest. Then, take the other Ice Block and move it southeast, then southwest. Next, melt the Ice Block that's more to the northeast and then move the remaining Ice Block southwest, then southeast, then northeast and then follow the path that's now complete and exit this room to fight the Undead Boss.

- Boss Battle: Annihilate All Enemies! -

Strategy: This is pretty easy. There's 3 Blue Mummies and 3 Blue Krakens. (The Blue Mummies are the same as the Red Mummy, but a bit stronger and the Blue Kraken is the same as the normal Kraken just a bit stronger.) Use the Flame Lens to make short work of the Blue Mummies and if the Blue Krakens get hurt, they grab the Blue Mummies to heal themselves. Wow, great teamwork, guys. Anyway, just take care of them, as it's not that hard.

Afterwards, collect your random Item, then open the other Treasure Chest here to get a (Square) Key. Now, backtrack to the start of this Dungeon and open the other Blue Door now and enter it. In this area, simple just

head northeast and you'll leave this place.

- SS. Road With No Road [ROWNR6.45] -

Items To Get: None.

Gun Del Sol Parts To Get: None.

Nothing here. Just backtrack to Wasteland Of Chaos and exit that area to the southeast into the next Undead Dungeon.

- TT. Scar Of The Land [SCOTL6.46]-

Items To Get: Empty Gourd x1, Fire Nut x2, (Triangle) Key x1, Life Fruit x1, Red Apple x1, Silver Coin x1, Solar Nut x1 and Speed Nut x1.

Gun Del Sol Parts To Get: Change Grenade x1 and Dagger Frame.

As you enter this Dungeon, follow the path and then exit this area to the southeast. In the next area, grab only the Treasure Chest near the stairs, because the other one is a Mimic. Inside the Treasure Chest is 1 Red Apple. Then, exit this room to the southwest, since the exit to the east is a Blue Door, which you don't have the Key to. In the next area, you'll see another "puzzle" that you must yet again have a Sunlight reading to do this. Make sure the Fiery Hot Ghoul gets by the Skylight, then allow him to cross over the pit and for him to hit the Switch. When he does, a Treasure Chest will appear, which holds 1 Life Fruit. Also, watch out for 1 other Fiery Hot Ghoul here. Now, check the dead end to the west of where you just got the Life Fruit for a hidden Treasure Chest, which holds 1 Change Grenade. Then, grab the other Treasure Chest nearby to get 1 Fire Nut. After this, exit the room to the southwest and in this area, watch out for 3 Fiery Hot Ghouls and a TON of Bats. Anyway, head north and grab the Treasure Chest you see to get 1 Fire Nut, then continue on and head east to get another Treasure Chest, which holds 1 Speed Nut. After this, climb up the stairs and follow the path and grab the next Treasure Chest you see to get 1 Empty Gourd.

Then, continue on and grab the final Treasure Chest here to get 1 Solar Nut, then go down the stairs, leaving this area. In this area, put out the Fireballs and open the Treasure Chests here to get 1 Silver Coin and the Dagger Frame. I don't really suggest you use it, though, for both of the games you may be playing. Anyway, follow the path here and exit this room to the southeast. In the next area, you'll find a puzzle awaiting you. There's 4 Switches on the ground and you may notice a Blue Ghoul is on the otherside of the wall, with a Switch nearby. You must use the 4 Switches here like a D-Pad and move the Ghoul to the Switch. Just tilt your Gameboy Advance to the left a bit and you should see the 4 Switches make a +. Now, each Switch you now see is the directions equal to what they are on your D-Pad. Also, you only need to quickly touch 1 of the Switches to make the Blue Ghoul move a little bit. So, hit one of the Switches and then go and see how far he moves, then make your next move. After he touches the Switch, enter the Lattice Door here and you'll fight the Undead Boss.

- Boss Battle: Defeat The Armor! -

Strategy: This guy's pretty simple, actually. Just like last time, the

Armor uses the same tactics, except this one's fire based, so use the Frost Lens on him and watch him quickly fall. Rather easy, huh?

Afterwards, collect your random Item and then open the other Treasure Chest to get a (Triangle) Key. Now, backtrack to the room near the beginning of this Dungeon and use the (Triangle) Key there to open the Blue Door and enter it. In this area, watch out for 4 Blue Mummies and then exit this room to the southwest. In the next area, you'll have to hit all the Switches down, so start walking around and attempting to do so. (There's one "hidden" Switch that's out of sight near the Lattice Door to the southwest, so make sure you get that one.) After you get the puzzle solved, enter the Lattice Door to the southwest and exit this area. In the final area here, just follow the path and leave this place.

- UU. Dead Grassfield [DEGRA6.47] -

Items To Get: None.
Gun Del Sol Parts To Get: None.

Nothing here. Just head northeast into the next Undead Dungeon.

- VV. Forgotten Tomb [FORTO6.48] -

Items To Get: Banana x1, Empty Gourd x2, Life Fruit x1, Red Apple x3, See-All Nut x1, Silver Coin x1, Solar Leaf x3, Solar Nut x4 and Speed Nut x1.
Gun Del Sol Parts To Get: Bomb Grenade x1, Change Grenade x2, Flash Grenade x2 and Swordsman Frame.

As you enter this area, check each dead end to the northwest in this area for 3 hidden Treasure Chests, which hold 1 Empty Gourd, 1 Solar Leaf and 1 See-All Nut. After you get these, head northeast and enter the next area. In this area, watch out for a new enemy, the Iron Golems. They're stronger than the normal Golems and that's about it. There's only 1 here, but still, watch out. Anyway, exit this area to the more northeast exit and in this area, watch out for 1 Red Ghoul, then exit this area to the northwest. In this area, there's a Solar Station, so use it if you need to, otherwise, backtrack to the previous area, then backtrack to the other area and now take the northwest exit that's the most northwest. (Ignore the other northeast path, as it leads to the exit here, but you haven't beaten the Undead Boss yet.) In this area, follow the path and grab the Treasure Chest here to get 1 Flash Grenade. Then, backtrack to the previous screen and take the other northwest exit now. Back in this area now, just a different area, follow the path and grab the Treasure Chest to the southwest to get 1 Solar Nut. Then, follow the path and watch out for 4 Red Ghouls and after you get by the first Red Ghoul, head northeast and check along the wall (After you go down the stairs) for a hidden Treasure Chest, which holds 1 Flash Grenade.

Then, head northwest and grab the Treasure Chest here in the dead end to get 1 Solar Leaf, then go ahead and head up the stairs all the way to the north and check the dead end here for a hidden Treasure Chest, which holds 1 Change Grenade. Then, follow the path and grab the 2 Treasure Chest to the northeast and southwest to get 1 Bomb Grenade and 1 Red Apple. Now, backtrack all the way to the southwest and continue on here, where you'll see a set of stairs leading down into the next area. Head to that and as

you do, collect the Treasure Chest to the south to get 1 Solar Nut, then follow the path and head down the stairs once you reach them. In this area, look out for 4 Red Ghouls here and grab the 3 Treasure Chests you see to get 1 Silver Coin, 1 Life Fruit and the Swordsman Frame. If you're playing a kill everything game and whatnot, use this Frame, otherwise, keep using the Crusader one. Afterwards, backtrack out of here and in the previous area, exit to the northeast. In the next area, you'll find a Solar Station, so use it if you need to, otherwise, exit this area to the northeast and in this area, head northwest to the stairs, but check to the north of them in the little corner for a hidden Treasure Chest, which holds 1 Solar Nut, then head up the stairs and follow the path and grab the Treasure Chest you find to get 1 Red Apple.

Next, watch out for 4 Red Ghouls here and follow the path east and in the dead end corner to the east, you'll find a hidden Treasure Chest, which holds 1 Solar Leaf, then head up the stairs nearby here and follow the path to get another Treasure Chest, which holds 1 Change Grenade. After this, follow the other path now and collect the Treasure Chest you come across to get a Empty Gourd, then continue heading northwest up the stairs and grab the Treasure Chest you see to get 1 Red Apple, then follow the path to the west and grab the Treasure Chest you see to get 1 Solar Nut, then grab the other Treasure Chest nearby to get 1 Banana. After this, just follow the path all the way up and grab the Treasure Chest to the east to get 1 Speed Nut, then go ahead and enter the door to the northeast, which leads to the Undead Boss.

- Boss Battle: Defeat The Armor! -

Strategy: Just like the other two times you fought him, he has the same moves as before. This time, though, he's ice based, so use your Flame Lens on him to get really good damage delt to him. Just keep blasting away at him and he'll fall. Easy, huh?

Afterwards, grab your random Item and then backtrack to the area with the 4 exits is and take the northeast lower path now that I told you not to before and then in this area, leave this place.

- WW. Ancient Battlefield [ANCBA6.49] -

Items To Get: None.
Gun Del Sol Parts To Get: None.

Nothing here. Just head northeast to the next area.

- XX. Intersection Of Fate [INTOFA6.50] -

Items To Get: None.
Gun Del Sol Parts To Get: None.

Nothing here...yet. Just head southwest into the next area.

- YY. Northwind Passage [NORPAS6.51]-

Items To Get: None.

Gun Del Sol Parts To Get: None.

Nothing here. Just head northwest into the final Undead Dungeon in this area. (Note: The path to the Abyss isn't a road and you have to go off the road, so just incase you don't see a road leading to the northwest, walk onto the grass and you'll find it.)

- ZZ. Abyss [ABY6.52] -

Items To Get: Banana x1, (Square) Key x1, (Triangle) Key x1, Life Fruit x1, Red Apple x1, Silver Coin x1 and Speed Nut x2.

Gun Del Sol Parts To Get: Javelin Frame.

As you begin this Dungeon, hit the Hint Panel if you want to, but it's nothing really useful. Now, follow the path and exit this room by heading northwest. In this area, watch out for one Blue Mummy and if you have at least 1 bar of Sunlight, you'll see a path here. Follow it across and into the next area. In this small room, look at the Hint Panel and it'll tell you a button combination, the old Konami Code as it's known by. After you read it, push the button combination you just saw and a Treasure Chest will appear, so grab it to get 1 Life Fruit, then leave this area and head to the west and exit this room. In this area, you'll have to solve another puzzle, but I'll guide you through it. Use the Otenko Panel for a hint, then, take and move the northeast Stone Block 1 space northwest into the hole, then follow the path and push the other Stone Block 1 space southeast and then 1 spce northeast. Now, move the other Stone Block 1 space southwest, then 2 spaces southeast, then move the other Stone Block 3 spaces northeast and you'll finish this puzzle. Now, follow the path across and exit this room.

In this room, just grab the Treasure Chest here to get a (Triangle) Key. Now, backtrack to the first room of this Dungeon and take the northeast exit and in this area, you'll find 4 Red Ghouls here. Deal with them, then check the southeast corner in this room to find a hidden Treasure Chest, with 1 Banana inside, then check the southwest side of the pillar nearby for another hidden Treasure Chest, which holds 1 Speed Nut. Then, grab the Treasure Chest you can see here to get 1 Red Apple, then follow the path and head to the Blue Door to the northeast and exit this room. In this area, follow the path and if you have at least 1 bar of Sunlight being read, you'll see another path for you to take, leading to two Treasure Chests, which holds 1 Speed Nut and 1 Silver Coin. Then, follow the path and exit this area to the northwest. In this area, watch out for 3 Red Ghouls here and then exit to the northwest. In this small room, use the Solar Staton if you need to, otherwise exit and leave this room and in the previous room, exit to the northeast. In this room, you need to solve another puzzle, which is rather easy.

Hit the Otenko Panel if you wish to, then move the Stone Block near you 1 space northeast, then 2 spaces southwest. Then, move the other Stone Block 1 space southeast, then 1 space southwest, then 2 spaces northwest onto the Switch, then 1 space southwest onto the other Switch. Now, take the remaining Stone Block 1 space northeast, then 3 spaces northwest. Then, enter the Lattice Door and exit this room and in the next small room, grab the Treasure Chest here to get a (Square) Key. After this, backtrack to the room with the other Blue Door and unlock it now and enter it to fight the Undead Boss.

- Boss Battle: Defeat The Axe! -

Strategy: Yet again, just the same old strategy from the last time you fought the Axe. Just blast it with Sunlight from any of your Lenses that can deal damage and watch out for his same old attacks and you'll come out victorious.

Afterwards, grab your random Item and then exit this room to the northwest and in this small room, open the Treasure Chest here to get the Javelin Frame. Though, if you open this before you go to Sol City...well, you're infected with the Kaamos. Sorrowful Girl will appear and explain to you what it is and after Otenko tries to figure out who she is, she can't let you go to Sol City and disappears. Otenko will talk to you and afterwards, you'll be left with the Kaamos. Now, to get rid of this, you can either wait 5 days and it'll go away or you can cheat your clock and make it 1 minute before Sunrise near the Solar Tree and when it hits Sunrise, the Solar Tree will spray dew onto you if you're under it and it'll heal you. I think you'll want to go for the latter. Anyway, head there now and do so, IF you opened the Treasure Chest BEFORE you went through Sol City.

As you exit the Abyss, Sabata will appear and talk to you, telling you that Carmilla did this to you and explains how long the curse will last. After some more talk, he'll leave and Otenko will explain for a better way to remove this curse. (Which is what I just told you.) After he's done talking, go to the Solar Tree and do your business, IF you did all this. Either way, once you're ready, head back to the Intersection Of Fate and this time, head northeast into the next area.

- AAA. Skyview Plaza [SKYPL6.53] -

Items To Get: None.
Gun Del Sol Parts To Get: None.

Nothing here, except Otenko creates something called the Warp Magic Square (But...it's a circle...) to fly to Sol City. Well, since you have nothing else to do, step inside and you'll fly to Sol City.

- BBB. Sol City [SOLCI6.54] -

Items To Get: Banana x8, Blueshroom x1, Empty Gourd x1, Fast Carrot x2, Gold Apple x1, Green Apple x23, Heal Fruit x1, Life Fruit x1, Red Apple x6, Redshroom x7, Silver Coin x1, Solar Nut x4, Speed Nut x12, Tiptoe Nut x8 and X2 Carrot x1.
Gun Del Sol Parts To Get: Bomb Grenade x22, Earth Lens, Flash Grenade x7, Quad Battery and Scan Grenade x8.

Note: To make this part easy, do it during the day.

Once you arrive here, Otenko will talk to you and afterwards, exit this room to the northeast. In the next area, if you have any bars of Sunlight, you'll notice the wind is pushing you, after Otenko tells you about this and talks to you. The more Sunlight you have, the stronger the wind. If you have no Sunlight, then there's no wind. Anyway, follow the path and

when you reach the staircase, search the middle of this platform for a hidden Treasure Chest, which holds 1 Heal Fruit. Then, head northwest and grab the Treasure Chest you see here to get 1 Green Apple, then climb the stairs here and grab the Treasure Chest up here to get 1 Speed Nut. Then, backtrack and follow the path southeast now, since the stairs you passed earlier are destroyed. Now, grab the Treasure Chest to the northwest to get 1 Empty Gourd. Then, continue to follow the path and grab the next Treasure Chest you see near the stairs to get 1 Redshroom, then head up the stairs here and grab the Treasure Chest here to get 1 Tiptoe Nut, then follow the path again and then exit this area to the northeast. In the next area, grab the Treasure Chest you see here to get 1 Speed Nut, then enter the next area to the northeast.

In this room, head through the door to the northeast and in this small room, use the Solar Station if you need to, otherwise, leave and follow the path and to the northeast is a Treasure Chest, which holds 1 Solar Nut. Now, follow the path and grab the Treasure Chest you see to get 1 Redshroom, then, you'll see a air vent nearby, which you can't fit through. To do so, use a Redshroom and Django will shrink down and you can go into the air vent. Do so, then let Django grow back and check the southeast corner here for a Blueshroom, then exit this room to the northeast and in this room, head southeast and exit this room for a second. In this area, hit the Otenko Panel to learn what Solar Mirrors are and afterwards, you'll meet a new enemy here called Cockatrice. All they can do is fly around and shoot Stone Shots at you, which can turn Django to Stone for some time, but it can also turn the Cockatrice to Stone as well, thanks to the Solar Mirrors. Anyway, head through both doors to the northeast, which hold 2 Treasure Chests, which hold 1 Redshroom and 1 Speed Nut. After this, backtrack to the previous room and then head back to the other previous room and here, head up the stairs and grab the Treasure Chest here to get 1 Redshroom, then use a Redshroom to go through the air vent here.

Now, you'll appear in a new area and before continuing on, wait until Django grows huge again. Next, watch out for 1 Iron Golem here, then head through the door to the northwest and here and in this room, follow the path and exit to the southeast and back in the previous room, follow the path and grab the 2 Treasure Chests here to get 1 Redshroom and 1 Bomb Grenade. Then, follow the path and grab the other Treasure Chest here to get 1 Redshroom. Then, exit this area to the southeast, but not through the air vent, but through the regular door. In this room, open the Treasure Chest here to get 1 Banana, then backtrack and enter the air vent here and follow the path and exit this room again. In the next area, follow the path and push the Block here 1 space southwest into the hole and then head down the stairs and hit the Lever. An Elevator will appear, so go down and get on it and it'll bring you to the next area. In this small room, exit to the southwest, and outside head northeast and grab the Treasure Chest you see to get 1 Tiptoe Nut, then exit this area to the northeast. In this area, you'll see Sabata and after some talk, he'll attack you.

- Boss Battle: Sabata, The Dark Boy -

Strategy: You can't hit him if you try, so don't bother. Just walk around and attack or just stand still and wait it out and after a while, the battle will end.

Afterwards, Sabata will offer you another challenge and leave and after

Otenko talks to you, head southwest and exit this area. In the next area, use a Redshroom and go through the air vent, then wait to grow big again and watch out for 2 Iron Golems here, then head north and open the Treasure Chest here to get 4 Scan Grenades and then head south and open the Treasure Chest here to get 1 Red Apple, then head northwest and climb up the stairs and search around here for a hidden Treasure Chest, which holds 5 Bomb Grenades. Then, use a Redshroom and go through the air vent to the northwest and exit to the northeast into the next area. Back where you fought Sabata, head northeast, as it doesn't matter which path you take, it leads to the same area. Now, head to the very east of this area and to the southeast, check around for a hidden Treasure Chest in the trees to get 1 Silver Coin, then watch out for 1 Iron Golem here.

Now, head north and enter the building more to the northwest and in here, you'll find a Treasure Chest, which holds 2 Bomb Grenades, then search to the northwest of this to find a hidden Treasure Chest which holds 1 Fast Carrot. Now, exit this room, then head east into the building here and you'll be locked in, with a puzzle to solve. Hit the Otenko Panel on the wall here and after you get a hint, here's the puzzle you have to solve: $6x??4=3$. The solution for the two ?? is 2 and the division side. Just push them into place and once you do, a Treasure Chest will appear, so grab it to get 20 Green Apples! Wow! Afterwards, exit to the northeast and outside, head northwest and enter the next area. Here, you'll fight a Undead Boss, so get ready.

- Boss Battle: Annihilate All Enemies! -

Strategy: Really easy. You have to fight 3 Iron Golems. Just end this and move on.

Afterwards, a Treasure Chest will appear, so grab it to get the Earth Lens. After this, head northwest and you'll fight another Undead Boss.

- Boss Battle: Annihilate All Enemies! -

Strategy: Again, really easy. You have to fight 3 Cockatrices, so just end this and move on.

Afterwards, three Treasure Chests will appear, so open them to get 5 Bananas, 5 Tiptoe Nuts and 5 Speed Nuts. After this, head northeast and exit this area. In the next area, you'll be moving across platforms here, so go down and step on the platform here and ride it over to the next area and open the Treasure Chest here to get 1 Green Apple, then ride the platform to the southeast here to the next area and climb up the stairs and ride the other platform over and grab the Treasure Chest here to get 1 Solar Nut. Then, backtrack over to the area with the stairs and ride the platform to the northeast now and on the next area, grab the Treasure Chest here to get 1 Red Apple, then head down the stairs and ride the platform here to the next area and grab the Treasure Chest here to get 1 Red Apple, then backtrack to the previous area here and ride the northeast platform here now to the next area, which will put you on solid ground again. (Also, there was a Elevator platform in the previous area which you could've taken, but you'll end up in the same place and going this way instead nets you more Items.) Now, go ahead and enter the next area and in this area, enter the door to the northeast here and in this small room, you'll find a Solar Station.

Use it if you need to, otherwise, exit and in the previous room, head northeast and follow the path and watch out for 4 Iron Golems here. Anyway, continue and grab the Treasure Chest to the east to get 1 See-All Nut, then head southwest and you'll find 4 Treasure Chests, but don't open the one second to the southwest, as it's a Mimic. Anyway, the rest hold 1 Banana, 5 Bomb Grenades and 1 Speed Nut. Next, backtrack and head to the northwest part of this area and climb up the stairs and in this area, watch out for 2 Cockatrices and follow the path and grab the Treasure Chest you come across to get 1 Green Apple, then head southeast to find another Treasure Chest, but watch out for a ton of trap doors here and open it to get 2 Bomb Grenades. Next, head northeast and grab the two Treasure Chests here to get 1 Redshroom and 4 Scan Grenades. Then, head northwest and open another Treasure Chest to get the Quad Battery. Equip this immediately, as it's better than the Triple Battery, then follow the path and enter the door here and in this room, you'll see a Elevator, so ride it up and in the next area, head northeast and exit this room. Back outside, you'll see a old plant near a ledge. Use the Earth Lens on it and it'll grow back to normal and you can climb up it.

Do so and then do the same to the next plant and follow the path now and grab the Treasure Chest here to get 1 Fast Carrot. After this, exit this area by heading northeast into the next area. In this huge room, you'll have to solve 4 puzzles before you can continue on, which you mainly need to get 4 Cockatrice Statues lit up. It's actually pretty easy, so let's get started. In this area, head north and grab the Treasure Chest you see here to get 1 Redshroom, then continue to head northeast and grab another Treasure Chest, which holds 2 Bomb Grenades. After this, head southwest and exit this room and you'll arrive outside. Watch out for 1 Iron Golem here and head southwest now, up the stairs and follow the path. Use the Earth Lens on the plant here and then use it on the plant to the southeast, then head north and watch out for another Iron Golem here. Get by him and enter the door to the northeast if you want to, otherwise, head back to where you entered this area and this time, head east and enter the other door you see here. Inside again, follow the path and use the Earth Lens on the plant here and grab the Treasure Chest to the north before you move on to get 4 Flash Grenades. Then, continue on and use the Sun Bank you see nearby if you need to, otherwise exit this area to the east by entering the door.

In this area, watch out for 1 Grey Ghoul and grab the Treasure Chest here to get 1 Red Apple. Then, follow the path up the stairs into the next area. In this area, head southwest and grab the Treasure Chest here to get 1 Speed Nut, then head northeast up the stairs and Otenko will come out and start to note the puzzle to you. Anyway, you must get the Male Cockatrices Statues that are shooting the Stone Shots to hit the Female Cockatrices Statues here. Once you get all 4 Female Cockatrice Statues hit, the puzzle is solved. So, first, head north and grab the Treasure Chest here to get 1 Solar Nut, then head southwest and follow the path around the building here and at the end of it, you'll find another Treasure Chest, which holds 1 Red Apple. Next, head southwest and you'll find the first Male Cockatrice Statue here, but first, head northwest and grab the Treasure Chest you find to get 1 X2 Carrot. Then, backtrack and climb up the stairs near the Male Cockatrice Statue and you'll see some Blocks. Move the first Block 1 space northeast into the hole and while you do this, watch out for the Stone Shot the Male Cockatrice Statue is firing. Then, move the other Block now 1 space northeast into the hole and then get out of the way and the Stone Shot will hit the first Female Cockatrice Statue, opening all the Lattice Doors here in this area.

Now, first, head northwest through the Lattice Door here and then head southwest and enter the door you see. In this dark room, watch out for 1 Grey Ghoul and grab the Treasure Chest to the northwest to get 3 Flash Grenades, then just exit the room to the southwest and in this area, head down the stairs, just so you can fill your Map in so you don't think you missed anything, then backtrack to where you entered the Lattice Door. Don't enter it and instead, head northwest now and follow the path and climb up the stairs into the next area. In this area, follow the path and you'll come across 4 Male Cockatrice Statues. Here's the second puzzle now. First, you see how they're all lined up? Well, the 3rd Male Cockatrice Statue going up northeast, ahead of him is a Solar Mirror to the northwest. Turn it so the Stone Shot goes the other way, then turn the next Solar Mirror that the Stone Shot goes to, turn the next Solar Mirror it goes to, then turn the next Solar Mirror the Stone Shot goes to. After this, the Stone Shot should go straight, but a Solar Mirror is blocking its path to the Female Cockatrice Statue, so simply destroy it and the Stone Shot will hit the Female Cockatrice Statue and you'll solve this part of the puzzle.

Now, backtrack to where you entered the Lattice Door and enter through it now and back in the area with the building with the 4 Female Cockatrice Statues on it, head southeast through the Lattice Door you see here and enter the next area. In this area, follow the path and watch out for 2 Cockatrices here. Anyway, hit the Solar Mirror that's to the northeast and turn it, then turn the Solar Mirror to the west, then turn the Solar Mirror to the southeast, then destroy the Solar Mirror to the northeast and the Stone Shot will then hit the Female Cockatrice Statue and you'll solve this part of the puzzle. Only one left to do now. Before you leave, head northwest and follow the path and you'll find a Treasure Chest, which holds 1 Gold Apple. After this, backtrack and exit this area and back in the main area, head northeast now through the Lattice Door here and in this area, watch out for 2 Cockatrices and head north and grab the Treasure Chest you see here to get 1 Tiptoe Nut, then head northeast to the very corner of this area and look for a hidden Treasure Chest, which holds 1 Speed Nut. Then head west and collect the two Treasure Chests you see here to get 1 Banana and 1 Speed Nut.

After this, head over to the Male Cockatrice Statue and turn the Solar Mirror that's in front of him and follow where the Stone Shot goes and turn that Solar Mirror that it hits. Then, follow the Stone Shot again and turn the next Solar Mirror that it hits and follow the Stone Shot again, but destroy the next Solar Mirror it hits and then the next Solar Mirror the Stone Shot goes to, turn it, then finally, the final Solar Mirror the Stone Shot goes to, turn that one and it'll hit the Female Cockatrice Statue. After you see an Elevator appear and go inside the building, backtrack to the main area now and before you enter the building, climb up the stairs near it and follow the path and grab the Treasure Chest here to get 1 Life Fruit, which will yet again hopefully if you have 4 of these, increase your Life Gauge. After this, enter the door to the building and in this room, Otenko will talk to you and afterwards, ride the Elevator up. In the next area, grab the 4 Treasure Chests here to get 5 Bomb Grenades, 2 Red Apples and 1 Solar Nut. Then, enter the door to the next area and in this room, follow the path and you'll hear some voices.

After Otenko appears and wonders what's going on, Sabata will appear and catch you listening in and tells you to go ahead and meet Carmilla. Before you do, Otenko goes in to see if it's a trap and you'll hear him scream. Django will run in and meet Sorrowful Girl again and see Otenko is dead and after some more talk, you'll have to fight Carmilla, The Banshee Deathbringer.

- Boss Battle: Carmilla, The Banshee Deathbringer -

Strategy: For a Immortal, Carmilla's actually pretty easy. Her attacks consist of throwing out a ton of Solar Mirrors and firing Stone Balls at you and whipping her Tail out at you, which she can also do a sweep attack with it if you're close enough and if you take long enough, she'll throw a TON of Stone Shots and Stone Balls at you, that and she can summon 2 Red Cockatrices to fight you. They're stronger than normal Cockatrices, so watch out. To easily beat her, use the Solar Mirrors to your advantage and throw the Stone Ball back at her. Her Tail is her weak point, so get the Stone Ball over there for MASSIVE damage. Once she's hit, she'll destroy the Solar Mirrors and try to hit you with her Tail, then she'll create more Solar Mirrors and the process starts again. Just keep doing this and you'll win.

Afterwards, Otenko will tell you to take her to the Pile Driver now, so backtrack through this place now and get there. Once you arrive there, put the Coffin into the Pile Driver and get ready for round 2.

- Boss Battle: Carmilla, The Banshee Deathbringer: Part 2 -

Recommended Bars Of Sunlight: 2 or more.

Strategy: Well, this is actually pretty easy, compared to the other Immortal fights. You can actually get by this Boss Battle with just 2 bars of Sunlight easily. All Carmilla does is throw Stone Balls at you or fires a whole bunch of them out, while fighting off the Sunlight. Rather easily, actually. If you have any Rising Sun Grenades, this will go by even faster, let alone if you have more than 2 bars of Sunlight being read. Anyway, just keep it up and she'll fall eventually.

Afterwards, her Guardian Seal near Skyview Plaza will explode, then Sabata will appear and explain to you what's going on and about this new Dark Castle that is the Queen's. Before he can continue, though, a mysterious voice calls him back and he leaves. After this, go ahead and leave Sol City. Once you leave, Otenko will tell you that the Solar Tree is calling. (I thought he died?) Anyway, don't bother heading back there, as there's nothing to get or do there. Anyway, just exit Skyview Plaza by heading northeast now and you'll enter the next area of the game.

- CCC. Taboo Hill [TABOHI6.55]-

Items To Get: None.
Gun Del Sol Parts To Get: None.

Nothing here, but you have a two options at the present. 1. You can either head east into the next area, Door To Darkness and use the Teleporter here to go to the final area of the game or you can go around here and finish the final 4 Undead Dungeons and get some more Items. Either way, it's up to you, but I'll do the 4 Undead Dungeons first, so if you don't wish to, skip ahead and find where I start the Dark Castle walkthrough. Now, first, head north and exit this area to enter the first Undead Dungeon.

Items To Get: Blueshroom x1, Empty Gourd x1, Gold Apple x2, (Square) Key x1, (Triangle) Key x1, Life Fruit x1, Red Apple x4, Redshroom x1, Silver Coin x2, Solar Nut x4 and Speed Nut x2.

Gun Del Sol Parts To Get: Bomb Grenade x4 and Change Grenade x3.

As you begin this Dungeon, follow the path and exit this area to the north. In this area, grab the Treasure Chest you see to get 1 Red Apple, then follow the path and exit this room to the northwest, as the door to the northeast leads to the exit to this place, but you haven't killed the Undead Boss yet. Anyway, in the next area, check the north corner of the stairs here near the Sun Bank to find a hidden Treasure Chest, which holds 1 Speed Nut. Then, if you need to, use the Sun Bank and when you're ready, head northwest and grab the Treasure Chest here to get 1 Red Apple, then enter the door here and ignore the stairs you just passed by, as you'll be back later. In this area, don't bother hitting the Otenko Panel, since Otenko isn't even with you anymore. To solve this puzzle, go up the stairs and push the Wooden Box here 1 space northwest, then push the Wooden Box that's most to the east 2 spaces northwest. Next, push the other Wooden Box now 2 spaces northeast, then 1 space northwest, then push the Wooden Box on the stairs 2 spaces northeast and you'll finish this puzzle. Follow the path now and exit this room to the southwest and in this small area, just enter the door to the northwest.

In this area, look out for 2 Red Ghouls here, then check the corner to the northwest here for a hidden Treasure Chest, which holds 1 Redshroom, then go down the stairs and check the corner here for another hidden Treasure Chest, which holds 1 Blueshroom. Then, grab the Treasure Chest you can see here to get a (Triangle) Key. Next, backtrack to where those stairs were that you saw before and climb them and watch out for 2 Red Ghouls here and open the Blue Door and enter it. In this area, climb up the stairs to the north and search the corners of this area to the northeast for 2 hidden Treasure Chests, which hold 2 Solar Nuts. Then, continue on and watch out for 3 Red Ghouls here and enter the door to the northwest and in this area, there's another puzzle to solve. First, climb the stairs and push the Wooden Box that's to the southwest here 1 space northwest onto the floor, then push the other Wooden Box here 1 space northeast onto the floor. Next, go down and move the Wooden Box on the floor 1 space northeast, then go back up and push the Wooden Box on the other platform 1 space northwest, then 4 spaces southeast, then 1 space northwest and then 2 spaces northeast and onto the floor.

(Also, again, ignore the Otenko Panel here, since Otenko is dead.) Now, just crossover and grab the Treasure Chest here to get a (Square) Key. Now, exit this room and in the previous room and here, open the Blue Door and enter it and in this room, head north and grab the Treasure Chest here to get 1 Solar Nut, then ride the Elevator up and grab the 3 Treasure Chests here and not the 4th one that's the farthest to the northeast, as it's a Mimic, but open them to get 1 Red Apple, 4 Bomb Grenades and 1 Silver Coin. Then, head back down the Elevator and exit this area to the northeast. In this area, ignore the door to the northeast and climb up the stairs. Now, watch out for trap doors here and 4 Red Ghouls and make your way to the area in the middle and fall down the trap door here. You'll appear in a lower room, with a Treasure Chest. Grab it to get 1 Life Fruit. Then, push the Stone Block here 1 space southeast and head northwest to find two Treasure Chests here, but only open the one more to the southwest, which holds 3 Change Grenades, since the other is a Mimic.

Now, check to the northeast of the Mimic to find a hidden Treasure Chest, which holds 1 Gold Apple. Then, follow the path out of here and grab the two Treasure Chests on the way out to get 1 Solar Nut and 1 Red Apple and exit this place to the southwest.

Back in this room now, follow the path and exit to the northwest, watching out for trap doors as you go. In this area, use the Solar Station if you need to, then exit this room to the northeast and in this area, grab the two Treasure Chests here to get 1 Empty Gourd and 1 Speed Nut. Then, before you enter the door here to fight the Undead Boss, climb the stairs and enter the door here to the northeast and in this room, search both areas, to the northwest and southeast for 2 hidden Treasure Chests, which holds 1 Silver Coin and 1 Gold Apple. After this, backtrack and enter the other door now and fight the Undead Boss.

- Boss Battle: Defeat The Armor! -

Strategy: Eh, it's just the same Boss Battle as the other times you fought him, but this time, he has no real weakness, so just hit him with whatever and watch out for his usual attacks. Just blast him and after a while, you'll win this.

Afterwards, collect your random Item, then backtrack to the second room in this Dungeon and now take the northeast door here and in this room, leave this place.

- EEE. Cursed Road [CUROA6.57]-

Items To Get: None.

Gun Del Sol Parts To Get: None.

Nothing here. Just head northeast to enter the next Undead Dungeon.

- FFF. Fire Dragon's Grave [FIDRG6.58]-

Items To Get: Gold Apple x2, (Triangle) Key x1, Red Apple x1, See-All Nut x2 and Silver Coin x1.

Gun Del Sol Parts To Get: Bomb Grenade x2, Change Grenade x1 and Flash Grenade x1.

As you start this Dungeon, head northeast and enter the next room. In this area, watch out for 3 Fiery Hot Ghouls and head southeast and check the corner here for a hidden Treasure Chest, which holds 1 Change Grenade. Then, head north across the lava pit and search behind the pillar to the north here to find another hidden Treasure Chest, which holds 1 Gold Apple. Then head south and grab the Treasure Chest here to get 1 See-All Nut. Then, exit this room to the northwest, since the exit to the northeast leads to the exit of this Dungeon and you're not done yet and the exit to the southeast is a Blue Door, which you have no Key for. Now, in this area, look out for 4 Iron Golems and exit to the northwest. In this area, follow the path and grab the Treasure Chest here to get 1 See-All Nut, then continue on and grab the other Treasure Chest here to get a (Triangle) Key and then backtrack to the previous room and exit to the northeast now and in this room, you'll have to do a puzzle here. It's

pretty simple, actually. Use some Bomb Grenades or a Rising Sun Grenade to kill the Red Ghoul here and when he's dead, the Lattice Door will open, since he's no longer standing on the Switch. Then, just exit to the southeast and in this area, grab the Treasure Chest here to get the Juggler Frame.

I don't suggest you use it, unless you need to hit VERY far away objects, so save it to use for those instances. Just keep using whatever Frame you are using right now. Now, backtrack to the room with the Blue Door is and open it now and enter it. In this area, check the west corner to find a hidden Treasure Chest, which holds 1 Red Apple, then follow the path and grab the Treasure Chest you see here to get 1 Bomb Grenade, and watch out for 2 Red Ghouls here. Now, before heading out of this room to the southeast, head down the stairs and check the north corner here for a hidden Treasure Chest which holds 1 Gold Apple, then grab the Treasure Chest to the south to get 1 Flash Grenade, then exit this room to the southeast. In this area, follow the path and step on the platform here and grab the Treasure Chest over here to get 1 Bomb Grenade, then exit this area to the southeast. In this area, use the Juggler Frame and hit the Switch on the otherside of the pit to open the Lattice Door here. (Also, hit the Green Crystal here to heal yourself.) Then, enter the Lattice Door and in this room, grab the Treasure Chest to get 1 Silver Coin, then exit this room and backtrack to the previous room and here, enter the room to the northeast. In this area, watch out for 2 Iron Golems here and grab the Treasure Chest here to get 1 Bomb Grenade and then follow the path and exit to the northeast to fight the Undead Boss.

- Boss Battle: Defeat All Golems! -

Strategy: Too easy. You have to fight 4 Iron Golems. Just end this and move on.

Afterwards, grab your random Item and then head back to the big room was with the Blue Door and now take that northeast exit and in this room, leave this place.

- GGG. Field Of The End [FIOTE6.59] -

Items To Get: None.
Gun Del Sol Parts To Get: None.

Nothing here. Backtrack to Taboo Hill and this time, head southeast and follow the path to the next Undead Dungeon.

- HHH. Fallen Devil Castle [FADEC6.60] -

Items To Get: (Square) Key x1, (Triangle) Key x1, Life Fruit x1, Red Apple x2, See-All Nut x1, Silver Coin x2, Solar Leaf x1 and Solar Nut x1.
Gun Del Sol Parts To Get: Bomb Grenade x7.

As you begin this area, enter the door to the northeast and in this area, head southeast, since the door to the northeast is a Blue Door. Here, fire a Solar Shot at the Solar Mirror to hit the Switch, then enter the Lattice Door to the southeast. In the next area, head southwest and deal with 2

Red Ghouls and grab the Treasure Chest here to get 1 See-All Nut. Then, exit this room to the northeast and in this area, watch out for 4 Cockatrices here and grab the Treasure Chest to the northeast to get 1 Red Apple. Then, don't bother heading northeast into the next area, as it leads to the exit and you're not done here, anyway. Instead, head southeast into the next area, follow the path and get on the Elevator, then at the top, hit all 4 Switches here and make sure they're all lit up and a Treasure Chest will appear, so grab it to get 1 Life Fruit. Then, exit to the southwest and you'll appear outside. Watch out for 3 Iron Golems here and head west down the stairs and in this area, head northeast into the next area and in this room, take care of the 3 Red Ghouls and grab the Treasure Chest here to get the Gradius Frame. (Also a name of a famous game from Konami. Check it out if you can find it.) I don't suggest you use it, though, unless you like automatic fire.

Anyway, exit this room and head back up the stairs and then head southeast and grab the Treasure Chest here to get 3 Bomb Grenades, then head up the stairs into the next area. In this area, follow the path up and grab only the Treasure Chest more to the southeast to get 4 Bomb Grenades, since the other one is a Mimic. Then, follow the path and head up the stairs and in this area, follow the path and grab the Treasure Chest here to get 3 Scan Grenades, then follow the path and climb up the stairs to the next area. Outside again, head southeast and grab the Treasure Chest here to get 1 Silver Coin, then go northeast and fire a Solar Shot at the Solar Mirror to hit the Switch and a Treasure Chest will appear, so grab it to get a (Triangle) Key. Then, backtrack to the other outside area and this time, head northwest and use the (Triangle) Key on the Blue Door and enter the next area. In this area, watch out for 1 Red Ghoul and grab the Treasure Chest here to get 1 Solar Leaf, then follow the path and grab another Treasure Chest, which holds 1 Solar Nut. Then, exit to the northeast and in this area, grab the Treasure Chest to get 1 Red Apple, then fire a Solar Shot at the Solar Mirror to hit the Switch and you'll see a Lattice Door open.

Now, backtrack to the outside and head east and enter the door you see here. In this room, watch out for 1 Red Ghoul and then enter the Lattice Door here to the northeast and in this area, follow the path and exit this room to the southwest. In this area, watch out for 1 Red Ghoul and grab the two Treasure Chests here to get 1 Silver Coin and a (Square) Key. Now, backtrack to the room where you got the Gradius Frame and on your way there, once you come down the stairs, head southeast and move the Stone Block you see 1 space northeast and you'll appear back in the second area of this Dungeon. Head northeast and open the Blue Door now and enter it and in this area, watch out for 1 Cockatrice here and follow the path down the stairs and in this area, use the Solar Station if you need to, then head southeast into the next area to fight the Undead Boss.

- Boss Battle: Annihilate All Enemies! -

Strategy: Well, this is actually pretty easy, even though you're fighting 2 Cockatrices and a Axe. Like before, the Axe is the same old Axe you've fought before, same with the 2 Cockatrices. Just fight them and get this over with.

Afterwards, grab your random Item, then simply head to that northeast door I told you to ignore before and enter it and in this area, just leave this place.

- III. Shadowhiding Passage [SHAPA6.61] -

Items To Get: None.

Gun Del Sol Parts To Get: None.

Nothing here. Just head northeast into the final Undead Dungeon of the game.

- JJJ. Water Demon's Cage [WADEC6.62] -

Items To Get: Bad Pumpkin x1, Empty Gourd x1, Gold Apple x1, Red Apple x1, See-All Nut x1, Silver Coin x1, Solar Nut x1 and Speed Nut x1.

Gun Del Sol Parts To Get: Bomb Grenade x2, Change Grenade x1, Flash Grenade x2 and Swordmaster Frame.

As you begin this Dungeon, exit this area to the northeast and in the next area, slide across the frozen floor and enter the door here to the next area. In this area, don't bother heading northeast and enter this door to the next area, as it leads to the exit. Instead, head southeast and exit through this door, so slide across the frozen floor and do so. In this area, slide across the floor to the southeast, then head north up the stairs here and watch out for 1 Red Ghoul here and grab the Treasure Chest here to get 1 See-All Nut, then to the east of this, look for a hidden Treasure Chest to get 1 Empty Gourd. Then, head down the stairs to the northwest and slide across the frozen floor to the southwest and grab the Treasure Chest here to get 1 Red Apple, then move back to the staircase you came down on and head south from it onto the frozen floor and near the wall that you pass is a hidden Treasure Chest, which holds 1 Bad Pumpkin and then you SHOULD end up near another Treasure Chest, so open it to get 1 Flash Grenade, then head northwest across the frozen floor, then southwest and exit this area to the southwest. (Also, use a See-All Nut to help you with the Bad Pumpkin.) In the next area, watch out for 2 Red Ghouls here and head south across the frozen floor to reach a Treasure Chest, which holds 1 Solar Leaf.

Then, head northwest to find another Treasure Chest and open it to get 1 Bomb Grenade. Then, make your way west and exit this area to the northwest. In this area, slide across the frozen floor here and enter the room to the northwest. In this area, you'll have to solve a puzzle. Ignore the Otenko Panel and move the Ice Block to the southwest northwest, then move the other Ice Block northwest, then move it southwest so it hits the other Ice Block. Then, move it northwest, then move it northeast. Next, take the other Ice Block and move it northeast, then northwest and you'll finish this puzzle. Just follow the path now and exit this room to the northwest. In this area, if you're getting at least 1 bar of Sunlight, you'll see two paths before you. Follow the first path you see here across and exit this room to the northwest. In this small room, open the Treasure Chest here to get the Swordmaster Frame. If you're playing a kill everything, don't care about my Rank game, use this Frame now. Otherwise, keep using the Crusader. Next, exit this room and in the previous room, follow the path and watch out for 1 Red Ghoul here and get by him and you'll see another path to take now, so take it and exit this room to the northwest.

In this room, you'll find a Treasure Chest, which holds 1 Change Grenade. After you get this, leave and in the previous room again, exit it now to

the northeast. In this area, watch out for 1 Red Ghoul and head northwest and grab the Treasure Chest here to get 1 Bomb Grenade, then head west up the stairs and check the corner here for a hidden Treasure Chest, which holds 1 Flash Grenade. Next, exit this room to the northwest by climbing the stairs and in this small room, you'll see a Sun Bank. Use it if you need to, then check the area to the southeast of it for a hidden Treasure Chest, which holds 1 Silver Coin. Then, exit this area the same way you came in and in the previous area, exit to the northeast now and in this area, you'll have to solve another puzzle. Ignore the Otenko Panel here and first, push the lone Ice Block you see southeast, then northeast, then northwest. Then, go up the stairs and push the northeast most Ice Block southeast to the floor below, then go downstairs and push it southwest. Then, go upstairs again and push the remaining Ice Block here southeast onto the floor, then go downstairs and push it northeast. Finally, melt the Ice Block the most to the southwest and then push the final Ice Block northeast and you're done.

Just follow the path now and exit this area to the southeast. In this area, head northeast up the stairs into the next area and in this room, grab the Treasure Chest here to get 1 Solar Nut, then use the Solar Station if you need to, then leave this area the same way you came in. In the previous area, slide across the frozen floor to the southwest and watch out for the 2 Red Ghouls here and exit to the southwest to fight the Undead Boss.

- Boss Battle: Defeat All Kraken! -

Strategy: You'll have to fight 8 Krakens, but this is pretty easy. Just attack them and you'll win. Not that hard.

Afterwards, grab your random Item and exit this place to the northwest through the Lattice Door. In this area, follow the path and check the corner to the west for a hidden Treasure Chest, which holds 1 Gold Apple. Then, head across the frozen floor to the southeast and make your way over to the Treasure Chest here to get 1 Speed Nut. Then, exit to the southeast and in this area again, head northeast now and in the next area, leave this place. Back in the Field Of The End, head southwest now into the next area.

- KKK. Door To Darkness [DOTODA6.63]-

Items To Get: None.

Gun Del Sol Parts To Get: None.

Nothing here except a Teleporter. If you are absolutely ready, step on it to head to the final area of the game, but don't worry, you can leave at ANY time to come back and do something. When you're ready, step on it and use it and you'll fly to the final Dungeon.

As you enter this place, The Count will appear and have a talk with you. After clearing a few things up for you, he'll disappear and you'll regain control of Django again. First, just head northeast and grab the Treasure Chest here to get the Cloud Lens. Then, leave this place, as we'll be right back. First, backtrack all the way to Ancient Forest, as we're going to finish that part now.

- LLL. Revisiting Ancient Forest [REANF6.64]-

Items To Get: Gold Apple x1, Green Apple x1, Red Apple x1 and Silver Coin x1.

Gun Del Sol Parts To Get: None.

Back in this area, head back to where the Stone Block was and break it now, then enter the next area. In this area, just watch out for 3 Clay Golems and exit this place to the northeast. In this area, watch out for 1 Clay Golem and check the corners in this area for 3 hidden Treasure Chests, which holds 1 Red Apple, 1 Green Apple and 1 Gold Apple, then exit this place to the northwest. In this area, follow the path and watch out for 1 Clay Golem, then exit this area to the southwest and in this small area, grab the Treasure Chest here to get 1 Silver Coin. Then, simple exit the Ancient Forest, as you're done and head to the Dark Castle now. (Also, if you already haven't, now is a GOOD time to head to the Azure Sky Tower and get your Emblem and secret Frame. If you want more on this, check out Section XIII. Azure Sky Tower.)

- MMM. Dark Castle [DACAS6.65]-

Items To Get: Banana x1, Blueshroom x1, Empty Gourd x2, Enduranut x2, Gold Apple x16, Green Apple x2, Heal Fruit x2, Life Fruit x1, Red Apple x3, Revivafruit x1, Silver Coin x1, Solar Leaf x1, Solar Nut x17, Speed Nut x16 and X2 Carrot x2.

Gun Del Sol Parts To Get: Bomb Grenade x10, Change Grenade x2, Cloud Lens and Quint Battery.

Note: To make this easy, do this part during the day.

Once you're back here, head to where you got the Cloud Lens and to the southeast of it, look for a hidden Treasure Chest, which holds 1 Red Apple, then grab the Treasure Chest to the southeast to get 1 Empty Gourd. Then, if you need to, use the Green Crystal and when you're ready, head up the stairs here into the next area. In this area, grab the Treasure Chest here to get 1 Gold Apple, then, don't bother heading up the stairs, as the next area up there is blocked off. Before you can continue, you must break all 4 Guardian Seals again. (Also, you'll see a Treasure Chest to the southeast, which is a Mimic, but if you beat it twice, the real Treasure Chest will appear, which holds 5 Speed Nuts. Nice, huh? Also, when you return to this area each time, you can open the Treasure Chest here to get 1 Heal Fruit. Definitely nice.) So, if you look around, you'll see 4 areas for you to head to, each with a different element. Earth, Wind, Fire and Water. I'll start with Earth, so head west to the Land Tower now.

- Land Tower -

Items To Get: Banana x5, Bearnut x2, Blueshroom x1, Enduranut x1, Gold Apple x2, (Circle) Key x1, Red Apple x2, See-All Nut x1, Solar Leaf x1, Solar Nut x24, Speed Nut x15, Tonniar .Rm x1 and X2 Carrot x1.

Gun Del Sol Parts To Get: Bomb Grenade x6, Flash Grenade x2 and Scan Grenade x3.

As you begin this dark area, hit the Hint Panel here to get the Passcode

for the top floor. Though, ignore it, as it won't be that code when you get there. The "puzzle" with this is that the Passcode is whatever time it is in your game. But, for now, let's just worry about getting to the top of this area. So, go ahead and continue on now and climb up the stairs and after the second staircase, check the east corner here for a hidden Treasure Chest, which holds 1 Red Apple. Watch out for 1 Red Ghoul here and head northeast and enter the door, ignoring the path to the southwest, as it leads to a Blue Door, which you have no Key for. In this area, watch out for 2 Red Spiders and locate the Solar Lamp to the northwest and light it. Then, ride the Elevator up and grab the Treasure Chest here to get a (Circle) Key and then backtrack out of this room and in the previous room, head southwest now and open the Blue Door here and enter it. In this area, light the Solar Lamp nearby and then follow the path and exit this area to the southwest, but watch out for a TON of Bats here. Back outside, head southeast and check the northeast corner here for a hidden Treasure Chest, which holds 1 Banana, then push the Wooden Box here 1 space northeast into the hole and then head northwest, following the path and enter the door here.

In this small room, light the Solar Lamp, then exit to the northeast. In this area, hit one of the Levers, then exit this room and in this area, light the Solar Lamp, then exit to the southwest. Back outside, you're now higher up, so follow the path and watch out for 1 Red Ghoul, then enter the door to the northwest. In this room, hit the Solar Lamp, then watch out for 2 Red Ghouls here, plus 2 Switches. To solve this "puzzle", get the northeast Red Ghoul onto the switch, then kill the other Red Ghoul and go step on the other Switch yourself and 3 Treasure Chests will appear, so grab them to get 3 Speed Nuts, 2 Bear Nuts and 3 Bananas. Then, go back to the room now with the Levers and hit the other Lever now, then exit this room and then back outside again, don't grab the Treasure Chest here, as it's a Mimic and just follow the path and light the Solar Lamp you see, then continue on up the stairs and head south to the dead end here and look for a hidden Treasure Chest, which holds 1 Blueshroom. Then, go ahead and exit this area to the northeast, by heading up the stairs. In this area, head southeast and check the dead end here for a hidden Treasure Chest, which holds 1 Gold Apple. Then, follow the path and light the Solar Lamp here and watch out for 1 Red Ghoul.

Then, exit this path to the southeast and in this room, light the Solar Lamp, then read the Hint Panel here to learn about this puzzle. First, hit the 3 Switch and then exit this room and head southwest into the next room. Here, follow the path into the next room to the southeast. In this room, hit the Solar Lamp to the southwest and then grab the 5 Treasure Chests here to get 2 Bomb Grenades, 1 Solar Nut, 3 Scan Grenades, 1 See-All Nut and 1 Solar Leaf. Then, check the area to the northwest in the top part here for a hidden Treasure Chest, which holds 1 Gold Apple. Then, backtrack to the puzzle area now and hit the 1 and 2 Switch and then head back to the other room and follow the path here now and exit to the southwest, as you fight the Undead Boss.

- Boss Battle: Annihilate All Enemies! -

Strategy: This is a joke. You have to fight 3 Red Ghouls and 1 Iron Golem. Just end this.

Afterwards, you'll get 3 Treasure Chests, which hold 20 Solar Nuts and 10 Speed Nuts. Not bad, eh? Afterwards, head back to the puzzle room and hit the 1 Switch and 4 Switch, then head back to the other room and enter the

next area to the northwest. In this area, light the Solar Lamp to the northwest, then use the Solar Station if you need to, then head up the stairs to the northeast. In this area, don't get the Treasure Chest you see, as it's a Mimic and just follow the path and watch out for 1 Red Ghoul here and grab the Treasure Chest to the southwest to get 1 X2 Carrot. Next, head southeast and watch out for another Red Ghoul and 1 Step here and grab the Treasure Chest here to get 2 Bomb Grenades. Then, follow the path and light the Solar Lamp to the west, then continue on and exit this area to the northeast here, taking the more northern door and in this area, light the Solar Lamp and then you'll have to solve another puzzle. First, move the northwest most Wooden Box here 2 spaces southwest, then move the Wooden Box to the southeast 1 space southeast, then 2 spaces southwest and then climb up the stairs to the southwest and cross over the Wooden Box to reach the next Wooden Box up on this platform.

Now, move this one 1 space northeast, then go down the stairs here and push the Wooden Box here 2 spaces northeast and you'll solve this puzzle. Then just follow the path and exit this area to the northwest. In this area, follow the path and move the Wooden Box here 1 space northeast onto the Switch, which will open the Lattice Door here, but don't go through it and follow the path southeast to find a Treasure Chest which holds 1 Solar Nut, then light the Solar Lamp here, then move the Wooden Box that's also here 1 space southeast and grab the other Treasure Chest here to get 2 Bomb Grenades. Then, backtrack and head up the stairs to the northeast and enter the next area. In this area, head south and light the Solar Lamp here, then head northeast and enter the door at the very end here and in this room, light the Solar Lamp here and then grab the Treasure Chest to get 2 Flash Grenades, then exit this room and head southwest and enter the next door you see to the southeast. In this area, light the Solar Lamp and then hit the Hint Panel here to learn you must enter the Passcode here.

Now, here's the thing. It's NOT the Passcode you saw on the first floor. The Passcode is literally what time it is right now in your game, so if it says, 08:34, then 0834 is the code. If for some reason it's not accepted, look at the clock again, as the minute may have just changed and try again. After this, head southwest into the next area and in this area, head northwest and light the Solar Lamp here, then enter the door and in this area again, grab the Treasure Chest, which holds 1 Banana, then head back to the previous room. In this room, head southeast and enter the door here, exiting the room to the northeast. In this small room, light the Solar Lamp and use the Solar Station if you need to, otherwise leave and again, back in the previous room, follow the path and watch out for 1 Red Ghoul here and then exit this area to the northwest through the door. Again, back in this area, push the Wooden Box here 1 space northwest into the hole, then backtrack to the previous area and in this room again, head up the stairs to the next area. In this area, head northwest and check the dead end here for a hidden Treasure Chest, which holds 1 Enduranut.

Then, follow the path and before you grab the 4 Treasure Chests here, near the 3 Treasure Chests, look for a hidden Treasure Chest which holds 1 Speed Nut, then grab the 4 Treasure Chests here to get 2 Solar Nuts, 1 Speed Nut and 1 Red Apple. After this, follow the path and exit this area to the northeast, as you'll face a Immortal here. You'll meet The Count again and after some talk from you, you'll fight him once more.

- Boss Battle: The Count, Lord Of The Vampires -

Strategy: He's the same from last time, so use the same strategy on him

you did before. He has no new moves, except that he can call on Spiders to help him. Also, the catch this time is if you are getting Skylights in this room, you can't use them. If you step in them, they'll just disappear, but The Count can't be hurt by them either this time, as he'll just dodge them. Also, you can't get him to get his Cape off this time, so don't bother. Anyway, just hurry up and end this.

Note: Supposidly, you can get another Tonniar .Rm from him and I remember I did get a second one from him when I first played, but I never got it the second time, so if you're lucky to get one, great. If not, oh well.

Afterwards, The Count will speak his final words and then die again, as you see the Land Tower break away from the Dark Castle. You'll then automatically leave this place, as the entrance explodes. Well, that's 1/4 of this area down, 3/4's to go. Follow the path back to the major room now and this time, head north into the Fire Tower. (Also, before you go, if you need to, head back downstairs and heal up with the Green Crystal here. Otherwise, move on.)

Update: Thanks to Marc Connelly for a hint at a possible way to get another Tonniar .Rm from The Count. He mentioned that when he used a Rising Sun Grenade, his cape instantly flew off and the Item popped out. I haven't tried this, but if it works for you, all the better.

Thanks again, Marc!

- Fire Tower -

Items To Get: Banana x1, Blueshroom x2, Empty Gourd x1, Enduranut x2, Fast Carrot x2, Fire Nut x5, Gold Apple x5, Green Apple x1, Red Apple x5, Solar Nut x3, Speed Nut x9 and Tiptoe Nut x1.

Gun Del Sol Parts To Get: Bomb Grenade x10, Flash Grenade x2, Rising Sun Grenade x4 and Scan Grenade x5.

As you start this area, head east and check the dead end here to find a hidden Treasure Chest, which holds 1 Red Apple. Then, head up the stairs and check the area to the southwest in the corner to find another hidden Treasure Chest, which holds 1 Red Apple. Next, head east and hit the Lever here, as the area changes. Head northwest now and ride the platform here across to the next area and then follow the path and head up the stairs, exiting this room. In the next area, check the corner to the southwest for a hidden Treasure Chest, which holds 1 Tiptoe Nut, then follow the path and head down the stairs and in this area again, head south and check the area here for another hidden Treasure Chest, which holds 1 Fire Nut. Then, follow the path and push the Stone Block you see here 1 space southwest into the hole, then go over and hit the Lever again and then backtrack to the other entrance to this room afterwards from where you came up from the stairs. Now, follow the path south and then head west and destroy the Fireballs here and afterwards, look around this area at the end for a hidden Treasure Chest which holds 1 Gold Apple.

Then, head south and destroy the Fireballs here and grab the Treasure Chest up the stairs to get 1 Fire Nut. Then, head northeast and destroy the Fireballs here to get another Treasure Chest which holds 1 Speed Nut. Then, head up the stairs nearby and destroy the Fireballs to the south and grab the Treasure Chest here to get 1 Speed Nut. Next, head north and destroy more Fireballs and grab the Treasure Chest here to get 1 Gold Apple. After this, head up the stairs to the south and exit this area.

Back in this room again, follow the path and watch out for 2 Fiery Hot Ghouls here and head northeast to get a Treasure Chest, which holds 1 Green Apple. Then, exit this room to the southeast and in this area, follow the path and grab the Treasure Chest here to get 2 Flash Grenades and then backtrack to the previous room and here, exit to the northwest. Now, in this area, head over to the area that's outlined and hit the Switch from somewhere inside this area and the area will rise up and you can exit to the southeast. In this area, watch out for 2 Fiery Hot Ghouls and head west to get a Treasure Chest, which holds 1 Speed Nut.

Then, head east and check the area near the the middle of this room for a hidden Treasure Chest, which holds 1 Enduranut, then head east and grab the Treasure Chest here to get 1 Solar Nut. Then, exit this area to the northeast and in the next area, hit the Lever here, then follow the path and exit this place to the north, up the stairs and in the next area, head southwest into the next area and in this area, watch out for 4 Iron Golems here and head southwest and grab the Treasure Chest you find to get 1 Gold Apple, then head northeast and check the middle of this room for a hidden Treasure Chest, which holds 1 Blueshroom, then exit this area to the northwest. In this area, head to the dead end to the northwest by the stairs and look for a hidden Treasure Chest which holds 1 Fast Carrot. Then, head northeast and grab the Treasure Chest in this dead end to get 3 Bomb Grenades. Then, follow the path and watch out for 1 Iron Golem and 1 Fiery Hot Ghoul here and head east and look for a hidden Treasure Chest near the stairs you come up after getting the 3 Bomb Grenades to get 1 Red Apple and head east if you want to, which just leads you to Dark Loans.

If not, head southwest to get a Treasure Chest, which holds 1 Speed Nut and then climb the stairs and look for a hidden Treasure Chest to the south to get 1 Solar Nut. Then, head north and grab the Treasure Chest here to get 3 Scan Grenades, then exit this area to the northeast and in this area, watch out for 1 Fiery Hot Ghoul and head east to the dead end on the floor below and look for a hidden Treasure Chest here that holds 1 Gold Apple. Then, exit this area to the southwest and in this area, use the Solar Station if you need to, otherwise, exit this room to the southeast. Now, in this area, follow the path and in the empty dead end you come across, look for a hidden Treasure Chest, which holds 1 Fast Carrot, then watch out for 3 Red Mummies, which, are, well, probably all running around on fire right now. So, just sit back and wait until they're dead, collect the spoils and head north and open the Treasure Chest here to get 1 Life Fruit, then exit this area to the southeast and in this area, grab the Treasure Chest to the south to get 1 Empty Gourd, then exit to the northeast. In this area, head southeast and grab the Treasure Chest here to get 1 Solar Nut, then head north and in the corner you see, look for a hidden Treasure Chest, which holds 1 Fire Nut.

Then, ignore the stairs here for a minute and exit this room to the northwest and in this area, watch out for 2 Fiery Hot Ghouls and grab the Treasure Chest to the west to get 1 Speed Nut, then grab the other Treasure Chest to the north to get 2 Scan Grenades, then exit this room and in the previous one, head up the stairs and in this area, watch out for 3 Iron Golems and exit this area to the southwest and in this area, check the corner to the west for a hidden Treasure Chest, which holds 1 Enduranut. Then, if you need to, head northeast to find a Sun Bank. If you don't need to use it, head north and heal the plant here and climb up to get two Treasure Chests, which hold 1 Speed Nut and 4 Bomb Grenades. Then, head west and grab the Treasure Chest here to get 1 Red Apple. Next, climb up the stairs and continue on and the staircase right before the area with the Fireballs, search the bottom of this staircase for a hidden Treasure Chest, which holds 1 Fire Nut. Then, head northeast up the next set of

stairs and grab the Treasure Chest here to get 1 Fire Nut and then go and get by the Fireballs.

Next, you'll come to a Stone Block, which you'll want to push 1 space southwest. Then backtrack and find where the Stone Block landed and push it 1 space southeast, then cross over it to get 4 Treasure Chests here, which holds 2 Rising Sun Grenades, 1 Speed Nut, 1 Banana and 1 Gold Apple. Then, exit this place to the northeast, by climbing up the stairs. In this area, if you have a Sunlight reading, it's going to be breezy here. Anyway, head west on this little area and look for a hidden Treasure Chest, which holds 1 Red Apple. Then, follow the path and head south, destroying the Fireballs and in the bottom area, look for a hidden Treasure Chest, which holds 1 Blueshroom, then continue on and grab the Treasure Chest here to get 2 Rising Sun Grenades. Then, head north and grab the Treasure Chest here to get 1 Speed Nut and then head west and grab the other Treasure Chest, which holds 1 Speed Nut. Then, head up the stairs here and you'll face the next Immortal.

- Boss Battle: Muspell, The Iron Giant From The Inferno -

Strategy: Same strategy as the last time you fought him. Muspell only has two new moves, though. One is a fire surrounds him whenever he slams the ground now to drop Fireballs on you and his smaller versions of himself can now jump over pillars in the way. Also, once he loses half his Health, he can't be pushed into the lava anymore, so you'll have to hit him with your Gun Del Sol like normal. Other than that, nothing new. Just hurry up and defeat him to end this.

Afterwards, you'll hear some words from Sabata, then another Guardian Seal is destroyed, as another section will float away from the Dark Castle now. Then, after this, you'll escape from the crumbling remains of the Fire Tower. Now, go ahead and heal up using the Green Crystal, then head southeast into the next area, which is the Water Tower.

- Water Tower -

Items To Get: Banana x1, Bearnut x2, Blueshroom x1, Enduranut x1, Gold Apple x2, Green Apple x2, Ice Nut x4, Red Apple x7, Redshroom x3, Solar Nut x8, Speed Nut x5 and Tiptoe Nut x1.

Gun Del Sol Parts To Get: Bomb Grenade x11, Change Grenade x7, Flash Grenade x5, Rising Sun Grenade x2 and Scan Grenade x4.

As you begin this area, head southeast and exit this area to the northeast here and in this area, head northeast and grab the Treasure Chest here to get 2 Flash Grenades, then heal the plant nearby and climb up, doing the same to two more plants, then grab the two Treasure Chests here to get 1 Speed Nut and 2 Rising Sun Grenades. Then, head northwest to the far dead end corner of this area and grab the Treasure Chest here to get 1 Gold Apple. Then, head south and pass by the first set of stairs and head up the next set of stairs you need and watch out for 4 Icy Cool Ghouls here and grab the Treasure Chest you see to get 1 Ice Nut, then head southwest to the corner here and look for a hidden Treasure Chest here to get 1 Solar Nut. Then, continue on and grab the Treasure Chest here to get 1 Solar Nut, then head southwest to get another Treasure Chest, which holds 1 Ice Nut, then head back northeast and climb up the stairs here and check the northwest corner here to find another hidden Treasure Chest, which

holds 1 Ice Nut, then continue on into the next area. In this area, head southeast and grab the Treasure Chest here to get 1 Redshroom, then continue on and you'll see a ton of Ice Blocks, which just destroy them all and you'll find a Treasure Chest, which holds 6 Bomb Grenades.

Then backtrack and take the other path now and use a Redshroom to head through the air vent here and then watch out for 4 Krakens here. Then, grab the Treasure Chest here to get 1 Redshroom, then grab the other Treasure Chest to the northwest to get 1 Solar Nut. Then, use another Redshroom and head through the air vent here and wait until Django is big again and when he is, watch out for 2 Ice Golems here and collect the two Treasure Chests here to get 1 Gold Apple and 1 Redshroom. Then head up the stairs here to the northeast and enter the next area. In this area, watch out for 1 Icy Cool Ghoul here and head southeast to grab a Treasure Chest which holds 1 Speed Nut, then exit this path to the northwest. In this area, slide across the frozen floor here to the southwest and use a See-All Nut or a Scan Grenade to help you see a hidden Treasure Chest nearby and grab it to get 1 Solar Nut. Next, head over to the Ice Block and push it northeast, then push it southeast and then get over to it and use it to stop you from sliding and exit this room to the southeast. In this area, head southwest to get a Treasure Chest which holds 1 Red Apple. Then, head out onto the frozen floor here and to the southwest near the southeast side of the pillar here is a hidden Treasure Chest, which holds 1 Bearnut.

Then, melt the Ice Block that's most to the northeast here and then get Django over to the other Ice Block and then just head southeast into the next area. In this area, watch out for 2 Icy Cool Ghouls and then head southwest into the next area. In this room, if you need to, use the Solar Station, if not, backtrack to the previous room and exit this area to the northeast. In this area, head northwest and melt the Ice Block here to get a Treasure Chest, which holds 1 Tiptoe Nut. Then, exit this room to the northwest and in this area again, grab the Treasure Chest here to get 4 Scan Grenades. After this, backtrack to the previous area and head up the stairs here into the next area. In this large area, follow the path and grab the Treasure Chest here to get 1 Solar Nut, then watch out for 3 Icy Cool Ghouls here and head up the stairs here to the small area and search for a hidden Treasure Chest which holds 1 Enduranut, then grab the Treasure Chest here to get 1 Red Apple. Then follow the path across the frozen floor and when you see a Ice Block, melt it to grab a Treasure Chest, which holds 1 Flash Grenade. Then, head up the stairs nearby to the north and enter the next area.

In this area, look around the area to the northeast for a hidden Treasure Chest to find 1 Speed Nut, then continue on and watch out for 1 Icy Cool Ghoul here and grab the two Treasure Chests here to get 4 Change Grenades and 4 Bomb Grenades, then hit the Lever here and backtrack to the previous area and the Lattice Doors here will be open now and head into this area and head south here and look for a hidden Treasure Chest, which holds 1 Blushroom, then slide across the frozen floor to the northeast and then slide southeast then head northeast to find a Treasure Chest, which holds 1 Speed Nut, then check to the southeast of this to find a hidden Treasure Chest, which holds 1 Bearnut. Then, head southwest and across the frozen floor to get 5 Treasure Chests, actually only 4, since the one near the middle is a Mimic, but grab the others which hold 2 Green Apples, and 2 Red Apples. Then head northwest to grab another Treasure Chest that holds 1 Red Apple. Then head northeast onto solid ground again and use the nearby Sun Bank if you need to, otherwise climb up the stairs here to the northeast and in the next area, just follow the path and head down the stairs to the southeast and back in this area again, you'll see a Treasure

Chest you missed before and a Switch.

To get something on this Switch, knock on the wall near where you came into this area to get a Icy Cool Ghoul over to where you are. Then, grab the Treasure Chest to the northwest while waiting to get 1 Green Apple. Then, when the Icy Cool Ghoul comes near, knock on the wall that's next to the Switch here, then move northeast across the frozen floor and go to the Lattice Door and wait for it to open. When it does, enter it to reach the next area again. Back here, head south and grab the Treasure Chest here to get 1 Red Apple, then head west to grab another Treasure Chest here to get 1 Solar Nut. Next, continue on and grab the Treasure Chest nearby to get 1 Solar Nut. Then, watch out for 4 Krakens and 2 Red Mummies. Then, continue on and grab the Treasure Chest here to get 1 Bomb Grenade, then continue on and head up the stairs to the west and in the next area, head south and look for a hidden Treasure Chest here which holds 1 Banana. Then, head east and watch out for 1 Icy Cool Ghoul and grab the Treasure Chest here to get 1 Speed Nut. Next, exit this area to the southwest and in this room, if you need to use the Solar Station, do so, otherwise, backtrack to the previous area and head northwest and into the next area. In this area, there's a puzzle to solve, with two Hint Panels here.

One gives you a hint and the other is a Loser Switch, which if you give up, it'll solve the puzzle for you, but your name is engraved on the Hint Panel as a Loser. Now, to solve this puzzle, push the Ice Block the most to the southwest northeast, then southeast then southwest. Then, move the Ice Block near this one northwest. Next, take the other Ice Block and move it southeast, then northeast. Then, head northwest and push the Ice Block over here southwest then southeast. Then, move the Ice Block to the northeast most Ice Block over here northwest, then southwest, then southeast. Then, move the Ice Block in the middle northeast, then the other Ice Block here to the northwest and you are done. Whew. Cross over the path now and exit this area to the northeast. In this area, head southeast and check the corner here for a hidden Treasure Chest, which holds 1 Ice Nut and at the end of this path is a Treasure Chest, which holds 2 Flash Grenades. Then, head northwest and follow the path to the end and destroy the Ice Block here to find a Treasure Chest, which holds 3 Change Grenades. Then, follow the path and grab the two Treasure Chests here to get 1 Solar Nut and 1 Red Apple. Then, head up the stairs here and you'll fight the next Immortal.

- Boss Battle: Garmr, The Lifefreezing Silver Wolf -

Strategy: Same strategy as before when you fought him, except this time, Garmr can now create Ice Spikes and send them at you, which is really annoying. Anyway, nothing else is new about him, so just end this as fast as possible.

Afterwards, you'll here Sabata talk again, as another Guardian Seal is destroyed and another section of the Dark Castle floats away. Then, you'll exit the exploding Water Tower. Next, heal up if you need to and do whatever you need to do, then head south to the next and final tower, the Wind Tower.

- Wind Tower -

Items To Get: Banana x4, Enduranut x1, Gold Apple x1, Green Apple x2, Red

Apple x4, See-All Nut x1, Silver Coin x1, Solar Nut x7, Speed Nut x7 and Tiptoe Nut x3.

Gun Del Sol Parts To Get: Bomb Grenade x7, Change Grenade x2, Flash Grenade x3, Rising Sun Grenade x1 and Scan Grenade x3.

As you start this area, ride the platform across to the next area and search around here for a hidden Treasure Chest, which holds 1 Red Apple. Then, ride the next platform here to the next area and grab the Treasure Chest here to get 1 Solar Nut. Next, ride the platform to the northeast to the next area, which has two Treasure Chests here. Open them to get 3 Bomb Grenades and 3 Flash Grenades. Then, backtrack to the previous area and ride the platform to the southeast to the next area and grab the Treasure Chest here to get 1 Red Apple, then head up the stairs here to the northeast and exit this area. In the next area, head southeast to get a Treasure Chest, which holds 1 Speed Nut, then head southwest and look here for a hidden Treasure Chest which holds 1 Banana. Next, head northwest and enter the door here and in this area, grab the Treasure Chest here to get 1 Banana, then head up the stairs here and exit this room through the door to the southwest. In this area, watch out for 1 Cockatrice and grab the Treasure Chest here to get 3 Scan Grenades, then enter the door here to the northeast to exit this area.

In this room, just follow the path and exit this room through the door to the southeast and back outside, watch out for 1 Cockatrice and grab the Treasure Chest you see to get 1 Tiptoe Nut, then follow the path and once you climb the stairs, look to the area to the west for a hidden Treasure Chest, which holds 1 Red Apple. Then, ride the Elevator up and grab the Treasure Chest here to get 2 Change Grenades, then ride the next Elevator and grab the Treasure Chest here to get 1 Red Apple. Now, follow the path and climb the stairs here to the next area and as you enter this area, you'll see a Lattice Door close. Hit the Hint Panel if you want to, but the clue is rather vague. Anyway, grab the Treasure Chest here to get 1 Solar Nut, then head southwest and you'll see a Cockatrice Statue. Like in Sol City, you need to get the Cockatrice's Stone Shots here to hit the Cockatrice Statues by using the Solar Mirrors here. (Also, there's 2 Red Cockatrices here, so use them to do this.) First, for this area near the stairs, turn the Solar Mirror here and get a Stone Shot from a Cockatrice to hit here and it'll hit the Cockatrice Statue. Now, head south and you'll find the next puzzle here.

Just destroy the Solar Mirror here and get a Stone Shot to hit the other and you'll hit the Cockatrice Statue. Then, head south again and destroy the Solar Mirror here and do the same for this Cockatrice Statue. Then, head southeast and don't touch the Solar Mirror here and just let a Stone Shot hit it to hit the Cockatrice Statue. Then, go north and turn the Solar Mirror here, then let a Stone Shot hit it and it'll hit the final Cockatrice Statue and the Lattice Door will open. Then, follow the path to the northeast and grab the Treasure Chest here to get 1 Gold Apple, then exit this area to the northeast through the Lattice Door and in this small room, hit the Lever and then leave this room and outside again, follow the path and watch out for 4 Cockatrice here and grab the Treasure Chest you see to get 1 Banana and head southeast and grab the Treasure Chest here to get 3 Bomb Grenades. Then, head southwest and you'll see a Cockatrice Statue here and turn the Solar Mirror near the Lattice Door to the southeast and the Stone Shot will hit the other Cockatrice Statue, with the Lattice Door opening, so head through it and follow the path and grab the two Treasure Chests here to get 1 Tiptoe Nut and 1 Rising Sun Grenade.

Now, head northwest now and continue on and grab the Treasure Chest here to get 1 Green Apple and continue on and head down the stairs to the

southeast to get two Teasure Chests, which hold 1 Tiptoe Nut and 1 Silver Coin. Then, head northwest and near the stairs, look for a hidden Treasure Chest which holds 1 Speed Nut, then head up the stairs to the next area. In this area, head southwest and look in this dead end for a hidden Treasure Chest which holds 1 Solar Nut, then follow the path and grab the Treasure Chest here to get 1 Solar Nut. Then, continue on and head up the stairs and grab the Treasure Chest here to get 1 Solar Nut, then use the Juggler Frame here to fire a Solar Shot to the Switches to the northeast and to the east, which opens two Lattice Doors nearby, then follow the path and you'll see another Switch to hit, though, try to hit from the standing to the east, as it's possible, you just need to line yourself up right. After you do this, the final Lattice Door will open and before you go through them, head southwest and search this dead end for a hidden Treasure Chest, which holds 1 Enduranut, then go through the Lattice Doors and head northwest past the stairs and grab the Treasure Chest here to get 1 Solar Nut, then head up the stairs to the next area.

In this area, follow the path down and look to the east of the stairs for a hidden Treasure Chest, which holds 1 Banana, then continue on and you'll see a Sun Bank. Use it if you need to, otherwise exit to the southwest through the door and in this area, you'll have to solve another puzzle, so hit the Hint Panel on the wall a few times to get more than 1 hint, but don't hit it once it offers you to be a Loser. To solve this puzzle, turn your Gameboy Advance upside down and look at the numbers. The answer to this puzzle is $6=5+2/8$, so go ahead and put the correct blocks where they need to go. Afterwards, the Lattice Door will open and you'll get a Treasure Chest, which holds 5 Speed Nuts, then just exit through the Lattice Door to the southeast. In this area, head southwest and then southeast through the door here and in this area, use the Solar Station if you need to, otherwise exit and in this room again, head south and grab the Treasure Chest here to get 1 Solar Nut, then hit the Switch across the pit to the east here and when you do, the Lattice Door to the northeast will open, so head through it and in this room, you'll find 2 sleeping Cockatrices, plus another puzzle to solve.

You need to wake them up so they can shoot their Stone Shots at the Cockatrice Statues to the southeast. Before you wake them, grab the Treasure Chest here to get 1 Bomb Grenade, then wake them up. Once you do, just get them to hit the Solar Mirrors, since you don't need to turn them and the Cockatrice Statues will light up and the Lattice Door will open, so head northeast through that. In this area again, grab the two Treasure Chests here to get 1 Green Apple and 1 See-All Nut, then if you want, push the Block here 1 space northeast, otherwise, head up the stairs to the southeast to fight the next Immortal.

- Boss Battle: Carmilla, The Banshee Deathbringer -

Strategy: Same as before, except that she now attacks with an extra 2 rows of Stone Shots when she throws a ton of them at you, that and she'll swing her tail around a bit more than she used to. Just finish her off once and for all and end this.

Afterwards, Carmilla will call out to Sabata, as her Guardian Seal is destroyed and the final section of the Dark Castle floats off. You'll then exit the exploding Wind Tower and this completes all 4 towers now. Whew, good job. Also, if you wish to explore any of these areas again, just leave the Dark Castle and back at the Door To Darkness, step on any of the Teleporters out here and enter the one area you wish to explore again,

which is labeled with the symbols of the Elements. Now, if you're absolutely ready, continue on now up the stairs back in this area and you'll head to the final boss of the game. Get ready.

In this next area, walk past where the Guardian Seals use to be and enter the next area by climbing the stairs here. In this area, watch out for 4 Red Ghouls and head southeast to find a Treasure Chest, which holds 1 Red Apple, then continue heading south and grab the Treasure Chest here to get 4 Bomb Grenades. Then, check to the area to the southeast for a hidden Treasure Chest, which holds 1 Banana. Then, head northwest and near the structure shaped like an x, look for a hidden Treasure Chest to the east of it that holds 1 Speed Nut, then grab the Treasure Chest to the southwest to get 1 Speed Nut. Then, head northeast up the stairs and in this area, use the Solar Station if you need to, otherwise, grab the Treasure Chest here to get the Quint Battery. Equip it, as it's much better than the Quad Battery. Afterwards, head back down the stairs and in this room again, head southeast and climb up the stairs here into the next area again. In this area, head through the Lattice Door to the northwest, as you fight a Undead Boss.

- Boss Battle: Annihilate All Enemies! -

Strategy: This is a joke. There's 10 Krakens to fight, but it's easy, you've had worse. Just end this and move on.

Afterwards, grab the 3 Treasure Chests that appear to get 5 Speed Nuts, 10 Solar Nuts and 10 Gold Apples. Very nice. Then, head northeast through the Lattice Door and grab the Treasure Chest here to get 1 Life Fruit, which will increase your Life Gauge again. Then, head south and near the staircase here, look to the west for a hidden Treasure Chest which holds 1 Solar Leaf, then head up the stairs to enter the next area. In this area, follow the path and grab the Treasure Chest you see to get 1 Red Apple, then continue on and you'll see a multi-color number on the floor, which is a 9. In this number is two hidden Treasure Chests, which hold 1 Solar Nut and 1 Speed Nut. Then, look at the Hint Panel on the wall to the west and afterwards, follow the path to the southeast and climb up the stairs to the northwest into the next area and in this area, hit the Hint Panels here to get another hint, but the answer to this puzzle is Red 5, Blue 3, then enter the Lattice Door to the northeast and follow the path and grab the two Treasure Chests here to get 1 Speed Nut and 1 X2 Carrot. Then, head up the stairs to the northeast and in this area, grab the Treasure Chest to the south to get 1 Solar Nut, then follow the path and you'll see another multi-colored number here, this time an 8.

There's two more hidden Treasure Chests in this number, so grab them to get 1 Speed Nut and 1 Blueshroom, then look at the Hint Panels on the wall to the west, then follow the path south and climb the stairs to the northwest into the next area. In this area, you'll have to solve the puzzle from the previous floor, so hit the Hint Panels here for the same clues again if you need help, but the answer is Red 2, Yellow 5 and Blue 4. Then, when the Lattice Door opens, enter it to the northeast and follow the path now and grab the two Treasure Chests here to get 1 Green Apple and 1 Empty Gourd, then head up the stairs to the northeast and enter the next area. In this area, follow the path and exit this area through the door that's the most to the northwest and in this area, check the corner near the door for a Treasure Chest that holds 1 Solar Nut, then follow the path to the end to get another Treasure Chest, which holds 1 Gold Apple.

Then, backtrack to the previous room and enter the other door now and in this area again, watch out for 1 Red Ghoul and 1 Red Mummy and grab the Treasure Chest at the end of this area to get 1 Solar Nut, then exit this room to the southeast and in this area, check the dead end to the northwest for a hidden Treasure Chest, which holds 1 Gold Apple, then follow the path and grab the Treasure Chest here to get 1 Solar Nut, then climb up the stairs here and into the next area. In this area, you'll need a Sunlight reading to get by, as the Hint Panel will tell you, but anything stronger than 6 bars will make the path disappear, so be careful. Then, watch out for 2 Red Ghouls here and collect the Treasure Chests here which hold 1 Silver Coin, 2 Change Grenades and 3 Bomb Grenades and check to the area to the east for a hidden Treasure Chest, which holds 1 Gold Apple, then follow the path and exit this place to the northeast by climbing up the stairs. In this area, check the area behind the stairs for a hidden Treasure Chest, which holds 1 Revivafruit. Then, follow the path and enter the door to the southwest and in this area, you'll fight another Undead Boss, but he's not Undead, as it's Sabata this time. After he talks to you, you'll have to fight him, so get ready.

- Boss Battle: Sababta, The Dark Boy -

Strategy: Wow, Sabata's actually a challenge. First off, he has two forms, so this first fight is just the beginning. For his attacks, he'll move VERY fast around the room and he can shoot Dark Shots, Spreads and Rotating Spreads to hit you with, which are annoying. You must hit him from behind to hurt him, though and when you do, he'll drop a Solar Nut each time, go grab it. When he goes into his spinning attack, wait till he slows down and keep hitting him to knock him down to stop. Not only that, but he can make clones of himself to help him in this, so you need to find the real Sabata to get his clones to disappear. Just keep up your assault and you should win, but once he reaches 0 Health, he'll teleport away from you and round 2 begins after he talks to himself.

- Boss Battle: Sababta, The Dark Boy: Part 2 -

Strategy: This time, the entire room is dark, except for your small light, so this is going to be a pain. Now only that, but you MUST hit Sabata from behind without him seeing you or you can't damage him PERIOD. To help clear this darkness away, you can use a Rising Sun Grenade if you wish to. Other than his other attacks he used before, Sababta now creates a Dark Vortex attack, which will suck you in and hurt you before disappearing. Not only that, but until it drags you in, you'll be constantly pulled to it like a vacuum. Just spray it with your Gun Del Sol to make it go away. Also, one note is his Dark Shots are bigger now, so they deal a bit more damage than before. He still drops Solar Nuts, but not as frequently as before, so watch out. Anyway, just keep up your assault and you'll win.

Afterwards, Sabata will talk to you and then Otenko will come back to life. He'll then explain everything to you about what's going on and how he's back and after this, talk to Sabata a ton of times to hear what he has to say, then exit this place to the southwest. In this area, search the area to the northwest of this door for a hidden Treasure Chest, which holds 1 Enduranut, then continue on and grab the Treasure Chest nearby to get 1 Gold Apple. Then, climb the stairs and in this area, grab the two Treasure Chests you see to get 3 Bomb Grenades and 1 Solar Nut. Then, use the Green Crystal if you need to, plus the Sun Bank or Dark Loans, then

continue on and grab the next two Treasure Chests here to get 1 Gold Apple and 1 Heal Fruit. Then, enter the door here and in this area, look for 6 hidden Treasure Chests, which hold 1 Green Apple, 1 Gold Apple, 1 X2 Carrot, 1 Speed Nut, 1 Solar Nut and 1 Enduranut. Then, enter the door to the northeast and in the final room, you'll meet Hel. After you talk to her, you'll fight her, as the final Boss Battle in the game begins.

- Boss Battle: Hel, The Queen Of Immortals -

Recommended Bars Of Sunlight: 1 or more.

Strategy: For this fight, you only need to make sure Otenko summons all 4 Generators within the time limit. If you don't, it's Game Over. Whenever he becomes surrounded in Klorofolun, spray it off him so he can get to work. All that Hel will do to you is fire out Stone Balls, Ice Breath, Dark Spikes, Fireballs and Klorofolun on Otenko, so avoid all this. You can hurt her, which when she loses a good amount of her Health, she'll recover, which buys Otenko time. When you see 99 seconds appear at the top of the screen, hurry up and make Otenko finish or else you're finished. Once he finishes, he'll explain to you what to do and you MUST have Sunlight at this part to do this or you're screwed. Just line yourself up where Otenko is and hold down the B Button and once the Wild Bunch attack is big enough, fire it at Hel and the Boss Battle will end, as the real Boss Battle begins.

Afterwards, there's some more talk, then Sabata appears and comes in to help you. After more talking, you'll fight Hel in her true form.

- Boss Battle: Hel, The Queen Of Immortals: Part 2 -

Recommended Bars Of Sunlight: 4 or more.

Strategy: Ok, just to be safe, make SURE you have at LEAST 1 bar of Sunlight or else you can't win, period. Anyway, Sabata will help you this time, so don't worry. Hel attacks this time mainly by using her 4 hands to either hit you or to grab you and suck your Health away to heal her own. You can NOT beat her by blasting her with your Gun Del Sol constantly or using Bomb Grenades or whatever, as she'll simply grab you or Sabata and heal herself, so you MUST use the Wild Bunch attack to win. Also, don't bother using a Rising Sun here, as the Klorofolun just appear and grab it away. The main strategy here is to destroy the hands, then line up and fire a shot from the Wild Bunch with Sabata. Just keep doing this and she'll eventually fall.

Afterwards, Hel will speak her final words and after some more talking from Otenko, she'll die. Congratulations! You've just beaten Boktai: The Sun Is In Your Hand! Now, try it out on Hard Mode or another difficulty if you haven't been playing it on Normal 2, that way you can get some secret Items and new parts for your Gun Del Sol, plus another chance to go through the Azure Sky Tower and to head back to the Solar Tree to check your progress and see what Items you may have missed in certain areas of the game.

- NNN. Ending [ENDI6.66]-

I don't want to give the ending away, since you worked so hard to get it, but I'll say this. Make sure you have at least 1 bar of Sunlight being read and when the Solar Bugs appear, hold down the A Button and you'll see the good ending. If not, you won't be able to absorb the Solar Bugs and you'll get the bad ending. Either way, again, good job on beating the game and let the credits role now and afterwards, you'll get your over all Rank, plus 3 Items, which include the Dark Lens, Dark Emblem and a random Item. Now, try it out on Hard Mode to get even better Items and another part for your Gun Del Sol, so you can create the Gun Del Hel. Also, be sure to stop by the Solar Tree in the New Game+ as well, so you can check out a new feature there. Have fun and thanks for reading my FAQ/Walkthrough. I hope it helped you!

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= VII. Analyzing The Enemy [ANATE7] =
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Throughout the game, you'll encounter numerous Enemies. Here's a list of those Enemies and a description of each one, with information and tips on how to beat them. (Note: Bosses are listed in The Walkthrough, since I go more in-depth there. This area is just for the lesser Enemies in the game, so if you want data for those Enemies, look there.)

Enemy Name: Bat.
Description: A winged creature that flies around the screen and can swoop in to attack you.
How To Beat It: Just spray it with Sunlight. It'll fall easy.

Enemy Name: Blue Kraken.
Description: Same as a Kraken, only blue in color.
How To Beat It: Same as a Kraken.

Enemy Name: Blue Mummy.
Description: Same as a Mummy, only blue in color.
How To Beat It: Same as a Mummy.

Enemy Name: Burrnun.
Description: Same as Klorofolun, only it's red in color.
How To Beat It: Same as Klorofolun.

Enemy Name: Chillun.
Description: Same as Klorofolun, only it's blue in color.
How To Beat It: Same as Klorofolun.

Enemy Name: Clay Golem.
Description: A brown creature that's rock hard and very strong. They can roll up into balls to attack you and are VERY dangerous.
How To Beat It: Just spray them with Sunlight.

Enemy Name: Cockatrice.
Description: A Bird/Chicken creature that can fly and shoot Stone Shots at you, turning you to stone for a short time.
How To Beat It: Spray it with Sunlight.

Enemy Name: Fiery Hot Ghoul.
Description: Same as a Ghoul, only they're Fire based and light red. Plus, they use Burrnun to attack with, which when it hits you, it lights you on fire.
How To Beat It: Same as a Ghoul, but they are very weak to Ice.

Enemy Name: Ghost Ghoul.

Description: Same as a Ghoul, only it's pale white in color.

How To Beat It: Same as a Ghoul.

Enemy Name: Ghoul.

Description: A green Zombie-like creature. Follows a distinct path/route where it patrols around. It can attack with Klorofolun, a deadly substance that can drain your Life Gauge.

How To Beat It: Either shoot it with a ball of Sunlight from behind when they aren't suspecting it to stun it for a short period or use a good amount of Sunlight (Example: Spread or Sword/Spear.) on it.

Enemy Name: Grey Ghoul.

Description: Same as a Ghoul, only it's grey in color.

How To Beat It: Same as a Ghoul.

Enemy Name: Ice Golem.

Description: Same as a Clay Golem, only it's light blue.

How To Beat It: Same as a Ghoul, but they are very weak to Fire.

Enemy Name: Icy Cool Ghoul.

Description: Same as a Ghoul, only they're Ice based and light blue. Plus, they use Chillun to attack with, which when it hits you, it freezes you.

How To Beat It: Same as a Ghoul, but they are very weak to Fire.

Enemy Name: Iron Golem.

Description: Same as a Clay Golem, only it's grey in color.

How To Beat It: Same as a Clay Golem.

Enemy Name: Klorofolun.

Description: Small little dark balls that float around and home in on you to attach themselves to you to drain your Life Gauge.

How To Beat It: Either nail them with some Sunlight or shake them off by rapidly pressing directions on the D-Pad or just running from them.

Enemy Name: Kraken.

Description: A Tentacle that comes out of the water only after it fires an Ice Shot at you and also tries to grab you to squeeze Health out of you.

How To Beat It: Spray it with Sunlight when it's out of the water.

Enemy Name: Mimic.

Description: A creature in disguise as a Treasure Chest that jumps and tries to bite you.

How To Beat It: Spray it with Sunlight.

Enemy Name: Mummy.

Description: A creature wrapped in cloth who's blind, but has accute hearing and uses Bombs to attack with and can also bite you.

How To Beat It: Use Sunlight or get it caught on fire for it to panic and run around burning itself to death.

Enemy Name: Red Cockatrice.

Description: Same as a Cockatrice, only red in color.

How To Beat It: Same as a Cockatrice.

Enemy Name: Red Mummy.

Description: Same as a Mummy, only red in color.

How To Beat It: Same as a Mummy.

Enemy Name: Raven.

Description: A black bird that flies around and swoops down to attack you.

How To Beat It: Just blast it with Sunlight and it'll die easily.

Enemy Name: Red Ghoul.

Description: Same as a Ghoul, only it's red in color.

How To Beat It: Same as a Ghoul.

Enemy Name: Red Spider.

Description: Same as a Spider, only it can shoot balls of Poison at you that can damage you.

How To Beat It: Same as a Spider.

Enemy Name: Spider.

Description: A creature that crawls around and spins webs, which if you get caught in, it comes crawling back to it fast to attack you.

How To Beat It: Rapidly smash the D-Pad to get out of the web and hit the Spider with Sunlight to scare it and use enough to kill it. Also you can stun it.

Enemy Name: Step.

Description: A invisible creature that can't be seen without a See-All Nut or a Scan Grenade, but otherwise, you'll only see his footprints. He only attacks with LARGE spikes in a large radius when he sees you or if you hit him.

How To Beat It: Spray it with Sunlight, then MOVE out of the way if it's not dead, because you'll get stabbed, then repeat until it's dead.

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= VIII. Item List [ITEL18]=
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Here's a complete list of Items that you'll find throughout the game and what they do.

- A. Normal Items [NORIT8.1]-

Item Name: Bad Pumpkin.

Effect: Lowers level of Undead in next...

Item Name: Banana.

Effect: Extra strength!.

Item Name: Bearnut.

Effect: Makes you invincible.

Item Name: Blueshroom.

Effect: Odd Mushroom.

Item Name: Dark Card.

Effect: Summons shady Loan Shark.

Item Name: Empty Gourd.

Effect: Warp outside dungeon.

Item Name: Enduranut.

Effect: Immune to damage for a set time.

Item Name: Evil Banana.
Effect: Makes you stronger, but...

Item Name: Fast Carrot.
Effect: Plant with other Fruits & Nuts...

Item Name: Flame Nut.
Effect: Reduces flame damage.

Item Name: Fool Card.
Effect: Restart area.

Item Name: Gold Apple.
Effect: Health boost. (Large.)

Item Name: Green Apple.
Effect: Health boost. (Small.)

Item Name: Heal Fruit.
Effect Full recovery. (Life.)

Item Name: Ice Nut.
Effect: Reduces ice damage.

Item Name: (Circle) Key.
Effect: Open locked doors.

Item Name: (Square) Key.
Effect: Open locked doors.

Item Name: (Triangle) Key.
Effect: Open locked doors.

Item Name: (X) Key.
Effect: Open locked doors.

Item Name: Life Fruit.
Effect: Get four to boost your Life Gauge.

Item Name: Mr. Rainnot.
Effect: An Ancient Totem.

Item Name: Red Apple.
Effect: Health boost. (Medium.)

Item Name: Redshroom.
Effect: Curiouser and curiouser!

Item Name: Revivafruit.
Effect: Revives you.

Item Name: Rotten Nut.
Effect: Restores Life, but tastes...

Item Name: See-All Nut.
Effect: Reveals hidden objects.

Item Name: Silver Coin.
Effect: Collect them all and...

Item Name: Solar Leaf.
Effect: "Keep the Sun always in your Heart!" (Warps you to the Solar Tree.)

Item Name: Solar Nut.
Effect: Recharges Solar Gun Battery.

Item Name: Speed Nut.
Effect: Speed up!

Item Name: Star Card.
Effect: When you look up into the Dark Sky...

Item Name: Sunny Clog.
Effect: This clog controls the sky.

Item Name: Tiptoe Nut.
Effect: Silent Steps!

Item Name: Tonniar .Rm.
Effect: An Ancient Totem. (Brings Rain.)

Item Name: X2 Carrot.
Effect: Plant with other Fruits & Nuts...

- B. Emblem List [EMBLI8.2] -

The following are the Emblems you can recieve from the Azure Sky Tower and from your friends:

Emblem Name: Cloud.
Frame You Recieve: Tempest Frame.

Emblem Name: Dark.
Frame You Recieve: Stalker Frame.

Emblem Name: Earth.
Frame You Recieve: Phalanx Frame.

Emblem Name: Flame.
Frame You Recieve: Samurai Frame.

Emblem Name: Frost.
Frame You Recieve: Calamity Frame.

Emblem Name: Luna.
Frame You Recieve: Guardian Frame.

Emblem Name: Sol.
Frame You Recieve: Dragoon Frame.

Note: You get the Dark Emblem when you beat the game, not from the Azure Sky Tower. Sol Emblem is receieved from the Solar Tree and the Luna Emblem is obtained at the AST after you acquire all the other Emblems.

Thanks to Lord Huff 'N Puff/Nightvol for the information!

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= IX. Gun Del Sol [GUDS9]=
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Ah, the Gun Del Sol. Your main Weapon in the game and your best friend.
Here you'll find a complete list of all the Lenses, Frames, Batteries and
Grenades in the game and what each of them does.

- A. Lenses [LENS9.1] -

Note: Each Lens can level up to Level 3. For example, the Roman Numerals
next to each Lens will show you what that Lens's current level is. Also,
the higher the level, the bigger the Lens looks when you Equip it and the
stronger it becomes.

Lens Name: Sol I.
Description: Lens of the Sun. Purifies the Undead.
Where's It Found?: You start the game with it.

Lens Name: Luna I.
Description: Lens of the Moon. Uses no energy, but...
Where's It Found?: Bloodrust Mansion.

Lens Name: Flame I.
Description: Fire Lens. Melts away icy enemies.
Where's It Found?: Firetop Mountain.

Lens Name: Frost I.
Description: Ice Lens. Powerful against fire enemies.
Where's It Found?: Permafrost.

Lens Name: Cloud I.
Description: Wind Lens. Can break through stone blocks.
Where's It Found?: Dark Castle.

Lens Name: Earth I.
Description: Plant Lens. Heals dead Plants.
Where's It Found?: Sol City.

Lens Name: Star I.
Description: Stores energy in the Solar Station.
Where's It Found?: Gate Of The Dead.

Lens Name: Dark I
Description: Lens of Darkness. (Dark Gun Parts.)
Where's It Found?: You'll gain it after completing the game.

- B. Frames [FRAM9.2] -

Frame Name: Axel.
Description: Fires a rotating Spread.
Where's It Found?: Small Cave.
Attack: D.
Stun: ---.

Frame Name: Beatmania.
Description: Charms enemy with music.

Where's It Found?: Catacomb.

Attack: E.

Stun: E

Frame Name: Calamity.

Description: Automatic Fire.

Where's It Found?: Azure Sky Tower.

Attack: A.

Stun: D.

Frame Name: Crusader.

Description: Fire Shot and Spread.

Where's It Found?: Remaining Tower.

Attack: C.

Stun: D.

Frame Name: Dagger.

Description: Automatic Fire.

Where's It Found?: Scar of the Land.

Attack: C.

Stun: E.

Frame Name: Dragoon.

Description: Fire Shot and Spread.

Where's It Found?: Azure Sky Tower.

Attack: A.

Stun: C.

Frame Name: Fencer.

Description: Has a Sword-like Spread.

Where's It Found?: Deserted Arsenal.

Attack: C.

Stun: ---.

Frame Name: Fighter.

Description: Fires Shot only.

Where's It Found?: You start the game with it.

Attack: ---.

Stun: E.

Frame Name: Gradius.

Description: Automatic Fire.

Where's It Found?: Fallen Devil Castle.

Attack: B.

Stun: D.

Frame Name: Guardian.

Description: The Sword Guardian.

Where's It Found?: Beat the Silver White Knight in Azure Sky Tower.

Attack: B.

Stun: -.

Frame Name: Javelin.

Description: Blasts a powerful Shot.

Where's It Found?: Abyss.

Attack: S.

Stun: A.

Frame Name: Juggler.

Description: Special Ricochet Shots.

Where's It Found?: Fire Dragon's Grave.

Attack: C.

Stun: C.

Frame Name: Knife.

Description: Automatic Fire.

Where's It Found?: Ruined Cemetary.

Attack: D.

Stun: E.

Frame Name: Knight.

Description: Fire Shot and Spread.

Where's It Found?: Fog Castle.

Attack: E.

Stun: E.

Frame Name: Lance.

Description: Blasts a powerful Shot.

Where's It Found?: Crumbling Mine.

Attack: A.

Stun: B.

Frame Name: Phalanx.

Description: Blasts a powerful Shot.

Where's It Found?: Azure Sky Tower.

Attack: S.

Stun: S.

Frame Name: Phantom.

Description: Dark Frame.

Where's It Found?: Complete the game on Hard Mode.

Attack: S.

Stun: S.

Frame Name: Samurai.

Description: Has a Sword-like Spread.

Where's It Found?: Azure Sky Tower.

Attack: S.

Stun: ---.

Frame Name: Spear.

Description: Blasts a powerful Shot.

Where's It Found?: Ancient Forest.

Attack: B.

Stun: C.

Frame Name: Stalker.

Description: Fires guided Shots.

Where's It Found?: Azure Sky Tower.

Attack: C.

Stun: C.

Frame Name: Swordsman.

Description: Has a Sword-like Spread.

Where's It Found?: Forgotten Tomb.

Attack: B.

Stun: ---.

Frame Name: Swordsmaster.

Description: Has a Sword-like Spread.

Where's It Found?: Water Demon's Cage.
Attack: A.
Stun: ---.

Frame Name: Tempest.
Description: Fires a rotating Spread.
Where's It Found?: Azure Sky Tower.
Attack: A.
Stun: ---.

Frame Name: Tornado.
Description: Fires a rotating Spread.
Where's It Found?: Valley Of Ice.
Attack: B.
Stun: ---.

Frame Name: Vortex.
Description: Fires a rotating Spread.
Where's It Found?: Suffering House.
Attack: C.
Stun: ---.

Frame Name: Wizard.
Description: Fires shots in 3 ways.
Where's It Found?: Get 1,000 Points in Multiplayer Link Battle.
Attack: B.
Stun: D.

- C. Batteries [BATTE9.3] -

Battery Name: Single.
Description: Standard battery.
Where's It Found?: You start the game with it.

Battery Name: Double.
Description: Battery with extra tank. 2x capacity.
Where's It Found?: Bloodrust Mansion.

Battery Name: Triple.
Description: Battery with extra tank. 3x capacity.
Where's It Found?: Stench Forest.

Battery Name: Quad.
Description: Battery with extra tank. 4x capacity.
Where's It Found?: Sol City.

Battery Name: Quint.
Description: Battery with extra tank. 5x capacity.
Where's It Found?: Dark Castle.

Battery Name: Astro Battery.
Description: Battery with extra tank. 1x capacity.
Where's It Found?: Solar Tree.

Battery Name: Chaos Battery.
Description: Battery with extra tank. 7x capacity.
Where's It Found?: Complete the game on Hard Mode.

- D. Grenades [GREN9.4] -

Grenade Name: No Grenade.
Description: Turns off the Grenade System.
Where's It Found?: You start the game with it.

Grenade Name: Bomb.
Description: Attacks with flame.
Where's It Found?: Bloodrust Mansion (Then various other places.)

Grenade Name: Change.
Description: Turns Klorofolun into...
Where's It Found?: Ruined Cemetery. (Then various other places.)

Grenade Name: Nightmare.
Description: Attack with darkness.
Found: Can be obtained from clearing Dungeons with a good Rank after you collect the entire Dark Gun Parts set. (Also found in the Abyss.)

Grenade Name: Pineapple.
Description: The more Solar Energy, the stronger it is.
Where's It Found?: Solar Tree.

Grenade Name: Flash.
Description: Knocks Undead unconscious.
Where's It Found?: Stairs of Trial. (Then various other places.)

Grenade Name: Rising Sun.
Description: Summons a Sun particle.
Where's It Found?: Firetop Mountain. (Then various other places.)

Grenade Name: Scan.
Description: Reveals hidden objects.
Where's It Found?: Firetop Mountain. (Then various other places.)

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= X. Solar Tree [SOLTR10] =
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- A. Explanation [EXPLA10.1]-

The Solar Tree is found or rather brought to your attention after you defeat The Count in the game. Lita, after you save her, will invite you to come and visit her and the Solar Tree. Here, as you go through the game and purify the Undead, the Solar Tree will grow again until it reaches it's potential growth. It's also here that you can grow Items by placing one Item into the ground, which will produce multiple of that Item or you can combine two Items together to get a different Item. Also, it's here that you can do a few things. First, 1 minute before Sunrise each day, the Solar Tree drops dew all around the area. This can help you get Mr. Rainnot, which, explained in the Secrets Section, gets you a perminate 2 bars of Sunlight until dusk. To keep it forever, read the Secrets Section.

The other thing this does is gets rid of a curse that's put on you called Kaamos. It pretty much disables you and you must wait 5 days before you can do anything again, unless you get yourself covered in the dew dropped

by the Solar Tree. Also, I've heard if you beat the game and save Otenko, the Solar Tree will turn pink after it's fully grown and you'll get the Astro Battery. (Which you need to have 1,500 Sunlight Charges total, plus you need to make it pink by planting Items in it's roots over and over, but this can be bypassed if you have 1,500 Sunlight Charges.) For now, let's head to the next section and look at the things you can grow here at the Solar Tree with Lita.

Though, before we do, just some general tips. First, you can make your stuff grow MUCH faster by using your Gun Del Sol. Though, certain Frames such as the Dagger, Calamity, Fighter, Gradius, Knife and Phantom won't work in this process. Also, using the following types of Lenses don't work as well and they include the Cloud, Dark, Flame, Frost, Luna and Star. Everything else works perfectly, so feel free to use them. The more energy you use and the stronger the Lens/Frame, the faster your Items will grow when you hit them with Sunlight. Now, let's take a look at what you can grow.

Note: There are two places to where you can plant, so if you wish to just plant Items and leave, you can do so, since Items you plant and leave are automatically given to you once they are ready. No need to come back and grab them.

- B. What You Can Grow [WHYCG10.2]-

Ok, first, let's start with Items you can grow by themselves and how much of that Item you'll get back when they're done.

Note: You're planting 1 of each Item and getting the number next to it back in return. This is VERY helpful when you want to "clone" Items. Also, to know when your Items are done, when you're growing your Items, they start off as a simple Plant, but as it grows, it gets bigger and grows leaves, then it becomes a flower, then the flower's petals turn various colors. That's when the Item is finished. Take it and you're done. Also, if you plant anything with a Fast Carrot, the Item will grow faster than normal and if you plant it with a X2 Carrot, you'll get more of that Item than normally expected. Also, there's only 2 spots to plant in when you first visit the Solar Tree, but as you go through the game, 5 spots become available to you later on. Now, here's the list of what you can grow:

Planting Single Items

Note: There's no real way to calculate this. The rates are all random, ranging from 1-5, so when you plant something alone, expect to get something in that range.

Ok, next comes the results when you plant 2 Items and what you get as the final product when you do. Here they are:

Planting 2 Items

Bad Pumpkin +...

- Banana = Fast Carrot.
- Bearnut = Enduranut.
- Blueshroom = Ice Nut.
- Empty Gourd = Enduranut.
- Enduranut = Heal Fruit.

Evil Banana = Bearnut.
Fast Carrot = Bad Pumpkin.
Flame Nut = Ice Nut.
Gold Apple = Banana.
Green Apple = Heal Fruit.
Heal Fruit = Fast Carrot.
Ice Nut = Bearnut.
Red Apple = Green Apple.
Redshroom = Blueshroom.
Revivafruit = Pineapple Solar Gun Grenade.
See-All Nut = Evil Banana.
Solar Leaf = Banana.
Solar Nut = Speen Nut.
Speed Nut = Gold Apple.
Tiptoe Nut = Solar Nut.
X2 Carrot = Bad Pumpkin.

Banana +...

Bad Pumpkin = Fast Carrot.
Bearnut = Heal Fruit.
Blueshroom = Gold Apple.
Empty Gourd = Bad Pumpkin.
Enduranut = Revivafruit.
Evil Banana = Solar Nut.
Fast Carrot = Banana.
Flame Nut = Solar Nut.
Gold Apple = Heal Fruit.
Green Apple = Red Apple.
Heal Fruit = Bearnut.
Ice Nut = Flame Nut.
Red Apple = Heal Fruit.
Redshroom = Blueshroom.
Revivafruit = Speed Nut.
See-All Nut = Solar Nut.
Solar Leaf = X2 Carrot.
Solar Nut = Redshroom.
Speed Nut = Tiptoe Nut.
Tiptoe Nut = X2 Carrot.
X2 Carrot = Banana.

Bearnut +...

Bad Pumpkin = Enduranut.
Banana = Heal Fruit.
Blueshroom = Enduranut.
Empty Gourd = Revivafruit.
Enduranut = Heal Fruit.
Evil Banana = Bad Pumpkin.
Fast Carrot = Bearnut.
Flame Nut = Evil Banana.
Gold Apple = Revivafruit.
Green Apple = Heal Fruit.
Heal Fruit = Solar Nut.
Ice Nut = Evil Banana.
Red Apple = Heal Fruit.
Redshroom = Blueshroom.
Revivafruit = Heal Fruit.
See-All Nut = Enduranut.
Solar Leaf = See-All Nut.

Solar Nut = Banana.
Speed Nut = Solar Nut.
Tiptoe Nut = Enduranut.
X2 Carrot = Bearnut.

Blueshroom +...

Bad Pumpkin = Ice Nut.
Banana = Gold Apple.
Bearnut = Enduranut.
Empty Gourd = Evil Banana.
Enduranut = Evil Banana.
Evil Banana = Flame Nut.
Fast Carrot = Blueshroom.
Flame Nut = Ice Nut.
Gold Apple = Bearnut.
Green Apple = Red Apple.
Heal Fruit = Redshroom.
Ice Nut = Tiptoe Nut.
Red Apple = Redshroom.
Redshroom = Bad Pumpkin.
Revivafruit = Solar Nut.
See-All Nut = Heal Fruit.
Speed Nut = Tiptoe Nut.
Solar Leaf = Empty Gourd.
Solar Nut = Redshroom.
Tiptoe Nut = Redshroom.
X2 Carrot = Blueshroom.

Empty Gourd +...

Bad Pumpkin = Enduranut.
Banana = Bad Pumpkin.
Bearnut = Revivafruit.
Blueshroom = Evil Banana.
Enduranut = Fast Carrot.
Evil Banana = X2 Carrot.
Fast Carrot = Empty Gourd.
Flame Nut = Solar Nut.
Gold Apple = Solar Leaf.
Green Apple = Red Apple.
Heal Fruit = Speed Nut.
Ice Nut = Banana.
Red Apple = Solar Nut.
Redshroom = Gold Apple.
Revivafruit = Bad Pumpkin.
See-All Nut = Speed Nut.
Solar Leaf = Blueshroom.
Solar Nut = Solar Leaf.
Speed Nut = Banana.
Tiptoe Nut = Fast Carrot.
X2 Carrot = Empty Gourd.

Enduranut +...

Bad Pumpkin = Heal Fruit.
Banana = Revivafruit.
Bearnut = Heal Fruit.
Blueshroom = Evil Banana.
Empty Gourd = Fast Carrot.

Evil Banana = Bad Pumpkin.
Fast Carrot = Enduranut.
Flame Nut = Ice Nut.
Gold Apple = Bearnut.
Green Apple = Empty Gourd.
Heal Fruit = Bearnut.
Ice Nut = Bearnut.
Red Apple = Bearnut.
Redshroom = See-All Nut.
Revivafruit = Flame Nut.
See-All Nut = Empty Gourd.
Solar Leaf = Empty Gourd.
Solar Nut = Bearnut.
Speed Nut = Tiptoe Nut.
Tiptoe Nut = Banana.
X2 Carrot = Enduranut.

Evil Banana +...

Bad Pumpkin = Bearnut.
Banana = Solar Nut.
Bearnut = Fast Carrot.
Blueshroom = Flame Nut.
Empty Gourd = X2 Carrot.
Enduranut = Bad Pumpkin.
Fast Carrot = Evil Banana.
Gold Apple = Revivafruit.
Green Apple = X2 Carrot.
Flame Nut = Ice Nut.
Heal Fruit = Bad Pumpkin.
Ice Nut = Tiptoe Nut.
Red Apple = Enduranut.
Redshroom = Fast Carrot.
Revivafruit = Banana.
See-All Nut = Solar Leaf.
Speed Nut = Tiptoe Nut.
Solar Leaf = Tiptoe Nut.
Solar Nut = Banana.
Tiptoe Nut = Fast Carrot.
X2 Carrot = Evil Banana.

Fast Carrot +...

Bad Pumpkin = Bad Pumpkin.
Banana = Banana.
Bearnut = Bearnut.
Blueshroom = Blueshroom.
Empty Gourd = Empty Gourd.
Enduranut = Enduranut.
Evil Banana = Evil Banana.
Flame Nut = Flame Nut.
Gold Apple = Gold Apple.
Green Apple = Green Apple.
Heal Fruit = Heal Fruit.
Ice Nut = Ice Nut.
Red Apple = Red Apple.
Redshroom = Redshroom.
Revivafruit = Revivafruit.
See-All Nut = See-All Nut.
Solar Leaf = Solar Leaf.

Solar Nut = Solar Nut.
Speed Nut = Speed Nut.
Tiptoe Nut = Tiptoe Nut.
X2 Carrot = X2 Carrot.

Flame Nut +...

Bad Pumpkin = Ice Nut.
Banana = Solar Nut.
Bearnut = Evil Banana.
Blueshroom = Ice Nut.
Empty Gourd = Solar Nut.
Enduranut = Ice Nut.
Evil Banana = Ice Nut.
Fast Carrot = Flame Nut.
Gold Apple = Heal Fruit.
Green Apple = Red Apple.
Heal Fruit = Revivafruit.
Ice Nut = Solar Nut.
Red Apple = Speed Nut.
Redshroom = Red Apple.
Revivafruit = Heal Fruit.
See-All Nut = Ice Nut.
Solar Leaf = Solar Nut.
Solar Nut = Speed Nut.
Speed Nut = Empty Gourd.
Tiptoe Nut = Speed Nut.
X2 Carrot = Flame Nut.

Gold Apple +...

Bad Pumpkin = Banana.
Banana = Heal Fruit.
Bearnut = Revivafruit.
Blueshroom = Redshroom.
Empty Gourd = Solar Leaf.
Enduranut = Bearnut.
Evil Banana = Revivafruit.
Fast Carrot = Gold Apple.
Flame Nut = Heal Nut.
Green Apple = Heal Fruit.
Heal Fruit = Bearnut.
Ice Nut = Blueshroom.
Red Apple = Revivafruit.
Redshroom = Bearnut.
Revivafruit = Heal Fruit.
See-All Nut = Fast Carrot.
Solar Leaf = Banana.
Solar Nut = Revivafruit.
Speed Nut = Redshroom.
Tiptoe Nut = Bearnut.
X2 Carrot = Gold Apple.

Green Apple +...

Bad Pumpkin = Heal Fruit.
Banana = Red Apple.
Bearnut = Heal Fruit.
Blueshroom = Red Apple.
Empty Gourd = Red Apple.

Enduranut = Empty Gourd.
Evil Banana = X2 Carrot.
Fast Carrot = Green Apple.
Flame Nut = Red Apple.
Gold Apple = Heal Fruit.
Heal Fruit = Red Apple.
Ice Nut = Red Apple.
Red Apple = Gold Apple.
Redshroom = Blueshroom.
Revivafruit = Heal Fruit.
See-All Nut = Fast Carrot.
Solar Leaf = Red Apple.
Solar Nut = Gold Apple.
Speed Nut = Solar Nut.
Tiptoe Nut = Redshroom.
X2 Carrot = Green Apple.

Heal Fruit +...

Bad Pumpkin = Fast Carrot.
Banana = Bearnut.
Bearnut = Solar Nut.
Blueshroom = Redshroom.
Empty Gourd = Speed Nut.
Enduranut = Bearnut.
Evil Banana = Bad Pumpkin.
Fast Carrot = Heal Fruit.
Flame Nut = Revivafruit.
Gold Apple = Bearnut.
Green Apple = Red Apple.
Ice Nut = Blueshroom.
Red Apple = Revivafruit.
Redshroom = Solar Nut.
Revivafruit = Bad Pumpkin.
See-All Nut = Bad Pumpkin.
Solar Leaf = Solar Nut.
Speed Nut = Empty Gourd.
Solar Nut = Banana.
Tiptoe Nut = Bearnut.
X2 Carrot = Heal Fruit.

Ice Nut +...

Bad Pumpkin = Bearnut.
Banana = Flame Nut.
Bearnut = Evil Banana.
Blueshroom = Tiptoe Nut.
Empty Gourd = Banana.
Enduranut = Bearnut.
Evil Banana = Tiptoe Nut.
Flame Nut = Solar Nut.
Gold Apple = Blueshroom.
Green Apple = Red Apple.
Heal Fruit = Blueshroom.
Red Apple = Tiptoe Nut.
Redshroom = Green Apple.
Revivafruit = Bearnut.
See-All Nut = Green Apple.
Solar Leaf = Flame Nut.
Solar Nut = Flame Nut.

Speed Nut = Enduranut.
Tiptoe Nut = Blueshroom.
X2 Carrot = Ice Nut.

Red Apple +...

Bad Pumpkin = Green Apple.
Banana = Heal Fruit.
Bearnut = Heal Fruit.
Blueshroom = Redshroom.
Empty Gourd = Solar Nut.
Enduranut = Bearnut.
Evil Banana = Enduranut.
Fast Carrot = Red Apple.
Flame Nut = Speed Nut.
Gold Apple = Revivafruit.
Green Apple = Gold Apple.
Heal Fruit = Revivafruit.
Ice Nut = Tiptoe Nut.
Redshroom = Flame Nut.
Revivafruit = Solar Leaf.
See-All Nut = Fast Carrot.
Solar Leaf = See-All Nut.
Solar Nut = Heal Fruit.
Speed Nut = Solar Nut.
Tiptoe Nut = Green Apple.
X2 Carrot = Red Apple.

Redshroom +...

Bad Pumpkin = Blueshroom.
Banana = Blueshroom.
Bearnut = Blueshroom.
Blueshroom = Bad Pumpkin.
Empty Gourd = Gold Apple.
Enduranut = See-All Nut.
Evil Banana = Fast Carrot.
Fast Carrot = Redshroom.
Flame Nut = Red Apple.
Gold Apple = Bearnut.
Green Apple = Blueshroom.
Heal Fruit = Solar Nut.
Ice Nut = Green Apple.
Red Apple = Flame Nut.
Revivafruit = Solar Nut.
See-All Nut = Red Apple.
Solar Leaf = Banana.
Solar Nut = Solar Leaf.
Speed Nut = Tiptoe Nut.
Tiptoe Nut = Fast Carrot.
X2 Carrot = Redshroom.

Revivafruit +...

Bad Pumpkin = Banana.
Banana = Speed Nut.
Bearnut = Heal Fruit.
Blueshroom = Solar Nut.
Empty Gourd = Bad Pumpkin.
Enduranut = Flame Nut.

Evil Banana = Banana.
Fast Carrot = Revivafruit.
Flame Nut = Heal Fruit.
Gold Apple = Heal Fruit.
Green Apple = Heal Fruit.
Heal Fruit = Bad Pumpkin.
Ice Nut = Bearnut.
Red Apple = Solar Fruit.
Redshroom = Solar Nut.
See-All Nut = Empty Gourd.
Solar Leaf = Heal Leaf.
Solar Nut = Bearnut.
Speed Nut = Heal Fruit.
Tiptoe Nut = Bearnut.
X2 Carrot = Revivafruit.

See-All Nut +...

Bad Pumpkin = Evil Banana.
Banana = Solar Nut.
Bearnut = Enduranut.
Blueshroom = Heal Fruit.
Empty Gourd = Speed Nut.
Enduranut = Empty Gourd.
Fast Carrot = See-All Nut.
Evil Banana = Solar Leaf.
Flame Nut = Ice Nut.
Gold Apple = Fast Carrot.
Green Apple = Fast Carrot.
Heal Fruit = Bad Pumpkin.
Ice Nut = Green Apple.
Red Apple = Fast Carrot.
Redshroom = Red Apple.
Revivafruit = Empty Gourd.
Solar Leaf = Empty Gourd.
Solar Nut = Flame Nut.
Speed Nut = Solar Leaf.
Tiptoe Nut = Empty Gourd.
X2 Carrot = See-All Nut.

Solar Leaf +...

Bad Pumpkin = Banana.
Banana = X2 Carrot.
Bearnut = See-All Nut.
Blueshroom = Empty Gourd.
Empty Gourd = Blueshroom.
Enduranut = Empty Gourd.
Fast Carrot = Solar Leaf.
Evil Banana = Tiptoe Nut.
Flame Nut = Solar Nut.
Gold Apple = Banana.
Green Apple = Red Apple.
Heal Fruit = Solar Nut.
Ice Nut = Flame Nut.
Red Apple = See-All Nut.
Redshroom = Banana.
Revivafruit = Heal Leaf.
See-All Nut = Empty Gourd.
Solar Nut = Heal Fruit.

Speed Nut = Empty Gourd.
Tiptoe Nut = Ice Nut.
X2 Carrot = Solar Leaf.

Solar Nut +...

Bad Pumpkin = Speed Nut.
Banana = Redshroom.
Bearnut = Banana.
Blueshroom = Redshroom.
Empty Gourd = Solar Leaf.
Enduranut = Bearnut.
Evil Banana = Banana.
Fast Carrot = Solar Nut.
Flame Nut = Speed Nut.
Gold Apple = Revivafruit.
Green Apple = Gold Apple.
Heal Fruit = Banana.
Ice Nut = Flame Nut.
Red Apple = Heal Fruit.
Redshroom = Solar Leaf.
Revivafruit = Bearnut.
See-All Nut = Flame Nut.
Solar Leaf = Heal Fruit.
Speed Nut = Banana.
Tiptoe Nut = Speed Nut.
X2 Carrot = Solar Nut.

Speed Nut +...

Bad Pumpkin = Gold Apple.
Banana = Tiptoe Nut.
Bearnut = Solar Nut.
Blueshroom = Tiptoe Nut.
Empty Gourd = Banana.
Enduranut = Tiptoe Nut.
Evil Banana = Tiptoe Nut.
Fast Carrot = Speed Nut.
Flame Nut = Empty Gourd.
Gold Apple = Redshroom.
Green Apple = Solar Nut.
Heal Fruit = Empty Gourd.
Ice Nut = Enduranut.
Red Apple = Solar Nut.
Redshroom = Tiptoe Nut.
Revivafruit = Heal Fruit.
See-All Nut = Solar Leaf.
Solar Leaf = Empty Gourd.
Solar Nut = Banana.
Tiptoe Nut = Solar Nut.
X2 Carrot = Speed Nut.

Tiptoe Nut +...

Bad Pumpkin = Solar Nut.
Banana = x2 Carrot.
Bearnut = Enduranut.
Blueshroom = Redshroom.
Empty Gourd = Fast Carrot.
Enduranut = Banana.

Evil Banana = Fast Carrot.
Fast Carrot = Tiptoe Nut.
Flame Nut = Speed Nut.
Gold Apple = Bearnut.
Green Apple = Redshroom.
Heal Fruit = Bearnut.
Ice Nut = Blueshroom.
Red Apple = Green Apple.
Redshroom = Fast Carrot.
Revivafruit = Bearnut.
See-All Nut = Empty Gourd.
Solar Leaf = Ice Nut.
Solar Nut = Speed Nut.
Speed Nut = Solar Nut.
X2 Carrot = Tiptoe Nut.

X2 Carrot +...

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

WHEW. Ok, that covers ALL the possible combinations for what you can grow.
Have fun!

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= XI. Bank System [BANSY11] =
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Throughout Boktai: The Sun Is In Your Hand, after a certain point in the game, you'll constantly find Banks throughout Dungeons. These Banks are there to help you and to provide you with either gaining more Sunlight Charges or perhaps borrowing some Sunlight Charges. Here's the two following Banks you'll find and what they do:

Sun Bank - The "good" Bank. This Bank, if you allow it, will take your Sunlight Charges (As many as you wish.) and store them in their facility. The plus for doing this is depending on what the Interest Rate is, your Sunlight Charges will grow and grow, due to that Interest Rate. The Interest Rate is always random, but be sure to take advantage of it. You gain Interest on your account every 24 hours, but you can "trick" the game. If you want to know how, look at Section XIV. Secrets for more on

that.

Also, the Sun Bank is only open between 7:00 AM until 12:00 AM, so take note of this.

Dark Loans - The "bad" Bank. Unlike the Sun Bank, this is a loan Bank, but whatever you borrow from them, you pay back with a Interest Rate of 800%. You have 3 days to repay them and if you fail to, Darkness Bugs will haunt you and steal your Solar Energy until they have taken enough to pay off your debt. The first time you visit them, you'll get a Dark Card, which you can call a Loan Shark to borrow Sunlight whenever you need it, except in Boss Battles. I strongly suggest you don't borrow from them, since you have to be VERY, VERY, desperate to do so. ONLY call them up if you have absolutely no choice left, but be ready for the insane payback you'll have to give them. There also seems to be something called the Punish Room that they use, but I've never gotten it and pray you don't either.

Dark Loans has no closing time, so never worry if you ever need to call them up.

So, there you go. That basically explains what the Bank System is and how to deal with it.

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= XII. Multiplayer/Linking Options [MULLO12]=

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One of the features of Boktai: The Sun Is In Your Hand is the ability to play with your friends. You can either fight one another, trade Items or copy each other's Emblems. For the most part, to do this, each of you and your friends must own a Gameboy Advance or Gameboy Advance SP, along with a copy of Boktai: The Sun Is In Your Hand and a Gameboy Advance Game Link Cable. If you are playing with one friend, you'll need one cable, two friends needs two and 3 friends needs three. Here are the three modes of play and what you can do with each.

- A. Item Exchange [ITEXC12.1]-

Item Exchange is very, very, easy. Once you select this Option, you just select the Item you wish to trade with your friend and they do the same. After both of you select your Item, you'll see the Items that are to be traded. If both you and your friend are satisfied, confirm your selection and your Item will be traded to one another and the process will be complete. You can either continue to trade Items or you can stop and do something else, but this is a very easy process.

- B. Link Battle [LIBAT12.2]-

The rules for Link Battle are simple. You can either play for fun or play for Sunlight Charges held in your Solar Station. The game is played out by who can collect the most Coins withen the time limit. Each player has a certain colored Coin and there's 5 different Coins to collect. The players have Red, Blue, Yellow and Green Coins, while enemies in the area have Purple Coins. When a player is defeated, you can collect their Coin. When the time limit is up, the player with the most Coins wins. The final calculated points for this are based on how many kills you've gotten, how

many Coins you've collected and how many times you've died. Also, you can see a Map of the area and where everyone is, by using the Map like you would in the normal game. Each player is shown by a color, while the things colored Purple are of course enemies. Now, you can change a few things here in Link Battle before you start each game and they are:

Play For Solar Energy - You can choose either to play for fun or play for Solar Energy from other players from their Solar Station. Up to you, so do as you wish.

Life Gauge - You can edit each player's Life Gauge to however each player wants it for additional gameplay.

Time Limit - You can change how long each game lasts to however you see fit.

Stage Select - Select the Stage you wish to play at or just select "Random" to be taken to a random Stage.

Now, once the game ends from time running out, you'll see the results of the game and you'll be asked if you want a rematch. Select Yes or No, then continue on. After each battle, points are added up and once you reach a certain amount, you'll start to win prizes like random Items. Pretty cool, I'd say.

- C. Emblem Resonance [EMBRE12.3] -

First off, Emblems are rare Items that you get from beating the game or get from the Azure Sky Tower. You'll only get one Emblem from the Azure Sky Tower and that the Emblem you get from beating the game can not be traded. Only the Emblem found at the Azure Sky Tower can be traded. Though, using this method of trade, you can get your friend's Emblem, except it'll be a copy of it so your friend doesn't lose his. In return, you can clone yours and give it to him, so you can explore more of the Azure Sky Tower. If you don't have an Emblem that can be copied, the game will tell you so and you'll cancel out of this mode automatically. If you have a Emblem that can, though, after trading it, you'll automatically Save your game and you'll cancel out of this mode, ready to do it either again to get another Emblem or you can do something else. Also, the Emblems you get from friends are shown under their name in your game, not yours.

Note: The Sol Emblem is gotten at the Solar Tree, just like the Dark Emblem is granted once you beat the game. Also, the Luna Emblem is granted at the AST once you have all the other Emblems.

Thanks again to Lord Huff 'N Puff/Nightvol for the information!

- D. Passwords [PASSW12.4]-

After you complete the game, you'll get a Password, which you can enter at Konami's Site, located at <http://konamijpn.com/> and once there, enter your Password to see your gamplay evaluation. Pretty cool. Have fun with that, because it's alot like Metal Gear Solid 2's Password thing, so if you've done that before, this is the same thing and you'll know what to do. Enjoy!

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= XIII. Azure Sky Tower [AZSKT13] =
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The secret Dungeon of the game, the Azure Sky Tower is a optional Dungeon, for those wishing to take on the challenge of it. Now, to reach it, it's located to the southeast in Byroad Of The Beasts, right after the Ruined Cemetery. It's a hidden path, so don't worry if you don't see aroad. To enter this place and progress, you MUST have the Flame and Frost Lens. Now, unfortunately, I can't tell you what to do here, since each floor is completely random, as are the Items and Enemies, so you're on your own here. When you enter, you'll get a Emblem and be allowed to climb the tower and "build" it. Using Emblems you get from your friends, (Or playing through the game enough times.) you can continue to build the tower up higher and higher. Once you fully complete it, the Silver White Knight will challenge you to a fight. He adapts to your Lenses after a while, so be sure to switch Lenses around when he does. Also, the Enemies here, one of them holds the Key you need to the next area, so look for it.

Every 4 floors, you will fight a Undead Boss, it being the Sword, Axe, Armor and Krakens. Also, make SURE you are prepared before you do this, since you can't Save your game while you do this Dungeon. So be ready. There's 12 floors you must get by and there's doors on each floor you can possibly open, depending on what Emblems you have. Every door here holds random Items, but on the 13th floor, you can open a door which will have a new Gun Del Sol Frame for you. After this, the 14th floor is the exit to this place, but once you have all the Emblems, you can fight the Silver White Knight. That and every time you visit the Azure Sky Tower with a new Emblem, you must go up 3 more floors, so if the first time is 12, you now go up to 15 and so forth. Also, as you progress through the Azure Sky Tower, the Enemies get stronger and stronger, so watch out. Well, that's all the advice I can give. If you're up for the challenge, enter and have fun!

Note: To obtain the Infinite Battery, upon reaching Floor 99 (that means you have to beat the Dungeon 21 times!), provided you have all of the Emblems, the Silvery White Knight gives it to you after the battle.

Thanks to Lord Huff 'N Puff/Nightvol for this information!

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= XIV. Secrets [SECR14] =
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- New Game+ & Hard Mode -

To unlock New Game+, where you're able to not only go through the game again with all your Equipment from your previous game, but you can now select Hard Mode to play in, as well as view any items you may have missed at the Solar Tree now. Also, using the Emblem you won after beating the game, allows you to unlock certain doors in the Azure Sky Tower, so that part is now open to you.

- Sound Test -

Throughout the game, you'll find Silver Coins. Once you collect all 30 of them, a Sound Test Option will appear on the Main Menu, allowing you to listen to all the music from the game.

- Cheat The Bank -

Once you gain access to the banks in the game, to get 999 charges of Sunlight, simply deposit all your Sunlight Charges into the Sun Bank and then Save your game. Go into Options and set your clock years ahead, save this, then restart you game and take a look at your supply in the Sun Bank. It should be maxed out now. After this, just withdraw all of it and then Save your game again. Reset your clock back to your current year and then save it again. Reload your game again and deposit some of your Sunlight Charges into the Sun Bank and repeat the procedure once more. Once down, you'll have over 900 Sunlight Charges in your Solar Station and 999 in your Sun Bank. Sweet, huh?

- Everlasting Sunlight -

Now THIS trick can help you play the game at your leisure now, instead of hunting down the Sun and not being able to fight the Immortals at night. Once you aquire the Item, Tonnair .Rm from The Count, Lord Of The Vampires, (Explained how in The Walkthrough.) don't use him at all. Next, check your time for when Sunrise is. (If it's day out, move the clock ahead to sometime during the night.) After you do this, for example, if it says, Sunrise is at 5:45 AM, switch the clock to 5:44 AM and BE SURE that you're at the Solar Tree. Then, start the game FAST. Once you do, Sunrise will begin and dew will fall from the Solar Tree and transform Tonnair .Rm into Mr. Rainnot, go ahead and leave the Solar Tree and use him. You'll now have 2 bars of Sunlight, no matter what, but ONLY until dusk. But, to make this last forever, just keep resetting your clock back to the day you used him. Now you forever have 2 bars of Sunlight and you can now play in your car, room, etc without having to get into the Sun!

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= XV. Credits . . . . . [ CREDI15 ] =
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Well, here's where I give credit to the ones that helped make this walkthrough possible. Here's the following people I'd like to thank:

Konami - For producing this game and making it available to the Gameboy Advance system. Keep making some kick ass games and I look forward to all your future Akumajo Dracula (Castlevania.) games.

Hideo Kojima - The genius behind this game and the man who made Metal Gear/Solid and possibly the best video game hero of all time, Solid Snake. Though this game isn't on my Top 10 List, it's still a very original game, way ahead of its time. Can't wait for your future Metal Gear games either. Keep up the great work!

Myself - For doing this walkthrough of course. It was hard work and took alot of time, but it was well worth it. I hope you enjoy the walkthrough!

Stephen Ng - For giving me this game of course to do for IGN, a great site, which you're reading this on right now. Thanks!

Jason Guehring - For pointing out that I missed the Rising Sun Grenade in Section IX. Gun Del Sol. Thanks!

Marc Connelly - For the extra strategy on how to get the Tonnair .Rm from The Count in the second Boss Battle.

Absolute Zero - For the information on the Fruit Growing that I screwed up. Thanks!

Lord Huff 'N Puff/Nightvol - For the information about the Infinite Battery and the Emblems. Thanks!

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= XVI. My Words [MYWOR16] =
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Thanks for reading my walkthrough first of all. I sure hope it helped you. If you wish to submit something to this walkthrough, send it to ssj4kain@aol.com and label the subject as "Submit-Boktai" and as nothing else please. It isn't too hard and I'm not asking for alot. If you have any questions regarding this game, also send them to me and label the subject as "Question-Boktai" please. Again, not asking much here and it isn't hard to understand. Now for the legal stuff.

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