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1. I N T R O D U C T I O N

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I'm sorry, Tobal 2 fans, that I didn't make this sooner! I actually knew about it quite a while ago - way back when I was contributing to John Lacano's Tobal 2 FAQ! What exactly is this guide? It's for listening to some BGMS without buying the soundtrack, via the Replay Option. For more info, go to Section 2.

But don't let this stop you from getting the soundtrack! It's a great CD to own, and you'll actually be able to listen to it in places other than your PlayStation! In fact, this guide only lets you listen to the BGMS that you fight in! Well, enough self-bashing... read!

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2. T H E E X P L A N A T I O N

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:: 2.1 If you don't have a DexDrive :::::::::::::::::::::::::::::::::::::::

Confused? Here's how I stumbled upon this: first, I had noticed that when I save a replay when one (or both) of the fighters are a monster that you find and capture in Quest Mode (with a few exceptions like Ohma, Psycho Chuji, and Priest), the game pauses to load the music.

Next, I was fooling around one day, and I noticed that I couldn't grow or shrink the Totem characters (numbers 028 through 030) - rather, they would fly all over the place, and ultimately, get ringed out (rung out?).

Well, I was quick to exploit this, and I combined the two. The actual replays are about three seconds, but the music plays in the background. I made replays of every stage for my (and your!) convenience. If you don't have a DexDrive, follow these instructions:

- 1) At the title screen, select the bottom-most option (Option Mode).
- 2) Select the fourth option (Fight Memcard).
- 3) Make sure the second option is ON. This gives you the option of recording your replays.
- 4) Start a one-player game (that's the first option, folks! :p)
- 5) Highlight any Totem monster (028-030). Hold down L2 and R2 for the size code before you choose it. To actually control a monster, choose the second option... you should already know this, right?)
- 6) Even before the announcer says, "Ready!?", press L2 or R2 to make them fly out. At this point, you will be asked to save. Choose the first option, then name your save (i.e. MUSIC).
- 7) Overwrite when you fight the next character. Repeat with every new stage.

So to sum it up, you are basically loading a two second replay for the music. The only bad part is that you'll hear the announcer say, "Ready?" and "Fight!" Should you want to record it somehow, you can always pause the game.

:: 2.2 If you do have a DexDrive ::

- 1) Download the save file and copy it to your memory card.
- 2) At the title screen, select the bottom-most option (Option Mode).
- 3) Select the fourth option (Fight Memcard).
- 4) From the Fight Memcard menu, select the third option.
- 5) Select the "MUSIC" block. This will take you to the various replays which will determine the stages (and the music, of course). Three windows will pop up. Don't be too concerned, just hit O three times. The replays are ordered in the 'standard Tobal 2 VS order': Epon, Chuji, Oliems, Hom, Fei, Mary, Ill, Doctor V, Chaco, Gren, Mufu, Nork, and Udan. For the other two stages normally not included in the cycle, I chose Trix and Super Trix. The Trix file replay is the sunset stage (variation of Chaco's stage), and it has its own BGM (quite catchy IMO). The Super Trix replay is another stage not included in the cycle, but it has the same BGM as Nork's stage.

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3. M I S C E L L A N E O U S
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:: 3.1 Things to do ::

- Get soundtrack 'stats'

:: 3.2 Rantings ::

- Waah! I want my U.S. Tobal 2!
- Hmm... I hear Bushido Blade for PS2 is coming out... so where the heck is Tobal 3? (or 2 for that matter?!)

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4. L I N K S
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[!--Coming Soon--!]

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5. T H A N K S

- John Lacano

He made the best Tobal 2 FAQ out there, and he actually listened to me and added my contributions! How about that?

- Kao Megura

It just wouldn't be a FAQ without his name somewhere. True, he contributed nothing to this FAQ, but I had to salute him in some form or another.

6. V E R S I O N H I S T O R Y

- v. 1.01

Formatting fixed. Jeez... I learned my lesson. Always zip your FAQs! Oh, I also added a rant. If you agree, check out Square's official site. Sorry I don't have a URL...

- v. 1.00 [09 June 2000]

With GameFAQs now accepting game saves, I can now bring out my (previously updated but not sent) FAQ again. A year already... Hmm...

- v. 0.04 [18 February 2000]

Reformatted the FAQ yet again...

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