GAME BOY ADVANCE
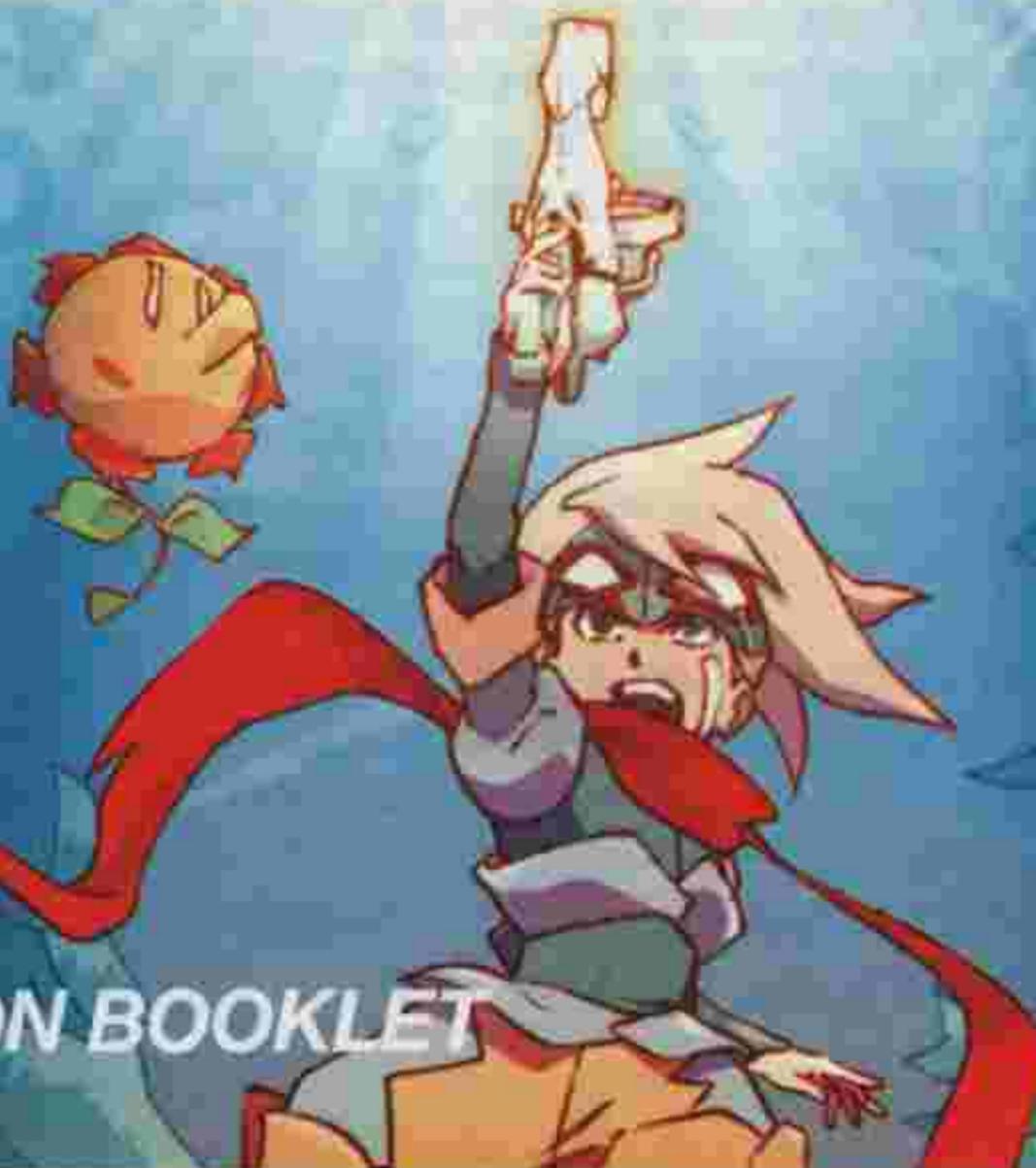
boktai™
The Sun is in Your Hand

INSTRUCTION BOOKLET

KONAMI

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

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

⚠ WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

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

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

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

⚠ WARNING - Battery Leakage

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

To avoid battery leakage:

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

Official
Nintendo
Seal of Quality

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO
HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS
LOOK FOR THIS SEAL WHEN BUYING GAMES AND
ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY.
LICENSED BY SALE FOR USE ONLY WITH OTHER
AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO
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Nintendo®

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GBA LINK
CABLE

THIS GAME PAK INCLUDES A MULTI-PLAYER MODE
WHICH REQUIRES A GAME BOY® ADVANCE
GAME LINK® CABLE.

1 TO 4 PLAYERS

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

Table of Contents

Tips for Playing Boktai

If strong sunlight – such as from the midday Sun in summer – enters the Solar Sensor for too long, the Solar Gun will overheat (see P.9). If that should happen, you'll have to find a cool, shady spot where you can wait for the Solar Gun to cool down. If your gun overheats when you're surrounded by enemies, you may find yourself in a very sticky situation. This game does not always require strong sunlight. If you check the Solar Gauge, you will see that even in the shade, sunlight is reflected off walls and the ground. The key is to find a spot with just enough light to comfortably enjoy your Boktai experience. Also, remember that glass windows weaken sunlight. During the day on especially sunny days, the sunlight coming through a window should be sufficient to play. (However, please note that some kinds of glass will filter out the Sun's rays.)

The better you get along with the Sun, the more you'll enjoy this new kind of gaming.
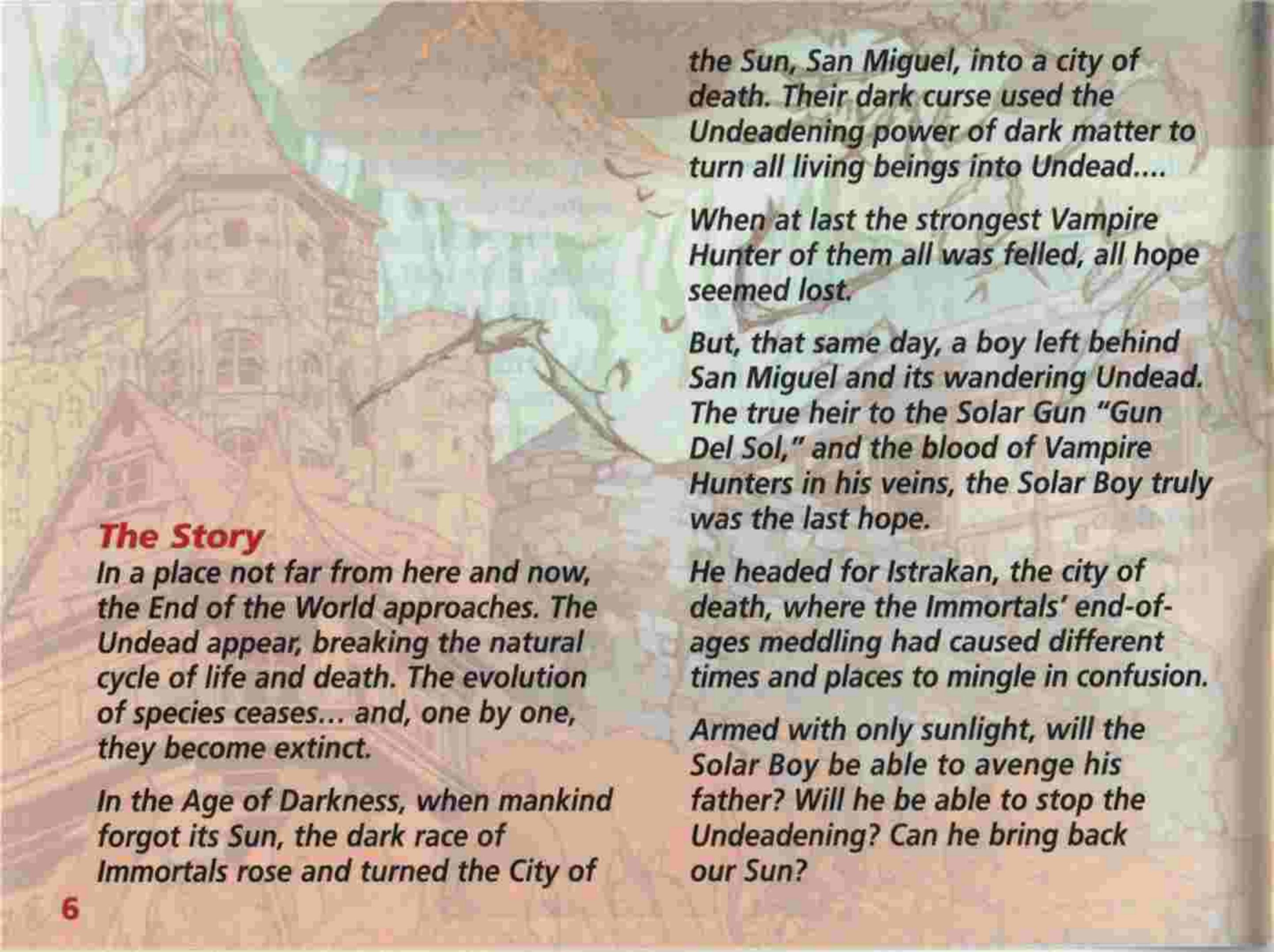
The Story

In a place not far from here and now, the End of the World approaches. The Undead appear, breaking the natural cycle of life and death. The evolution of species ceases… and, one by one, they become extinct.

In the Age of Darkness, when mankind forgot its Sun, the dark race of Immortals rose and turned the City of the Sun, San Miguel, into a city of death. Their dark curse used the Undeadening power of dark matter to turn all living beings into Undead....

When at last the strongest Vampire Hunter of them all was felled, all hope seemed lost.

But, that same day, a boy left behind San Miguel and its wandering Undead. The true heir to the Solar Gun "Gun Del Sol," and the blood of Vampire Hunters in his veins, the Solar Boy truly was the last hope.

He headed for Istrakan, the city of death, where the Immortals' end-of-ages meddling had caused different times and places to mingle in confusion.

Armed with only sunlight, will the Solar Boy be able to avenge his father? Will he be able to stop the Undeadening? Can he bring back our Sun?

Gameplay

Drag out enemy bosses and purify them!

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

Game Flow

1. Enter a Dungeon and search for the boss

2. Defeat the boss and put them in their coffin

3. Drag the coffin to the Pile Driver

4. Use the Pile Driver and solar energy to purify the boss

5. Proceed to the next Dungeon

Get the solar energy you'll need to play Boktai from the Solar Sensor!

To rescue the world from darkness and dread, you must become a Vampire Hunter. Track down bosses hidden in the deepest darkest corners of the Dungeons and bring them into the light of day!

The Sun is your ally!

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

*Solar Energy and the Solar Sensor P.8

Boktai and the Internal Game Clock

Using the clock function embedded in the Game Pak, the screens and content of Boktai change from daytime to nighttime, just as in the real world. The Undead are active and mobile at night, but spend the daylight hours resting deep inside Dungeons.
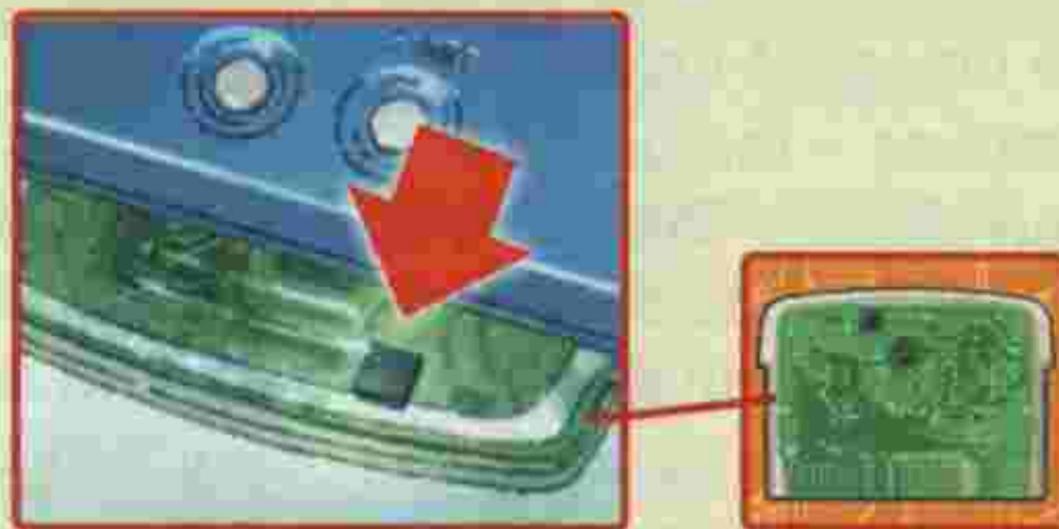
*Setting the Clock P.12

Daytime   Twilight   Night
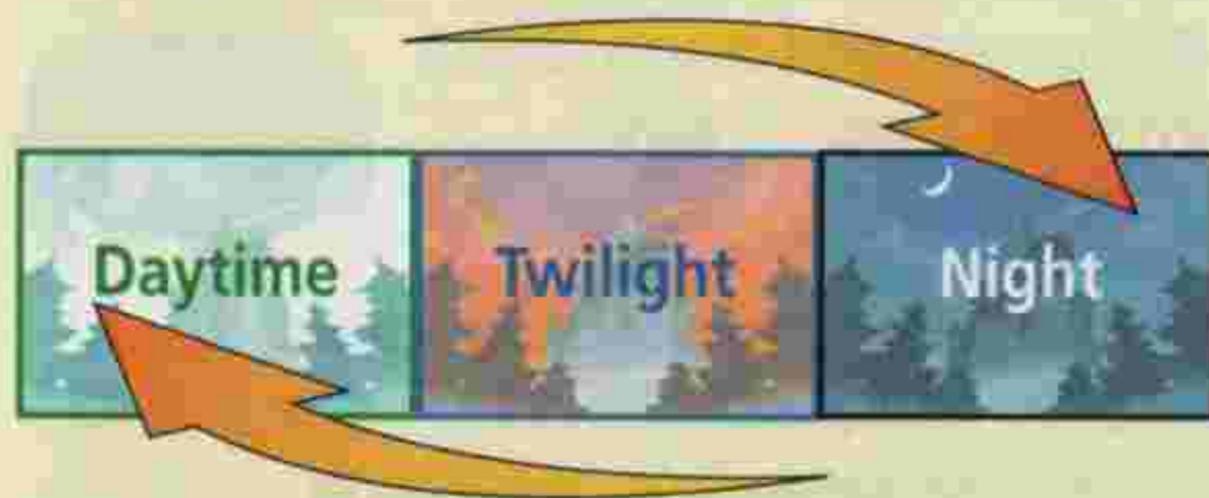
Solar Energy and the Solar Sensor

Your Energy Source

The Solar Sensor is embedded inside the slit in the back of the label seal side of the Boktai Game Pak, as shown in the diagram on the right. Hold it up so that the Sun's rays can enter and supply you with solar energy.

When Do I Need Solar Energy?

You'll need solar energy to charge your only weapon, the Solar Gun, and to activate the Pile Driver during boss battles. Solar energy detected by the sensor can also change the course of the game in various ways.

Charging the Solar Gun   Purifying an enemy boss
with solar energy   with the Pile Driver

Holding the Solar Sensor

The amount of sunlight detected by the Solar Sensor is affected by the way it is held. When using the Game Boy® Advance SP, where the slot for the Game Pak is on the bottom, make sure the Solar Sensor isn't in the shade.(*)

*The Solar Sensor functions to some extent even in indirect sunlight or in shade, but the amount of solar energy you can obtain is reduced.

-Beware-

If the Solar Sensor detects too much sunlight within a set period, the Solar Gun may overheat and cease to function for some time.

Warning!

* Do not let the Solar Sensor get wet, and do not use/store it in conditions of excessive heat or cold.

* Do not attempt to disassemble or modify the Solar Sensor.

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Controls

Control Pad
Move your character
Aim Solar Gun
Look around (when holding the R Button)
Hold when in front of wall to flatten against wall
Select items

L Button
Throw grenades
Switch Menu Screen

START
Bring up Pause Screen
(the game can be saved here)
Enter selection

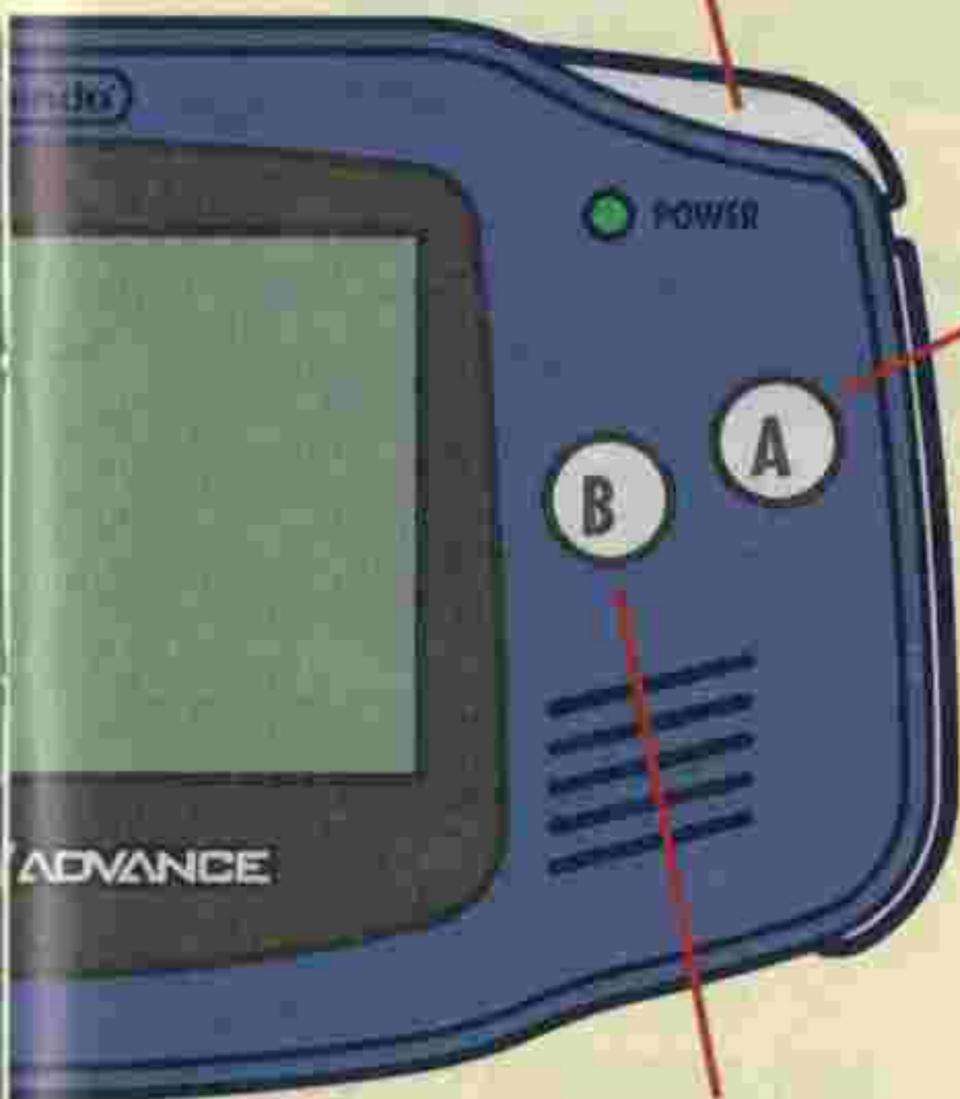## SELECT
Switch between the Game Screen and
the Item, Solar Gun and Map Screens
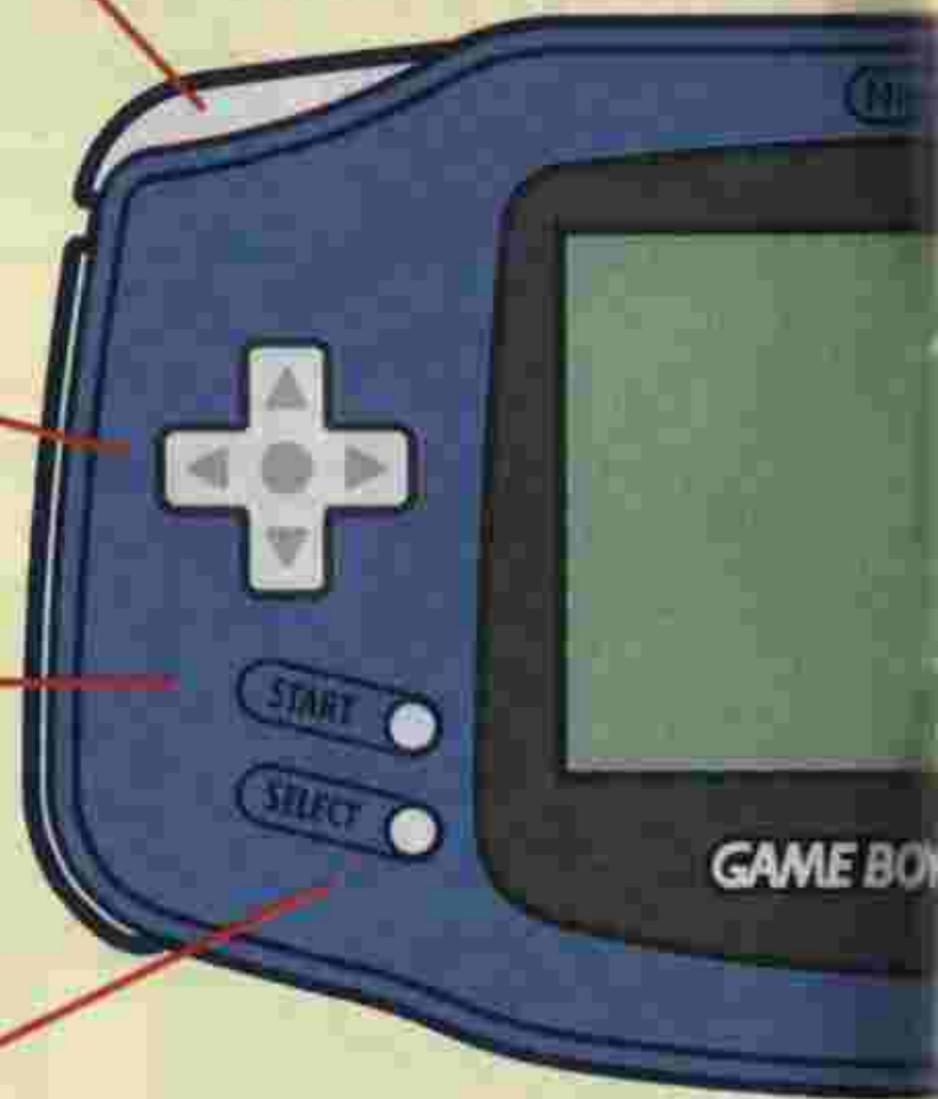
R Button

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

A Button

Charge the Solar Gun with solar energy
View panels
Open treasure chests
Creates a knocking sound when flattened
against wall
Grab a coffin
Talk to other characters
Enter selection
View next lines of message

B Button

Fire Solar Shot
Hold down to fire Solar Spread
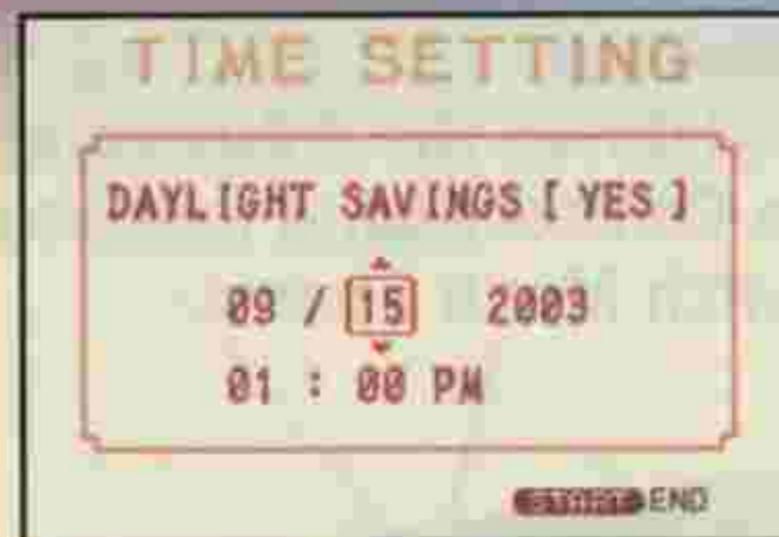Fast-forward messages
Cancel selection

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Starting the Game

When starting the game for the first time:

1. Setting the Solar Sensor

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

SOLAR SENSOR SETTING
Press the A Button while preventing sunlight from hitting the solar sensor on the top of the cartridge.

SOLAR SENSOR SETTING
Press the A Button while preventing sunlight from hitting the solar sensor on the top of the cartridge.

TIME SETTING
DAYLIGHT SAVINGS [YES]
09 / 15 2003
01 : 00 PM
END

2. Setting the Clock

Set up the clock.

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

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

3. Title Screen

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

GAME START... Start the game

OPTIONS... Change game settings

LINK... Go head to head, trade items, or copy Emblems.

* Multiplayer Mode P.41
* Trading Items P.46
* Copying Emblems P.46

SOUND... Unlocked when certain conditions are fulfilled.

4. Starting a New Game

Select 'GAME START' to bring up the Data Selection Screen. Select 'DATA.1' or 'DATA.2' and follow the on-screen instructions to create game data.

Continuing Previously Saved Games

Select either 'DATA.1' or 'DATA.2' from GAME START. Select 'Start' to continue the saved game or 'Delete' to delete DATA.1 or DATA.2.

5. Set Character Name

Enter a name for
your character.
Control Pad: Move Cursor
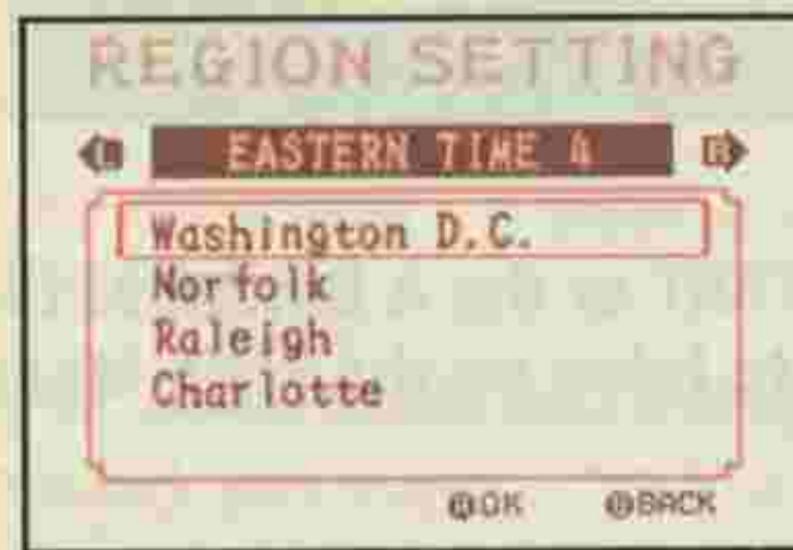**A Button: Enter**
B Button: Return/Cancel
START: Move to 'End'

PLAYER NAME Django

A B C D E F G H I . . ' —
J K L M N O P Q R / —
S T U V W X Y Z

a b c d e f g h i
J k l m n o p q r
s t u v w x y z   END

@CONFIRM @BACK

6. Set Your Location

L Button/R Button: Choose region
Control Pad (up/down): Choose area
A Button: Enter
B Button: Return/Cancel

REGION SETTING

◄   EASTERN TIME 4   ►
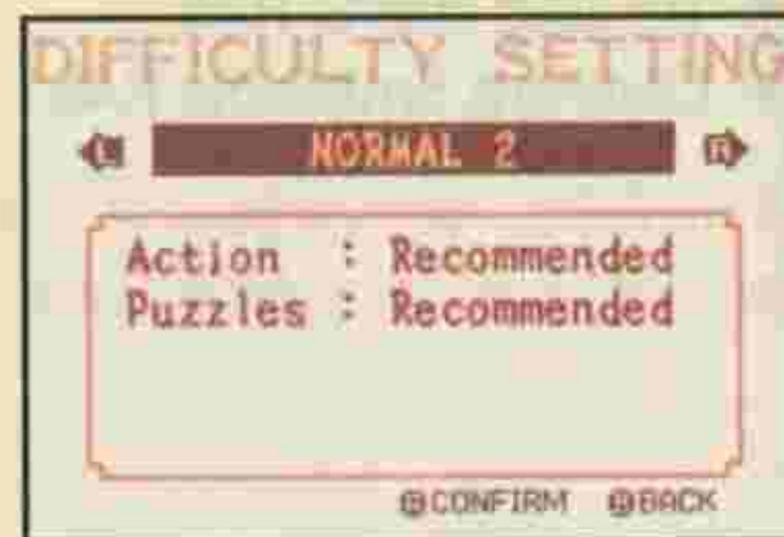
Washington D.C.
Norfolk
Raleigh
Charlotte

@OK   @BACK

7. Set Game Level

Set the difficulty level. Choose from
Easy, Normal 1, and Normal 2.

8. Confirm Settings

When you
are happy
with the
settings,
select 'Yes'.

DIFFICULTY SETTING

◄   NORMAL 2   ►

Action : Recommended
Puzzles : Recommended

@CONFIRM @BACK

Saving the Game

You can save game data at any point during the Boktai adventure.
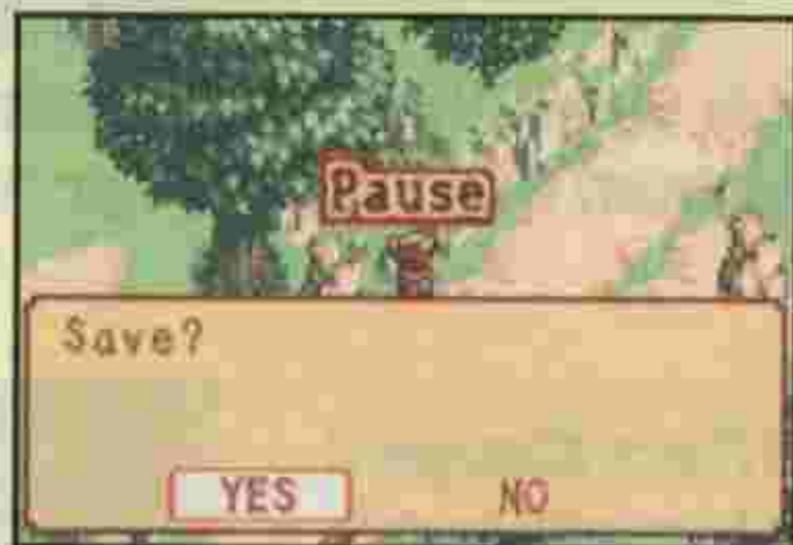
* There are some exceptions, such as during events.
* Data saved reflects the conditions when you entered the current area.

Saving Data

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

* Sleep Mode P.21

If Your Life Runs Out...

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

Choose 'YES' to resume the adventure. You will begin exactly as you were when you entered the area where your character was defeated.

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

Warning!

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

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The Game Screen

Life Gauge

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

Item Effect Gauge

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

Marker

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

Item

Shows items picked up from treasure chests, etc.

Solar Gauge

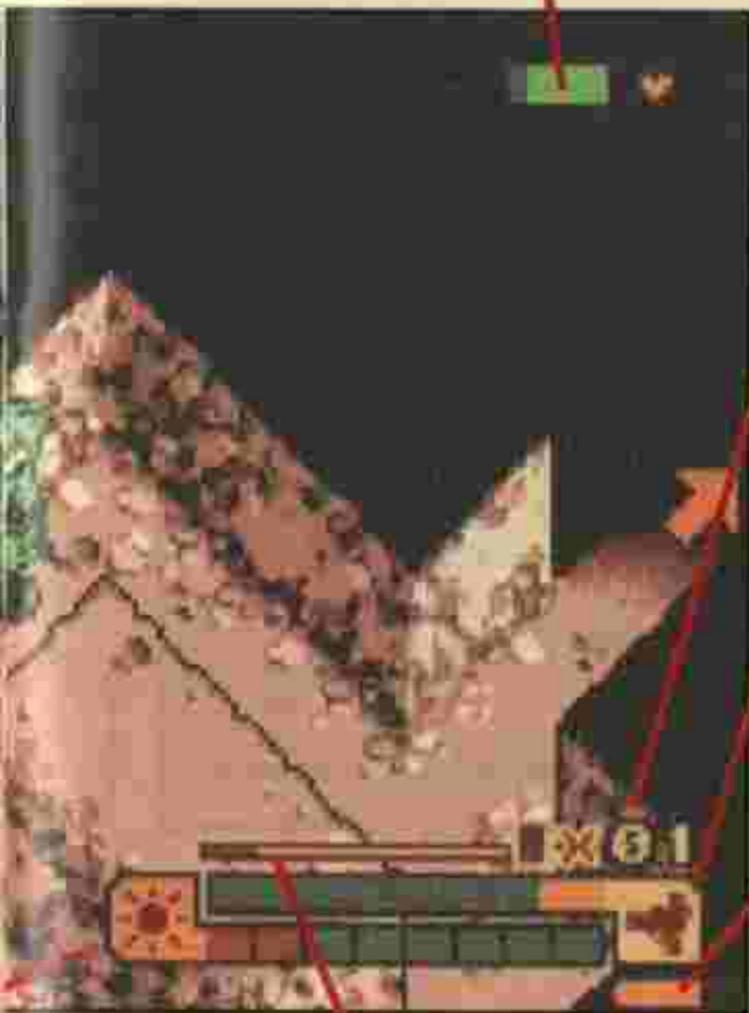Shows the level of sunlight currently entering the Solar Sensor. The higher the level of sunlight, the faster your Solar Gun will charge.

Darkness Gauge
Shows your opponent's remaining energy.

Grenades
Shows the number of grenades remaining.

Solar Gun Gauge
Shows the energy left in the Solar Gun battery.
Decreases as the Solar Gun is fired.

Battery Tank
The auxiliary battery for your Solar Gun.
Different batteries have different capacities.

Grenade Effect Gauge
Shows how much longer a grenade's effect will last.

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Item Screen

View and use the items collected over the course of your adventure.

Item name and number remaining
Current time/sunrise/sunset
Press START to switch between current time, sunrise time and sunset time.

Press the A Button to display the following menu:

Use: Use the selected item
Trash: Throw away the selected item.
(All items will be thrown away.)

ITEM

USE
TRASH
SORT
CANCEL

13:33

GREEN APPLE 34
RED APPLE 25
SOLAR NUT 8
EMPTY GOURD 3
LIFE FRUIT 2
FOOL CARD
SILVER COIN 2

Life Gauge

Solar Gun Gauge

Solar Gauge

Solar Gun Screen

View and equip the various Solar Gun parts collected over the course of your adventure.

* Solar Gun Custom Parts P.32

Use the Control Pad to choose Lens, Frame, Battery or Grenade and press the A Button to select. Press up and down to select a part type and press the A Button again to equip. Currently equipped parts have an 'E' after their names.

The Map Screen

If the map is too big to fit on the screen, use the Control Pad to scroll around. For Dungeons with more than one floor, press the A Button and up or down on the Control Pad to move between floors.
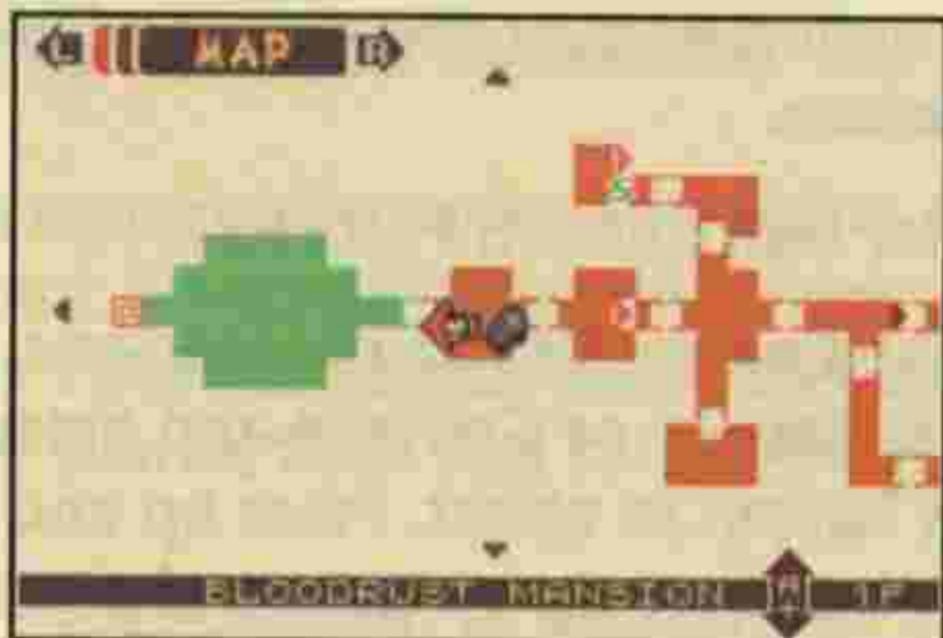
Dungeon Map

The Dungeon Map can be viewed while inside a Dungeon. At first only the entrance area will be shown on the Dungeon Map, but as you venture into new areas, your map will become more complete. North is towards the right of the screen.

Field Map

When outside the Dungeon, you may view a map of the whole field to check the location of the various Dungeons and their completion status. North is towards the right of the screen.

Map Legend

Dungeon Maps

- 回 Dungeon Entrance/Exit
- ▶ Red Stairs (up)
- ◀ Blue Stairs (down)
- S S: Solar Station
- B B: Sun Bank
- L L: Dark Loans
- T T: Trap (mid-level boss room)
- I I: Immortal (boss room)
- ▮ Green Area: Pile Driver
- ◈ Coffin: Location of coffin

Field Maps

- ◆ Dark Icon: Incomplete Dungeon
- ◇ Light Icon: Cleared Dungeon

On both Dungeon and Field Maps

- ↗ Red Arrow: Your character's current location and direction

The Pause Screen

Press START during the game to pause the action. Game data and changed game settings can be saved from the Pause Screen.

Save

Save game data.

Sleep Mode

Sleep Mode temporarily pauses the game, turning off the display and entering Energy-Saving Mode. Hold SELECT and the L and R Buttons simultaneously to exit Sleep Mode and return to the game. While Sleep Mode is convenient for short pauses, if the batteries run out while the game is in Sleep Mode it will have the same effect as suddenly turning the power off, so for longer breaks be sure to save the game and turn the system off.

Options

The following options may be altered.

Controls

Change the controls that move your character. This option is useful for players who have difficulty with diagonal directions. Select from three types: Up=Up, Up=Up+Right, and Up=Up+Left.

Text Speed

Set the speed of text display. Three levels are available: Slow, Normal, and Fast.

Marker

Turn the Dungeon entrance/exit arrow display ON/OFF.

Back

Return to the game.

Results Screen

Shows the results of play from the time you entered the Dungeon to the time you defeated the boss with the Pile Driver.

RESULT
PLAY TIME   00:12:09
BEING FOUND   005
CONTINUES   000
CHARGED ENERGY   ×0005
RANK A
PUSH ANY BUTTON

Clear Time: Time spent in the Dungeon
Being Found: Number of times discovered by enemies in the Dungeon
Continues: Number of times 'Continue' was used
Charged Energy: Amount of Solar Energy collected while in the Dungeon
Rank: A grade for your performance in the Dungeon

Highest S, A+, A, A-, B+, B, B-, C+, C, C- Lowest

*After completing the entire game, the Final Results Screen will show the above information as well as the *number of Dungeons cleared and a password.*

Actions

Move: Control Pad

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

Select the directional controls that suit you best.
If the diagonal controls are difficult to use, configure the game screen directional controls from Options.
Changing controls: Press START during the game to bring up the Pause Screen and select Options, then Controls.

Drag a Coffin: Hold down Ⓐ Button

Hold down the A Button near a coffin to drag it. If you release the A Button or are attacked by enemies, the coffin will be dropped.
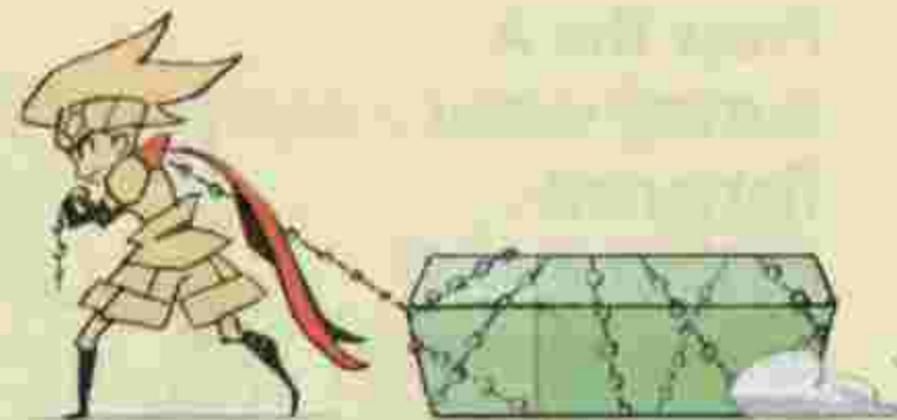
Flatten Against Wall: Control Pad ✚

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

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Knock on a Wall: (A) Button when Flattened

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

Shoot (Solar Spread): Hold down (B) Button

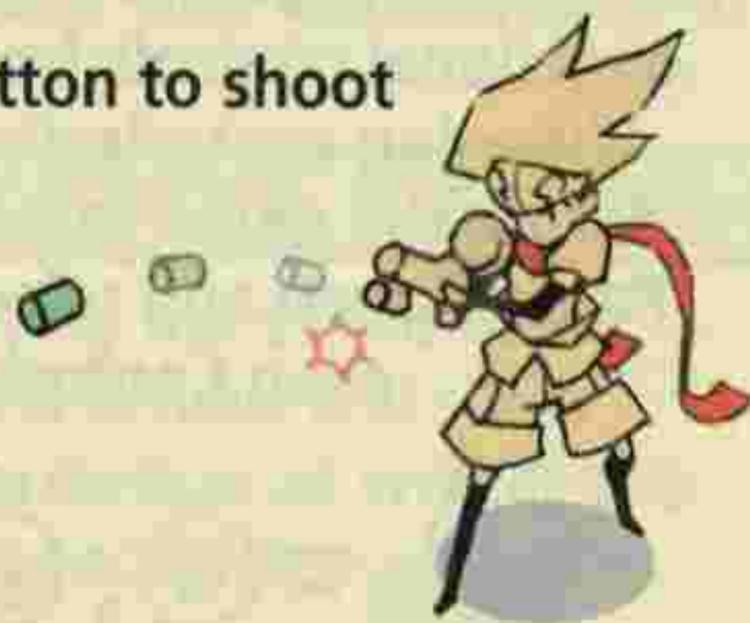Hold down the B Button to fire a Solar Spread.

Shoot (Solar Shot): (B) Button

Press the B Button to fire a Solar Shot.

Shoot (Grenade): L Button

Press the L Button to shoot a grenade.

Charge: Ⓐ *Button*

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

* The Solar Gun P.31

Get Items: Ⓐ *Button*

Press the A Button near a treasure chest to get an item. Press SELECT to bring up the Item Screen and use the items you've collected.
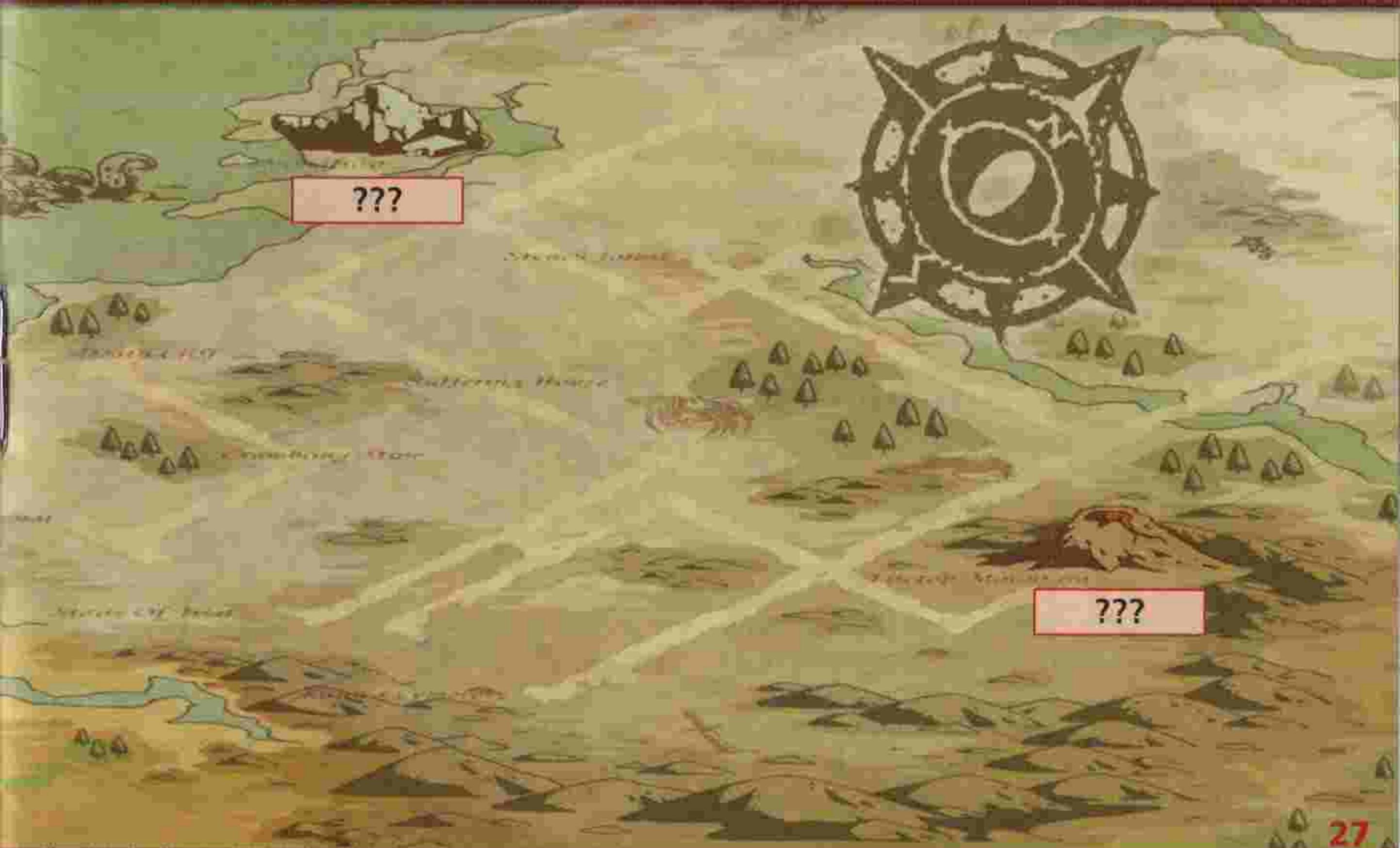
Push: Hold down Control Pad ✛

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

Look Around: Control Pad ✛ *while holding down* **R** *Button*

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

The Map:
Istrakan – A dark land under the control of the Immortals...

Bloodrust Mansion

Solar Tree

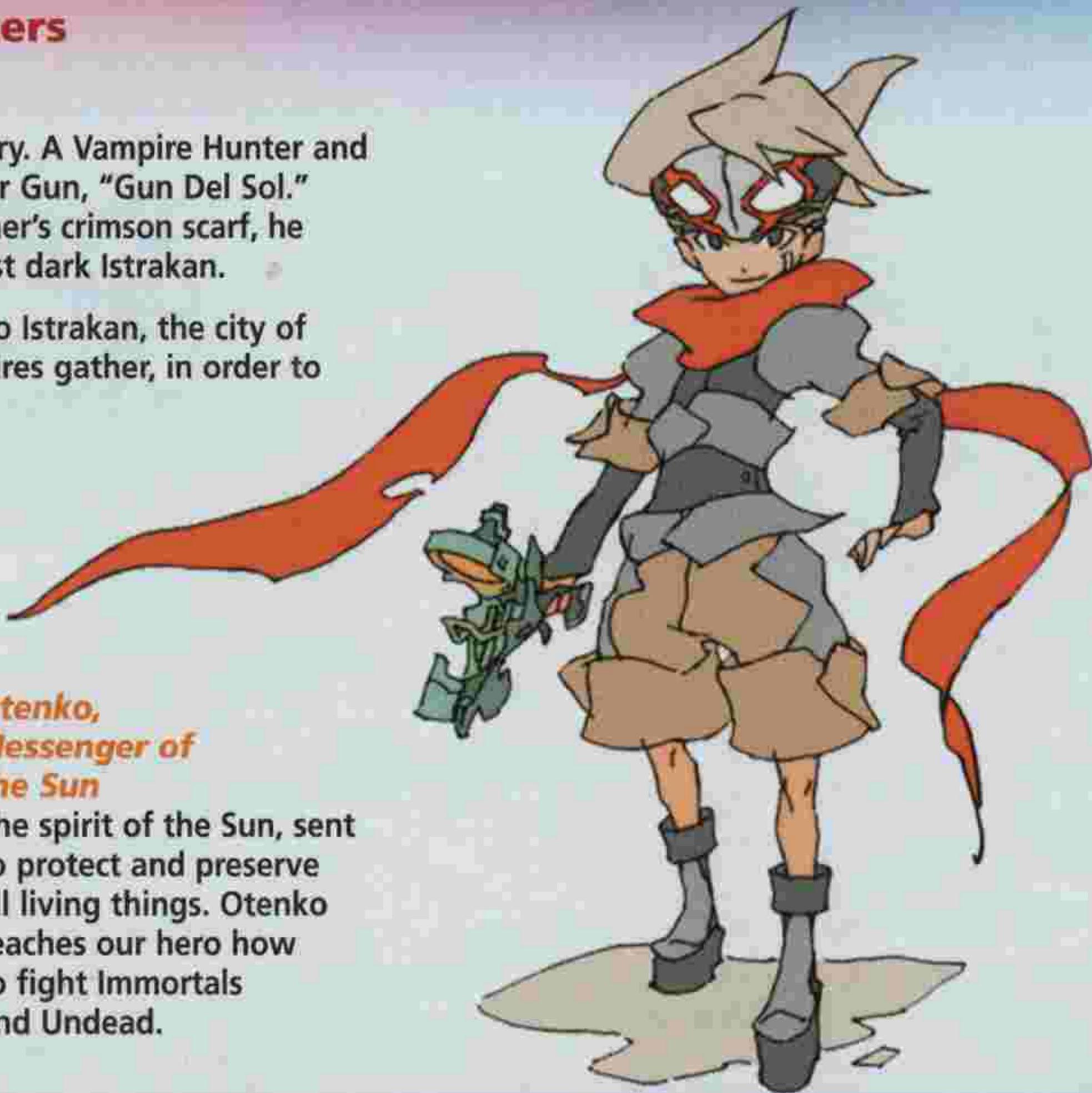Catacomb

Ancient Forest

Gate of the Dead

Fog Castle

Small Cave

Boktai Characters

Solar Boy

The hero of the story. A Vampire Hunter and the heir to the Solar Gun, "Gun Del Sol." Wrapped in his father's crimson scarf, he stands alone against dark Istrakan.

He has journeyed to Istrakan, the city of death where Vampires gather, in order to avenge his father.

Otenko, Messenger of the Sun

The spirit of the Sun, sent to protect and preserve all living things. Otenko teaches our hero how to fight Immortals and Undead.

Lita, the Earthly Maiden

The beautiful girl who guards the Solar Tree, the shrine of life that supports our ecosystem.

Moon Beauty

The daughter of the Moon, light-reflecting star of affection and lunacy. It seems she's been captured by the Immortals...?!

Vampire Hunter

More than ten years ago, he saved the world from the threat of the Immortals, but fell prey to the Count in the battle for San Miguel. He left our hero with just a crimson scarf and a vestige of hope....

Boktai Characters

Ghouls

Servants of the Immortals created by Undeadening, these creatures are also known as Boks. They set Klorofolun on any intruder they discover. Easily damaged by sunlight.

The Count, Lord of the Vampires

The ruler of the Vampire clan of Immortals, the Count was resurrected by the power of dark matter. His attack on San Miguel lead to its Undeadening.

Klorofolun

A spirit of darkness, formed from dark matter, this nasty substance can be destroyed by sunlight.

Clay Golems

Soulless earthen puppets controlled by the Immortals. Especially deadly when they roll into a ball to attack.

Mummies

A type of Undead. Their bomb attack is fearsome, but they're vulnerable to fire. Mummies cannot see well, but they compensate for this with their sensitive hearing.

The Solar Gun

Your Primary Weapon

Frame

Determines the attack type and characteristics of the Solar Gun.

Lens

Affects the Solar Gun's Shot and Spread. Higher level lenses increase power and Spread size.

Battery

The Solar Gun energy tank.

Solar Shot

Stuns enemies. Point in the desired direction and press the B Button to fire.

Solar Spread

Causes damage to enemies. Hold down the B Button to fire a Spread. Use the Control Pad to change the aim.

Grenades

Press the L Button to release.

Grenades that affect a limited area are fired in the direction your character is facing, while grenades that affect the entire field are fired upward.

A Selection of Solar Gun Custom Parts

Lenses

Sol
Lens of the Sun.
Purifies Undead.

Flame
Melts away icy enemies.

Frost
Extinguishes fire enemies.

Frames

Fighter
Attack: None Stun: E
Fires Shots only.

Knight
Attack: E Stun: E
Fires Shots and Spreads.

Axel
Attack: D Stun: None
Fires a rotating Spread.

Batteries

Single
The basic battery.

Double
Comes with an extra tank, and has twice the capacity of a Single.

Grenades

Bomb
Attacks with flame.

Flash
Knocks Undead unconscious

Scan
Reveals hidden objects.

The Solar Plant, Solar Fruits and Nuts

What is the Solar Tree?

At a certain point during your adventure in Istrakan, a stage containing the Solar Tree will appear on the Field Map. In the beginning, the Solar Tree is withered and unhealthy, but as you defeat bosses branches will begin to grow, and as the total sunlight collected increases, new green leaves will begin to sprout. If all goes well, the Solar Tree will eventually be restored to its original glory.

The Solar Plant

At the base of the Solar Tree there are hollows (empty spaces in the tree's roots) where things can be grown. Plant solar fruits and nuts in these hollows and harvest them later!

Some Solar Fruits and Nuts

- Green Apple: Health boost (small)
- Red Apple: Health boost (medium)
- Gold Apple: Health boost (large)
- Speed Nut: Speeds you up
- Banana: Makes you strong
- Flame Nut: Reduces flame damage
- Ice Nut: Reduces ice damage
- Solar Nut: Recharges solar gun battery

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Growing Solar Fruits and Nuts

1. Press the A Button in front of a hollow at the base of the Solar Tree. You will be asked if

FRUITS SELECTED

1ST FRUIT
GREEN APPLE

2ND FRUIT
RED APPLE

IS THIS OK?
A OK B BACK

you want to plant a solar fruit or nut.

2. A list of solar fruits and nuts will be shown on the Item Screen. Move the cursor by pressing up and down on the Control Pad, select a solar fruit or nut with the A Button, and press START. (You cannot select items that are not solar fruits or nuts.) Choose up to two solar fruits and nuts. To cancel, select 'No'.

3. A sprout will appear where you planted the fruit/nut.
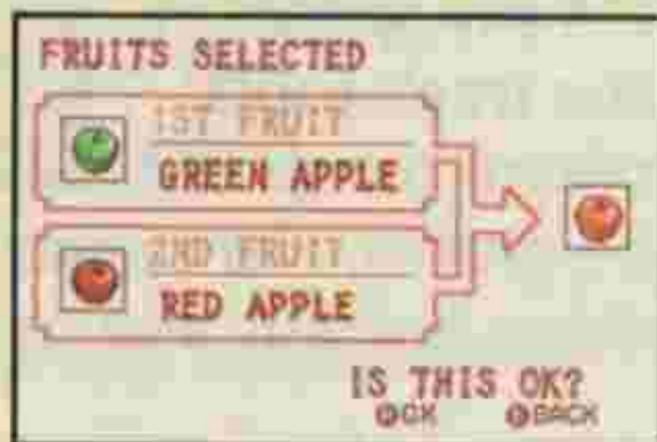
Hints

When only one fruit/nut is planted:
A single solar fruit or nut will produce 2-4 solar fruits.
Plant it with a Fast Carrot and it will grow twice as fast.
Plant it with a X2 Carrot and it will yield a bigger harvest; 4-10 solar fruits.

When two fruits/nuts are planted

Combinations yield different results. Experiment!

4. Solar fruits automatically grow from sprout to plant to fruit, based on how much sunlight has entered the Solar Sensor. Speed of growth varies by type.

5. Press the A Button in front of a hollow with fruit to harvest. Harvested fruits and nuts are automatically added to the Item Screen. Note that ripe fruits and nuts will rot after a time if they are not harvested.

Other Game Features

Otenko Panels

You will find these panels throughout the Dungeons. Press the A Button in front of an Otenko Panel to summon Master Otenko and get his opinion. At the beginning of the game, Master Otenko will automatically appear and offer some pertinent advice.

Solar Stations

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

A Selection of Items

Redshroom
A mushroom with a peculiar effect.

Empty Gourd
Warp out of the Dungeon.

Dark Card
Summons Dark Loans.

Silver Coin
A silver coin. Collect them for a rainy day...

The Sun Bank & Dark Loan Corporation

At the Sun Bank, you can deposit solar energy stored in Solar Stations. Deposited energy collects interest, so you can use the bank to boost your energy supply. The Dark Loan Corporation lets you borrow solar energy. Naturally, you must pay back what you borrow.

Remember to read the fine print!

✱ SUN BANK ✱

INTEREST RATE IS

01 % PER DAY

USE | DO NOT USE

Welcome!

Sun Bank Accounts

Boktai lets you save two different game data files, allowing two players to play with a single Game Pak. The game data files keep game progress separate, but the Sun Bank account

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(where energy is deposited) is the same, meaning one player can withdraw energy deposited by the other player.

↓ DARK LOANS ↓

INTEREST RATE IS

603 %

USE | DO NOT USE

Welcome!

Items can be obtained by defeating enemies and growing solar fruits and nuts (see P.33), as well as from treasure chests.

Solar Leaf
Takes you to the Solar Tree.

See-All Nut
Lets you see hidden objects.

Fool Card
Makes you restart from the beginning of the area.

Sol Emblem
Opens sealed doors.

Hints for Adventurers

You'll need sunlight to play Boktai, but you can still play even when it's dark. However, to use the Pile Driver and purify bosses, you absolutely must have sunlight. If the Solar Gauge reaches zero during battle, you will be unable to start the Pile Driver and purify the boss.
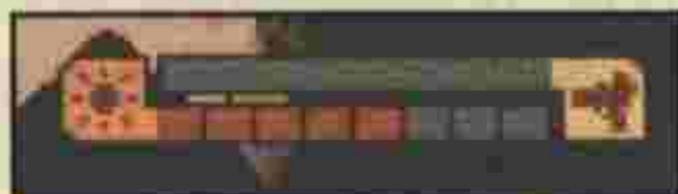
Solar Bug

Moon Bug

Darkness Bug

Solar Bugs, Moon Bugs & Darkness Bugs

When you use the Solar Gun in the Dungeon, crystalline objects will sometimes appear on the ground. These are called Solar Bamboo Shoots, and living inside them are different kinds of Spirit Bugs. Spirit bugs come in three types: Solar Bugs, which restore energy to your solar gun battery; Moon Bugs, which restore your life; and Darkness Bugs, which suck energy from your solar gun battery. You should run away from Darkness Bugs, but you can draw other Spirit Bugs towards you with the A Button.

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Find the Skylights!

There's very little sunlight inside the Dungeons, so it's hard to collect energy for your Solar Gun. But in some places inside the Dungeons, you'll find Skylights where you can collect energy (Solar Charge), if you have sunlight. You can also use Skylights to damage the Undead, if you can lure them underneath one!
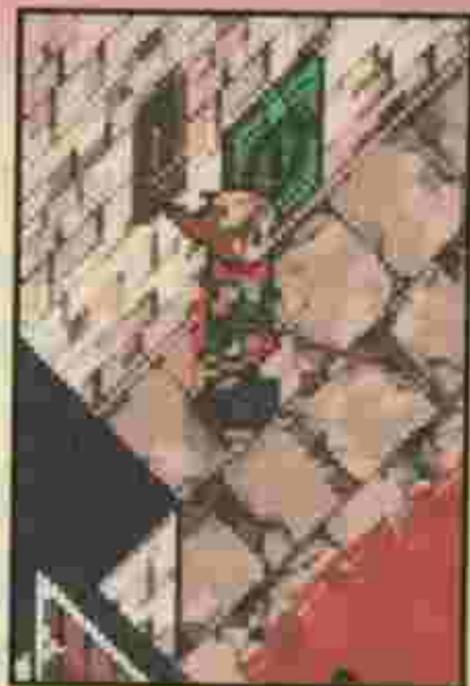
Here are a couple of small but important hints.

How to Get Through Undetected

You can avoid unnecessary battles by watching your enemies' movements and running undetected behind them, as well as by knocking on walls, attracting their attention, and then sneaking around via another route. You can also stun enemies quickly and easily by firing a Solar Shot at them from behind. Stunned enemies are immobilized for a set period of time, allowing you to sneak past.

38   Wait for him to pass...   Then hit him from behind!   He's stunned! Now go!

Marks Above Undead

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

Shown when the enemy discovers your character.

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

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

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

Shown when stunned by your attack. When three dots appear, the enemy wakes up. Extend the stun period by firing another Shot.

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

Shown when sleeping. The enemy wakes up when touched or attacked.

Indoor and Outdoor Areas

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

Sunlight Affects the Game!

Some Dungeon traps and devices are affected by sunlight. For instance, puddles of water will dry up when exposed to sunlight, and in some areas the wind is stronger when the Sun is shining. Some Undead get sloppy and reveal their hiding places when sunlight is weak, while others move more slowly when exposed to sunlight. Sunlight is needed to start up the Pile Driver during battles, and the stronger the sunlight is, the more powerful the attack with the Pile Driver becomes.
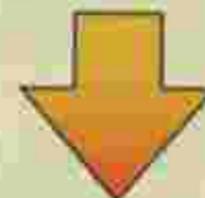
Connecting the Game Boy® Advance Game Link® Cable

Required Equipment

Game Boy® Advance . . . One per player
Boktai Game Pak. . . . . . One per player

Game Boy® Advance Game Link® Cables
2 Players 1
3 Players 2
4 Players 3

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

1. Make sure that each Game Boy® Advance system's power switch is set to OFF before inserting a Boktai Game Pak into each system.

2. Connect the Game Link® Cables to each other, then to each system's external expansion connector.

3. Turn each system's power switch ON.

4. Follow the instructions for link play on P.42.

If two or three players are playing, do not connect systems and cables that will not be used. The player whose system is connected to the small plug becomes 1P.

Refer to the diagram on the next page when connecting Game Link® Cables and systems. (Note the plug sizes.)

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Connecting systems and Game Link® Cables
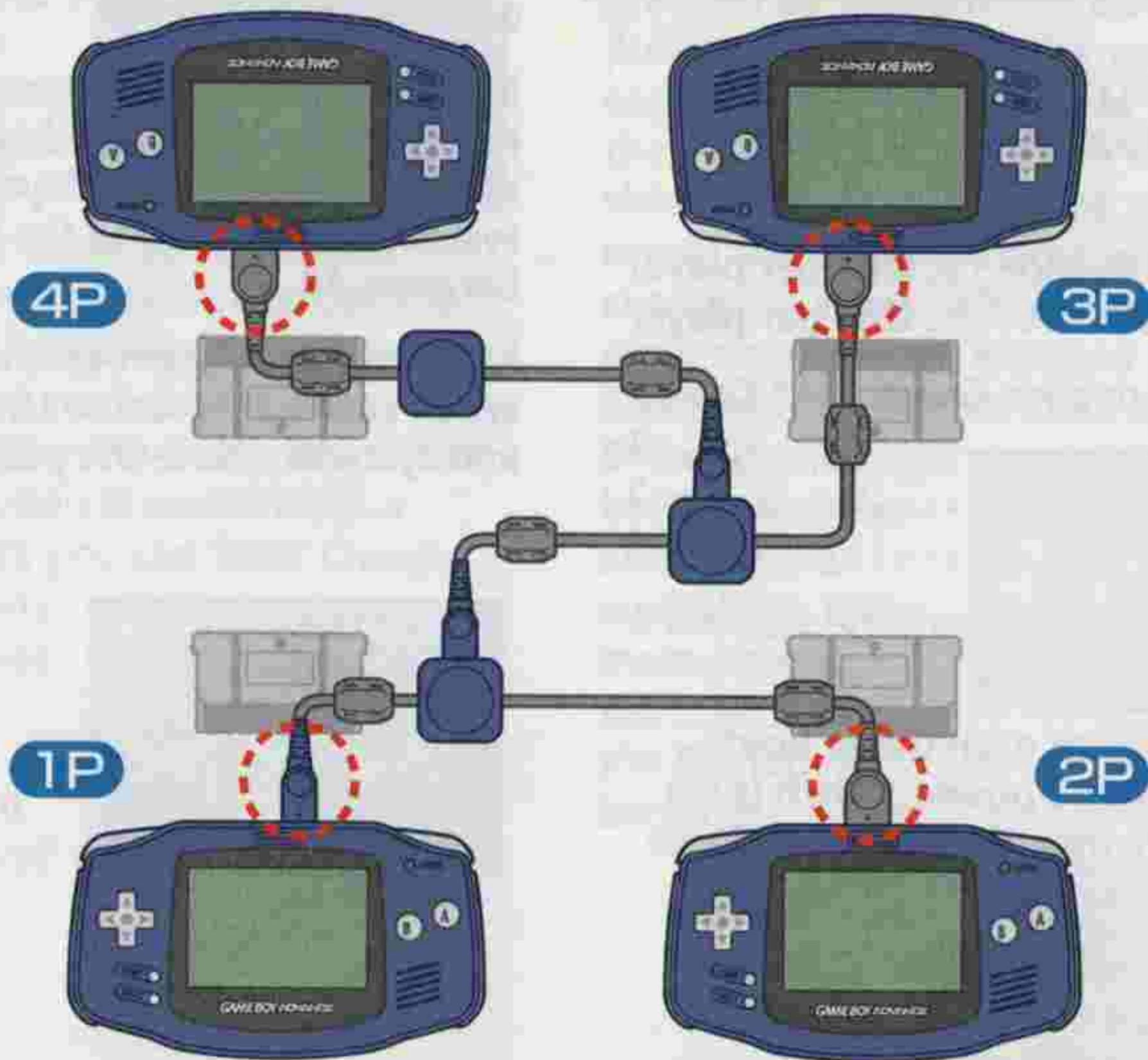
Link Play Warnings

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

- Using a cable other than the Game Boy® Advance Game Link® Cable

- Failing to insert the Game Link® Cable completely

- Removing the Game Link® Cable while linked

- Failing to connect Game Link® Cable(s)/systems properly

- Connecting five or more systems

Using the Game Boy® Advance Game Link® Cable

Link Play

Rules

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

*What are Multiplayer Points?

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

**Coins

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

Link Play
Game Flow

1. Once the cables are connected, turn your Game Boy® Advance ON and select 'LINK' from the Title Screen. Then Select 'Link Play' from the Link Menu.

2. Choose parts for your Solar Gun before entering head-to-head battle.

3. The Entry Screen appears (see diagram above). During loading, player names are shown in red, blue, yellow, and green along with their entry status. (Your character's box is highlighted green.)

Once everyone is connected, Player 1 selects 'START'.

ENTRY: Multiplayer entry complete.

WAIT: Establishing link.

NOT LINKED: Not connected or link not established.

Players 2-4 enter Standby Mode.

Setting Multiplayer Rules

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

Life Gauge
Choose whether to use the individual Life Gauge levels from the regular game or to set each player's Life Gauge at the same level.

Time Limit
Set the time limit for the multiplayer game.

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

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

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

Multiplayer play ends when the set game time expires. The Results Screen is then shown. You will be asked if you want a rematch.

Select 'YES' to move to the Solar Gun Screen and resume multiplayer battle.

If you select 'NO', total multiplayer points earned are shown. If the points exceed a certain number, you'll earn a prize item. (If 'Play for Solar Energy' is set to ON, the energy in your Solar Station will be boosted.) Data is then saved and link play ends.

Warning! (See Connecting the Game Boy® Advance Game Link® Cable, P.41.)

Be sure to connect the Game Link® Cable with the power OFF. Do not disconnect the Game Link® Cable during link play.

Item Trading

This two-player Link Mode allows you to trade items obtained in the regular game with a friend. Each player picks an item and the items are swapped. Note, however, that some items cannot be

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traded, including the Solar Leaf, Life Fruit, Fool Card, Dark Card, silver coins, keys, and Emblems.

How to Trade Items

1. As in step 1 of Link Play Game Flow (P.44) select 'LINK' from the Title Screen, select saved data to load, and select 'Item Trade' from the Link Menu.

2. Select an item to trade from the Item Screen.

3. The item obtained is displayed, saved on the Save Screen, and the game then returns to the Link Menu.
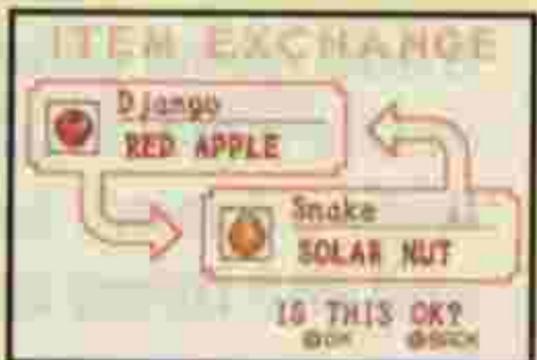
Emblem Copying

Emblems are rare items that become available in the regular game after your character first visits the Azure Sky Tower. They are hidden behind the Emblem Doors in the Azure Sky Tower. Each player will get a different Emblem from the tower, but by using 2-player Emblem Copying in Link Mode, players can acquire each other's Emblems.

Using Emblem Copying

1. The Emblems held by each player are shown and Emblem Copying begins.

2. If you have an Emblem that can be unlocked, the "The XYZ Emblem has been unlocked" success message is shown, the data is saved on the Data Screen, and the

game returns to the Link Menu. If there is no Emblem to be unlocked, the message "No Emblem available to be unlocked" is shown and the game returns to the Link Menu.

* Emblems obtained through Emblem Copying are shown with the original owner's name in the Item List.

* You cannot select Emblem Copying if there are no Emblems in your possession.

* You can get Emblems in other places than the Azure Sky Tower in the regular game, but only Emblems acquired in the Azure Sky Tower can be used for Emblem Copying. You cannot use Emblem Copying until you acquire an Emblem from the Azure Sky Tower.

Passwords

Enter passwords received into the Konami Computer Entertainment Japan Boktai Official Home Page Password Entry Screen to view your gameplay evaluation!

For the latest information on Boktai and for more information on passwords, please visit Konami Computer Entertainment Japan's official home page.

Konami Computer Entertainment Japan URL:

http://www.konamijpn.com

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CONSUMER SUPPORT

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

Konami Game Hint & Tip Line: 1-900-896-HINT (4468)
• $0.95 per minute charge
• $1.25 per minute support from a game counselor
• Touch tone phone required
• Minors must have parental permission before dialing

Hints are available 24 hours a day. Live support Monday-Friday 9:00 A.M. to 5:30 P.M., Pacific Time. Prices and availability are subject to change. U.S. accessibility only.
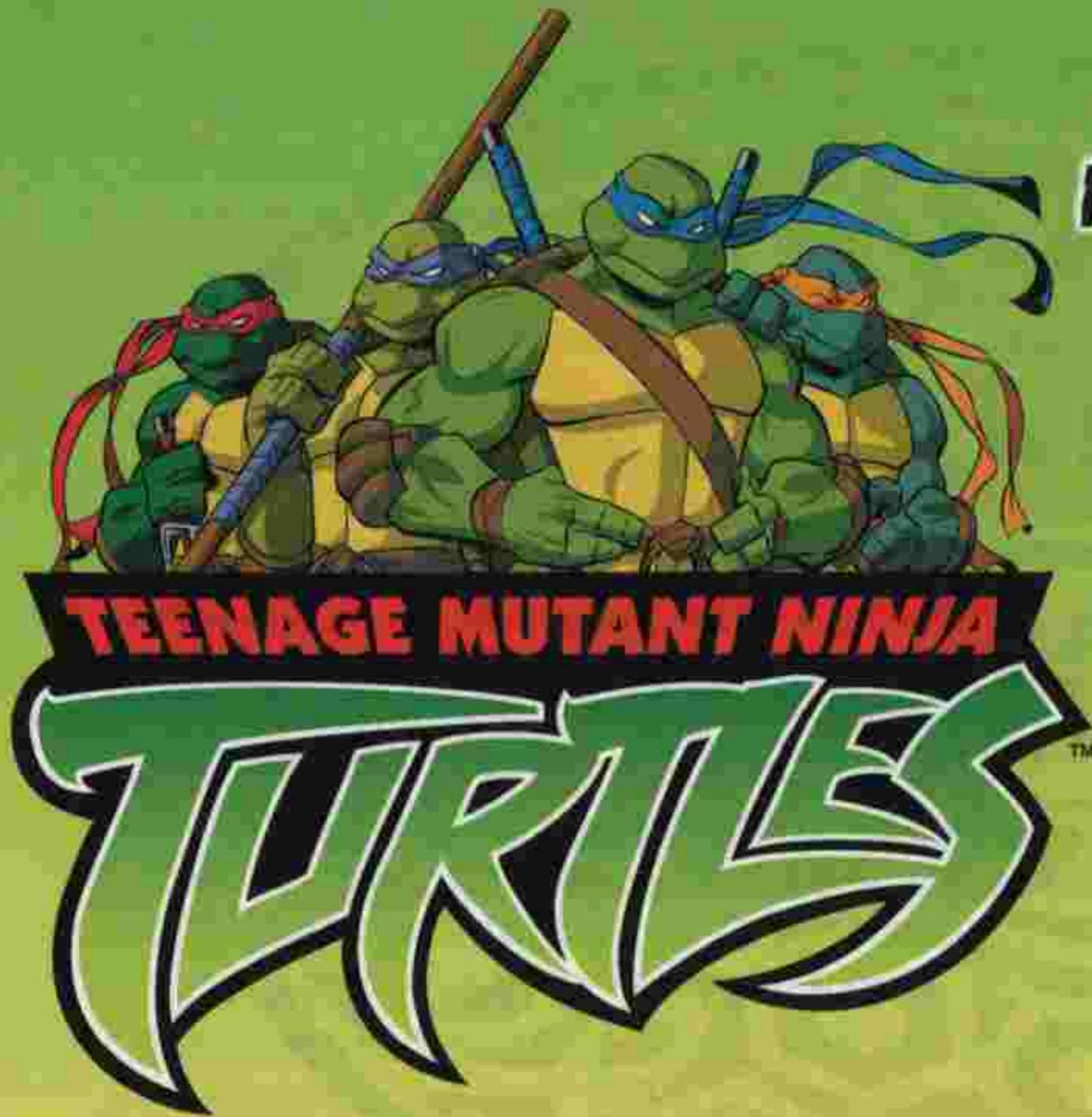
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