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Chapter 1: Frequently Asked Questions

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| Read these following Frequently Asked Questions before asking me a |
question via E-Mail.

Q) Where are all the Djinn?

A) See the Djinn section or search for a particular Djinn name in the walkthrough by pressing Control + F on a PC.

Q) What are those numbers in parentheses after "go back from whence you came."

A) These numbers are some stupid joke that the author of the FAQ thought in that count the number of times up until then that he has used that phrase. Anyone else notice I'm talking in the third person point of view?

Q) Can I get back to Vale, Vault, etc. later in the game?

A) Yes, look at the section Vale...again and a few of the sections before it.

Q) What do I do with Game Tickets and Lucky Medals?

A) Game Tickets are used for a game in Tolbi. The game is one of the ones near the fountain, I believe. Lucky Medals are also used in Tolbi in the fountain coin throwing game.

Q) I have a question not answered here. How can I ask one?

A) E-mail me at gsa@comicsoft.zzn.com

Q) How do you get those nuts in the trees?

A) Thanks to Jagoros@tricorp.com for this information: Use the Catch Psynergy on the trees that contain nuts in order to get them. Nuts are quite helpful in the early part of the game.

Q) Who is Robin?

A) The default Japanese name for the main character.

Q) How do I Mind Read the monk? Whenever I go up to him and want to bring up my menu I just talk to him.

A) Press Select or set Mind Read as a hot key button.

Q) Where do I get the Cloak Ball?

A) It's on Babi's Desk next to his bed. You can get this after you talk to him after winning Colosso.

Q) What things do I need before entering Crossbone Island?

A) You need the Cloakball that you find on the desk of Babi in Tolbi, the Halt Gem (not required) that you find in Vale, and the Carry Psynergy that you get by equipping the Carry Stone that you find in Venus Lighthouse.

Q) What level do your characters learn their last spells?

A) Somewhere around 54 if you're at the right classes. Look for an in-depth FAQ on Class Changes for more information.

Q) How do I get the pink tornado that goes to Crossbone Island back if I accidentally use Douse on it?

A) You have to head out of Suhulla, and when you re-enter it will be back.

Q) Is there any advantage to going to Crossbone Island from the ship to Tolbi Docks?

A) No, you can't go very far in there without Cloak, Carry and Halt.

Q) I heard this code that if you tap the R button 3 times then the B button 7 times finally the A button 5 times and you'll hear a click and all of your characters have infinite PP. Where do I do this?

A) This code is BS and doesn't work. However, there are a few Game Shark codes available at http://www.gameshark.com/gameboyadvance/objects/379896_106.html

that can give you infinite PP, although the game is less fun to play when you cheat.

Q) What is the correct way to pronounce "Djinn"?

A) Well, Djinn is from, I believe, Arabic and it means Genie. So, the singular form of Djinn (Djinni) is Genie, leading me to believe Djinn is pronounced like the alcoholic drink "Gin."

Here's some updated information from Taz 2012 on the dictionary definition:

jin+ni or jin+nee also djin+ni or djin+ny

(<http://www.atomica.com/lookup2/pronkey.html>)

n., pl. jinn also djinn (jin <http://www.atomica.com/lookup2/pronkey.html>).

In Muslim legend, a spirit often capable of assuming human or animal form and exercising supernatural influence over people.

[Arabic jinn?, demonic, demon, from jinn, demons, from janna, to cover, conceal.]

Q) Can you give me the Rom of Golden Sun?

A) No, I do not support roms and/or emulation. Go pay for the game you lousy cheapskate.

Q) How do I get Growth?

A) Equip 1 Fire Djinni on Isaac or 1 Earth Djinni on Garet to have the spell growth (see the Leveling and Character Classes Section)

Q) I missed Force! What do I do?

A) You don't actually need force to accomplish anything in the game. However, you do need to enter the cave in Fuschin Temple in order to get the Djinni Zephyr, and without Force you don't get the Xian side story. However, if you don't have force you can still go through Mogall forest, and Garet will kick the log in Altimer Mines instead of you using Force on the tree stump. any ways, if you missed Force, keep going to Kalay, then head north across the bridge to reach Vault again. Retrace your steps to Fuschin Temple, and see the Walkthrough about getting Force.

Q) Is it true that no one really asks these questions, but you like to make it appear as if people talk to you?

A) Quiet you... plus, this question was actually asked. Give Kevin Mofo and e-mail at skafusion0@mac.com for further information.

Q) What is the best way to contact you?

A) The best way to get help is through my forums at <http://www.doc-ent.com/forums/index.php>. However, if you want to message me privately, send me an e-mail at gsa@comicsoft.zzn.com. Sorry, I am no longer allowing people to Instant MESSage me.

Q) What exactly does the Mystery Blade do?

A) I don't recommend using the Mystery Blade because it's not very powerful. occasionally Mystery Blade will let out Life Nourish which has a chance of restoring a little bit of health to the character that its equipped on.

Q) I saw this code on the GameFAQ's Message Board:

I don't know if this has been found out yet but I'll tell you how to get her. In order to get her to join your party you need the cursed emerald necklace. To get the necklace you need to go to Tolbi springs and win it from the fountain. I would advise you to get as many lucky medals as possible and save before you start tossing them. The odds of getting it are probably less then 1%. It took me about 300-350 tosses(I lost count). When I did win it, the medal bounced 3 times(once of crab and twice of the turtles) and it landed in the middle. Unfortunately this happened to me before and I didn't get so I'm guessing this just increased your chances of getting it. Anyway when you get the cursed emerald necklace, go back to Xian and talk to Feizhi. She will say"Where did you find my necklace?" Give it to her and then she'll join your party. You have to alternate between characters since you can only have four at a time. The

best thing about her is she can equip all cursed weapons and she won't be cursed (with or without the clerics ring)!!!!

A) This is a BS code started by an idiot I don't want to give the credit of naming.

Q) I'm having trouble getting across the sand waterfalls. How do I do it?

A) You need to hold the B button (aka run), the direction you're going and up on the D-Pad. This should keep you from falling down.

Q) What is the maximum level that you can get to?

A) You can get to Level 99, but I've only heard of anyone getting to this level with a Gameshark. In theory you could level up this high, but it's not worth it because it would take an insane amount of time and you stop learning spells in the mid-50s.

Q) How do I get the Bastard Sword?

A) You can't get the Bastard Sword as it was changed from its earlier name to the Bandit's Sword (or maybe the Assassins' Blade. I've heard two different accounts). Plus, you don't want it any ways (in the manual there's a screen shot of it doing about 7 damage) later in the game.

Q) When I go to load my save, it says "Corrupt Data. Would you like to save from the last sanctum?" What does this mean?

A) This means that somehow the power went out when you were saving the game (either you turned it off or the batteries ran out.) Luckily you can still play (as opposed to other games where all of your data is gone), although you may be missing some of your items potentially.

Q) When should I turn off my Game Boy Advance to avoid getting a Corrupt Data save file?

A) I recommend not going for longer than 30 minutes after the light starts turning red or you risk losing power during a save which could be devastating.

Q) Is it possible to get to Lemuria or Hesperia in this game?

A) No, you'll just have to wait for the sequel ;-[.

Q) When is Golden Sun 2 coming out?

A) It will be out June 2002 in Japan, and will be out by Christmas 2002 in the United States.

Q) Do you know of any secret codes or secret information on Golden Sun 2?

A) Anything I know is in this FAQ. I don't hold anything back from the readers.

Q) How do I go back through Mogall Forest?

A) Sorry, it's not possible to get back through Mogall Forest. If you want to get back to the earlier towns you need to make your way to Kalay where you want to head north. The bridge broken earlier in the game will be rebuilt and you will be able to get back to Vault, etc.

Q) How do I get into Colosso Stadium?

A) You first need to save Babi. See the appropriate section in the Walkthrough for that information.

Q) How many Djinn can one character hold?

A) Each character can hold a maximum of 7 Djinn each.

Q) Why can't I give a Djinn to another character? All I get is the option to trade.

A) You must have a balance in your Djinn. You can not have more than 1 Djinn on one character than another. For example, Isaac can't have 3 Djinn on him while Garet has only 1 Djinn.

Q) Why are my characters with 0 HP not healing in an inn?

A) Characters with 0 HP have fainted and they need to be revived using the following methods:

- Visit a Sanctum
- Use Water of Life
- Use a Revive Psynergy or Djinni.

Q) I got to the sign in Altin Peak. Gareth isn't kicking it. What's up?

A) Gareth isn't kicking it probably because you have the Force Gem. Equip Force and aim Force at the log. If you absolutely don't have the Force Gem, try going as far forward as you can, facing right at the log. This will most likely trigger Gareth to kick it. Of course, if you haven't got all of the Living Statues yet (except the last one), he will not kick it.

Q) I went to Imil before I went to Kolima Forest. Did I do something wrong?

A) No, Golden Sun is a "non-linear" game, so there are no right or wrong ways to go. I just consider Kolima easier than Imil, so my walkthrough went that way first. You're free to go as you choose.

Q) What Psynergy does Jenna learn?

A) From BlackMaurderer on my Forums:

Jenna:

Class: Flame User

Flare: starts with

Flare Wall: Level 6

Flare Storm: Level 18

Q) Can I play as Jenna, Felix or Sheba?

A) Not normally, but with a Gameshark you can. See the following site for more information:

<http://www.reonis.d2g.com/GS/index.htm>

Q) How do I un-curse an item?

A) You cannot actually un-curse an item. However, you can remove the "sticking" side-effect when you have a cursed weapon equipped by equipping the Cleric's Ring that's found on the 8th Floor of Crossbone Island. However, you will still be cursed and will have to go to a Sanctum to remove the curse.

Q) Can I get more than one Cleric's Ring?

A) No, the whole point of putting cursed items into the game is so that you had to strategically plan who has what item. If everyone had the best items, that wouldn't make for a very non-linear game now would it?

Q) How can I unequip a hotkey for a certain Psynergy?

A) You need to set the Psynergy to an item Psynergy (like Catch Beeds) and then trade that item to another character to no longer have the hotkey. Thanks to Gail Smith [GailSmith@kscable.com] for this information.

Q) How do I get out of Lalivero once I've beaten the Fusion Dragon?

A) You can't get out of Lalivero, sorry.

See some other FAQs at my Quick Tips Section:

<http://www.doc-ent.com/gsa/index.php?page=QuickTips>

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CHAPTER 2: INTRODUCTION

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About This FAQ

This FAQ (short for Frequently Asked Questions which you should already know) should be a helpful guide to anyone stuck and wanting tips for the Gameboy

Advance game Golden Sun. This FAQ was written by me, Ikillkenny, for use on Gamefaqs.com and my web site Golden Sun Anonymous (see the link in the header).

I wrote this FAQ because I love Golden Sun and I wish to help others playing it. If you'd like to contribute to this FAQ, give me an e-mail at gsa@comicsoft.zzn.com.

This guide's primary focus is the walkthrough. If you want very in-depth analysis of Classes, Psynergy, Items, etc. please visit www.gamefaqs.com to find in-depth FAQs there.

For easy navigation to the chapters, hold Control and hit F (when you're on Windows any ways) in your browser window and type in the chapter you want to go to. For example, type in CHAPTER 3 to go to the walkthrough chapter.

FAQ Versions

2.0a

- Completed June 28th, 2003.
- Updated the URL to my website.

2.0

- Very little work on and off from January 2002-June 19th, 2002.
- Final version of this guide.
- Added 'Dark Panther's Method' Section.
- Added information on Sending Data to the Lost Age.
- Removed Lost Age rumors.
- Lots of corrections.

1.96a

- Updated my e-mail address to gsa@comicsoft.zzn.com.
- A few minor changes.

1.96

- A little bit of on and off work from about January 3rd, 2002 - January 28th, 2002 (most work was done on January 26th - January 28th).
- Added Psynergy Section with a little information on when certain characters learn certain Psynergy. Thanks to Koop and Levatation 0 for that information.
- Updated Frequently Asked Questions and Boss Strategies
- Added Codes, Secrets and Tips section.
- Added Further Information section.
- Spell Checked
- SECOND TO LAST VERSION OF THIS GUIDE!

1.95 - Started and Finished on January 1st, 2002

- Added information to the Boss Strategies section
- Added walkthrough for the southern path in Venus Lighthouse (not sure how I missed putting this in.)
- Changed web site information, turned off Instant Messenges
- Minor additions

1.94

- Fixed all of the Chapter number errors
- Added a good Item List
- Added several notes to the chapters to clear up confusion
- Corrected several errors (far too many of these for my liking)
- Fixed "Issac" spelling error

1.93 - Off and on Work from December 11th, 2001 to December 19th, 2001

- Started Item List
- Semi-finished Level 29 Class Changing Section (Level 54 coming soon)
- Update to the Linked Battle section
- Help Wanted added for Item List
- Added Screen Shot Link

1.92 - Off and on Work from November 30th-ish, 2001 to December 10th, 2001

- Won the "FAQ of the Week" award ;-]
- Added several minor things.
- Worked a little more on the Class Changing section (I'll have part 1 of that finished in the next version)

1.91 - November 27th, 2001 through November 29th, 2001

- Changed "Robin" to "Isaac"
- Added Pointless ASCII Art
- Started Several New Sections
- Many New FAQs

1.9 - November 26th, 2001

- Spell Checked everything
- Added Monster List by Nova Mage
- Added ****SPOILER!***** (spelled backwards): EGA TSOL EHT :OWT NUS NEDLOG chapter.

- Added Coming Soon Section
- Starting to Tidy Things Up A Little More
- Added More FAQs
- Added ASCII Art Request

1.8 - November 25th, 2001 through November 26th, 2001

- Finished the Walkthrough (now a blue dot worthy FAQ)
- Added Djinn FAQ by Baby M

1.7 - November 25th, 2001

- Expanded Walkthrough up to and including all of Venus Lighthouse (save the boss) and some of Crossbone Island.

1.7a - November 25th, 2001

- Expanded Walkthrough up to and including some of Venus Lighthouse and some of Crossbone Island
- Pre-release version.

1.6 - November 24th, 2001

- Expanded Walkthrough up to and including the first part of Suhulla Desert
- Added Help Wanted ad (see above)

1.5 - November 22nd through November 23rd, 2001

- Expanded Walkthrough up to and including Colosso.
- Walkthrough about 2/3 done now.
- 100 KBs

1.4 - November 22nd, 2001

- Expanded Walkthrough up to the boat to Tolbi
- 1.3 - November 21st, 2001 through November 22nd, 2001
- Expanded Walkthrough up to and including Altin Peak
- Added a *little* to the Djinn section.

1.2 - November 21st, 2001

- Expanded Walkthrough up to and including Mercury Tower.

1.1 - November 20th, 2001

- Expanded Walkthrough to Kolima
- 1.0 - November 17th, 2001 through November 20th, 2001
- First Version of this FAQ
- Walkthrough up to Vault
- Game play Section
- FAQs barely started

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CHAPTER 3: GAMEPLAY

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Controls

- D-Pad: Select choice
- Menus/Battle/Conversation:
 - A: Yes/Confirm/Next
 - L, R: Next
 - B: No/Back

Walking:

- D-Pad: Move
- A: Talk To Someone/In-game Menu
- Select: In-game Menu

Start: Pause Menu

L, R: Use preset command

B: Run/Back

Notes: Golden Sun's controls are pretty straightforward and you shouldn't have any problem with them.

Regular Play

A good deal of Golden Sun is spent in regular play, where your character is walking around performing certain tasks within towns, forests or dungeons. In regular play, you can talk with different people, use Psynergy that will have effects on the map (for example: using Move will move a rock out of the way), and move around accomplishing whatever goal you may need to achieve. When you're outside of protected towns or villages, each step you take will have a small chance of a random enemy coming up, unless that attempt is thwarted by obtaining a feather or something to that extent.

World Map

The World Map operates much like Regular Play, except there won't be any people to interact with or villages to explore. Instead, the World Map (which is available once the first temple has been beaten) allows a player to move from one place to another quickly due to the greater scale of movement (you'll notice that your character is more pixilated because he is zoomed in on more.) You will be able to go through trees, but not over water or mountains. Random battles occur here, too.

Battle Screen

The battle screen, like most other RPGs, is a separate screen from the regular game window where you and your allies fight various enemies that come along. You will have the option of picking what attack, item, etc. each character uses and on who before each round of attack. Generally your faster characters will attack first, then the enemy will attack, then your slower characters will attack. This cycle is repeated until you or the enemies are dead. There are several important things to look out for in the Battle Screen. Each character has HP which represents how much health he has left, and PP which represents how much Psynergy he or she has left. When HP runs out, that character will die and can only be brought back by an item that revives, or a Djinn that has a revive move. When PP runs out, a character can no longer use Psynergy attacks with Psynergy requirements greater than what is left. PP can be restored by finding energy stones.

Villages

Inside each village there are several things to look out for. The first is an Inn where you can rest for a small charge and replenish all of your party's HP and PP (note: this doesn't affect passed out characters who have no HP left.) To revive a character, cure a poison or a bad spell, look for a Sanctum which is a building with an old man in it (note: If all of your party members die in battle, you'll end up in the last one of these you visited.) For a larger fee than what you paid in the Inn, you will be able to get treated with the things listed before. Other important buildings include the Armor and Weapons shops where you can buy the latest and greatest attack and defensive boosts for your characters. I recommend getting the most expensive weapons and armor that you can afford for each character in each town, because it is very important. Also in each town is a shop where you can buy items, but this is not a very important shop because you should have plenty of the items that the lady sells

from random battle collections.

Djinn

These little characters probably made their way into the game thanks to the success of Nintendo's PokTmon, but they are a very welcome addition. Djinn are collected usually by battling them (they usually put up a pretty good fight) when you encounter them in the wild. A Djinn has the power to alter a character's stats, moves and even his or her type. Djinn are useful because they expose different abilities in different characters, so mix and match between characters to find the best combination for your situation. When Djinn are on standby, a character can summon an extremely powerful elemental attack that uses the power of many Djinn's combined to inflict strong blows on the enemy. If you fight a Djinn and it runs, head out of the screen and come back to fight it again.

There are 28 total Djinn located in a variety of places along the map. Use this FAQ to find the Djinn as you go along, or in the future use this section as a stand alone to find where the Djinn are.

And now, Baby M's Djinn Guide (exclusive to this FAQ). Note, this section is not written by me, and I can't be held accountable for inaccuracies in this section:

Golden Sun Database Guide by Baby M-Version 2.01

1. Thanks

OK everyone, thank you to Camelot/Nintendo for making the game and me for my amazing RPG skills, and other web sources.

2. Copyright

I copyright this data base that means you can put it on your site or whatever provided you DONET ALTER IT IN ANY WAY (That means KEEP MY NAME ON IT!!!). Baby M is a worker of Mario Nursery, a subdivision of the division of Useless Products Inc., which is a division of SushiWorld.

Please send mail regarding SushiWorld or any of its divisions/subdivisions to:
SushiWorld Tower

Main Tower of Crystal Street

KirbyEs Dream Land-The closest thing to Heaven in your mortal life.

3. The Guide

Wellàhere it is.

Part 1-The Djinn

Djinn are vital to your quest. When I was constantly being wiped out at Venus Lighthouse, I went back and got all the Djinn I missed. My HP nearly doubled, my Psynergy was much stronger, and my stats were greater! Don't skip a single Djinni-youEell regret it later if you do! Set and Standby-some of the simplest yet toughest strategy decisions youEell make in your RPG gaming life. To get the great stats, you must put your Djinn on set. So why, you ask, would you put them on Standby? The answer is summoning. When you summon, a great being will come out and make a great attack on your opponent. Your Djinni wonEt be able to be on Set or Standby after being summoned until it has recovered. Summons can be anything from the weakest summons (yet still powerful) such as Mars and Venus to the amazingly powerful wraths of Judgment and Boreas. Experiment a bitàand save a lot! ALSO: Save before you try to get a Djinni. Some might run away!

Earth Djinn

1.) Summon

1 Earth=Venus

2 Earth=Ramses

3 Earth=Cybele

4 Earth=Judgment

2.) Set

Name-Ability-Setting Effects-Location

Flint-Swift Strike-HP+8, PSY+4, ATK+3-When you leave Vale, heEell come right up

to you (just walk forward on the world map).

Granite-Reduce Damage-HP+9, DEF+2, AGL+2, LUCK+1-In Kolima Village, you'll see him behind a fence. Walk directly into the back of the house the fence is connected to (you can't see the door, camera angle). Follow that secret passage and you'll come out to him.

Quartz-Revival-HP+10, PSY+3, AGL+3-In Mogall Forest, you'll eventually see an Earth Djinni. There is a puzzle involving moving a rock into a hole, pushing logs, etc. to get to him.

Vine-Lower Foes Agility-HP+12, PSY+4, DEF+3, LUCK+1-At the end of Lamakan Desert, go north then left over a bridge to a central island in the middle of a circle river. Keep walking around and battling here until a Djinni attacks you. Sap-Steal Enemy HP-HP+10, ATK+3, LUCK+1-Revisit Vault when you have Reveal. Go up to the bell tower and ring the bell. A Djinni will run to a certain spot. Go to the west side and climb the stairs. Now go around until you find a dog with a bunch of tombstones. Use Reveal, and then go into the cave and on the other side will be the precious Djinni.

Ground-Stun Enemy-???-He's above the mudslide at Kalay Docks. To get him, you'll have to sail across the sea to Tolbi, and then walk back (top of sea) to the docks. You will be only accessible to the mudslide platform, but that's all you need! Grab that Djinni!

Bane-Attacks w/ Venom-???-He's in Crossbones Isle Cave. You will need the Cloak Ball, and several other things. First, go to the place where you got Flash, the Fire Djinni. Go into the cave, which ends at a pink tornado. Let it suck you up, it'll transport you to an off-map place go under the mountains and then into the gap to get into Crossbones Isle.

WARNING-Dousing the cloud will cause a fight with the Tempest Lizard-a monster you may not be ready for yet!

Fire Djinn

1.) Summon

1 Fire=Mars

2 Fire=Kirin

3 Fire=Tiamat

4 Fire=Meteor

2.) Set

Name-Ability-Setting Effects-Location

Forge-Raise Attack-HP+10, ATK+2, AGL+2, LUCK+2-In Goma Cave, he's on a ledge above a man. You'll have to Move a bottom pillar so you can jump over later.

Fever-Delude Enemies-HP+12, ATK+3, LUCK+1-In the Northern part of Imil (top floor), you will see a snowman. Move it with your Psynergy onto the ice. Now go down to the ice and slide around until you get into the waterfall, where you will find Fever.

Corona-Increase Defense-HP+12, ???+3, DEF+3, LUCK+1-When you leave Xian, head North past a bridge. A Djinni should be around.

Scorch-Stun Enemy-HP+8, ATK+3-Go to the top right part of Kalay and go up on the two story house. Jump onto the grass and head North. Move the statue to get into a tunnel. Block the water pipe with a statue and get the Djinni.

Ember-Recover PP-HP+9, PSY+4, ATK+2, AGL+2-In the southernmost part of Tolbi, squeeze right and grow the vine, freeze the puddle and then go to the inn, jump across using the ice pillar and get the Djinni.

Torch-Lowers Defense-???-In Lavilero, look for a house on the east side with a ladder going to the roof. Go into the house and climb the ladder, then jump on the wall, jump to the roof with a Djinni on it.

Flash-Block Damage-???-In Suhalla Desert, you'll come to a ridge (before the big storm tornado). At the beginning of it (when you come out of the narrow crevices) use reveal to show a stump. Jump across and climb down to the Djinni.

Wind Djinn

1.) Summon

1 Wind=Jupiter

2 Wind=Atalanta

3 Wind=Procne

4 Wind=Thor

2.) Set

Gust-Repeated Wind Attack-HP+9, ATK+2, AGL+2-Climb the stairs on the right side

of the town, and walk south to get onto the fence. Whirlwind the vines and enter the cave. Move the statue inside to get the Djinni.
Breeze-Element Resist Up-HP+12, PSY+5, DEF+2, LUCK+1-He's hiding on the highest branch on the right at Tret Tree.

Zephyr-Raise Agility-HP+11, PSY+3, AGL+2, LUCK+1-In Fuchin Temple, there is a puzzle you can solve to get the Djinni.

Smog-Delude Enemies-HP+9, ATK+3-At the top of the second screen in Lamakan Desert, one of the circles of stones will have a Djinni in it (use Reveal to see it).

Kite-Move Twice-HP+8, PSY+4, AGL+3-When you have Lift, go to vale and Lift the boulder near where you met Kraden. Inside the small cave beyond you'll get the Halt psynergy after solving a puzzle, which you must use on the Djinni to catch it.

Squall-Paralyze Foe-???-I forgot how I got this one^_^; its in Altmiller Cave though.

Luff-Seal Psynergy-???-At the entrance to Babi Lighthouse, there are two ladders. Go down the left one and Move the pillar. Now go to the one on the right and Move the other pillar. Jump across and go outside, grow the vine, go through the door, and jump down the slide.

Water Djinn:

1.) Summon

1 Water=Mercury

2 Water=Nereid

3 Water=Neptune

4 Water=Boreas

2.) Set

Fizz-Recover HP-HP+9, PSY+4, DEF+3-When Mia joins your party, she'll have this with her. Two-for-one! Cool, huh ^_?^?

Sleet-Lower Enemy ATK-HP+12, ATK+3, LUCK+1-At Mercury Lighthouse in the room with 6 waterfalls, and Sleet will be behind one of them.

Mist-Put to Sleep-HP+11, ATK+4-In Xian there is a girl on the dock that carries water. Go right of her to the second door on the right. Go right up to it, but don't go in. Wait for her to come over. When she stops moving (as you are in her way), talk to her. She'll get ticked off because you spilled her water.

Freeze the puddle and climb upstairs, now jump across to the Djinni.

Spritz-Recover Party HP-HP+8, PSY+4, AGL+3-Defeat the water spitting beasts in Altin Peak (all 3), then enter the bottom mine. Go on the path to the right, and solve a puzzle to get the Djinni.

Hail-Lower Defense-HP+9, ATK+4, LUCK+1-Leave Tolbi. Go west until you come to a vertical bridge (go over it). Head Northwest over the other bridge. Run around for a while, the Djinni will eventually pop up in this area.

Dew-Revive the Downed-???-On the third screen at Suhalla Gate, go down the third dirt slide from the left.

Tonic-Cure Party Ailments-???-After beating Toadonpa and seeing Master Hammet off to Bonza at the cave, go back and find Donpa's quarters. He'll open a path for you to get the Djinni.

Part 2: Psynergy

Outside of Battle:

Name-Effect-PP used-How to Get

Move-Move an Object-2 PP-Isaac and Garet know this automatically when you get to start playing again after the "Three Years Later"

Retreat-Return to Dungeon Entrance-6 PP-Same as above, but Garet doesn't have it.

Mind Read-Read Someone's Mine-1 PP-Ivan knows this all the time.

Force-Hit from Distance-2 PP-Get this from a special item you get in Fuchin Falls Cave. If you are stuck in the Dragon room, simply go back, get onto the left ledge in the room, and feel along the ledge until you start walking in air. Just feel your way to the next part.

Lift-Lift Rocks-2 PP-You get this in the treasure chest at the bottom of Altin Peak (tiled room, after beating the big, BIG statue).

Reveal-Show Hidden Stuff-1 PP-At Lama Temple, Master Hama will give Ivan this Psynergy.

Cloak-Invisible in Shadows-1 PP-After winning Colosso, go to Babi's bed and

ðborrowö (heh, not likely ;) his Cloak Ball.

Halt-Stop Moving Object-2 PP-When you revisit Vale with the Lift and Reveal Psynergies, enter the cave near Kraden's house and solve the puzzles to get the Halt psynergy before Kite, the Wind Djinni.

Carry-Lift and Move certain things-2 PP-Use Reveal on the weird stone with faint pics on it. Inside you'll get Carry somewhere.

Catch-Grab Hanging Things-1 PP-When you leave Vale, a girl will give you a present from your Mother. It'll be Catch Beads.

Grow-Grow Vines-4 PP-Several weird classes have this, but the easiest way to do it is give Isaac a Fire Djinn and he'll have the Grow Psynergy.

Whirlwind-Blow away leaves-5 PP-Ivan also knows this, as long as you don't give him Djinn besides Wind Djinn.

Frost-Turn Puddle into Pillar-5 PP-Mia should automatically know it, but you can also get it from beating the first water statue thing at Altin Peak.

Douse-Put out Fires & Tornadoes-5 PP-Give Mia Wind Djinn and she should learn it, or you can get the Douse Drop, which you'll get somewhere along the way (I forgot ^_^;)

Cure-Recover 70 HP-3 PP-Isaac automatically knows this move.

Cure Well-Recover 150 HP-7 PP-Evolves from Cure.

Potent Cure-Recover 300 HP-10 PP-Evolves from Cure Well.

Ply-Recover 100 HP or Honor Statue (used in some puzzles)-Mia knows automatically.

Ply Well-Recover 200 HP-8 PP-Evolves from Ply.

Pure Ply-Recover 1000 HP-12 PP-Evolves from Ply Well.

Wish-Party Recovers 80 HP-9 PP-Mia learns in time.

Wish Well-Party Recovers 160 HP-13 PP-Evolves from Wish.

Pure Wish-Party Recovers 400 HP-20 PP-Evolves from Wish Well.

Revive-Self Explanatory-15 PP-Isaac learns in time.

Cure Poison-Self Explanatory-2 PP-Mia automatically knows it (if not, she will learn it over time).

Avoid-Less Enemy Encounters-5 PP-Many mix and match Djinn classes have this move. Example: Isaac as a Defender.

Gale-??? (Theory: Whirlwind Substitute)-3 PP-The Ninja class knows this.

Isaac:

2 Earth=Knight
4 Earth=Gallant
6 Earth=Lord
1 Fire=Brute
2 Fire=Ruffian
4 Fire=Savage
5 Fire=Barbarian
1 Wind=Apprentice
2 Wind=Illusionist
4 Wind=Enchanter
6 Wind=Shaman
1 Water=Swordsman
2 Water=Defender
4 Water=Cavalier
6 Water=Shaman

Garet:

1 Earth=Brute
2 Earth=Ruffian
4 Earth=Savage
5 Earth=Barbarian
2 Fire=Soldier
4 Fire=Warrior
6 Fire=Champion
1 Wind=Page
2 Wind=Illusionist
4 Wind=Enchanter
6 Wind=Ascetic
1 Water=Swordsman
2 Water=Defender

4 Water=Cavalier
 6 Water=Ascetic
 Ivan:
 1 Earth=Seer
 2 Earth=Diviner
 4 Earth=Shaman
 6 Earth=Enchanter
 1 Fire=Pilgrim
 2 Fire=Wanderer
 4 Fire=Ascetic
 6 Fire=Enchanter
 2 Wind=Magician
 4 Wind=Mage
 6 Wind=Magister
 1 Water=Hermit
 2 Water=Elder
 4 Water=Scholar
 6 Water=Savant
 Mia:
 1 Earth=Seer
 2 Earth=Diviner
 4 Earth=Shaman
 6 Earth=Cavalier
 1 Fire=Pilgrim
 2 Fire=Wanderer
 4 Fire=Ascetic
 6 Fire=Cavalier
 1 Wind=Hermit
 2 Wind=Elder
 4 Wind=Scholar
 6 Wind=Savant
 2 Water=Scribe
 4 Water=Cleric
 6 Water=Paragon

More coming soon!

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CHAPTER 4: MONSTER LIST

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Here is a very small, but growing monster list by Nova Mage written for this FAQ. This will be the next section that I myself will work on, so it will get much large pretty quickly. Note: Nova Mage has discontinued working on this section and if you have experience writing FAQs please e-mail me your resume if you'd like to help. My e-mail gsa@comicsoft.zzn.com.

Enemy	Exp.	Gold	Item	Found
Vermin	2	2	Herb	Vale
Bat		1	1 Herb	Vale
Wild Mushroom	1	2	none	Vale
Slime		2	2 none	Sol Sanctum
Amaze		3	3 Oil Drop	Sol Sanctum
Zombie	7	8	none	World Map: Vale
Thieves	66	110	Bandits Sword	Vault
Skeleton		10	11 none	Goma Cave
Will Head		9	10 none	Goma Cave
Ghost		9	9 Oil Drop	Goma Cave
Rat Soldier		15	14 none	World Map: Bilibin
Rat		14	17 none	World Map: Bilibin
Ooze		26	40 none	Bilibin Cave
Troll		37	42 none	Bilibin Cave
Ghoul		34	42 none	Bilibin Cave

Gnome	34	40	none	Bilibin Cave
Drone Bee	19	25	none	Bilibin Cave
Mauler	37	45	none	World Map: Imil
Lizard Man	54	67	none	Mercury Lighthouse

=====
CHAPTER 5: ITEM LIST
=====

The item list is a currently incomplete list of all of the items in the game. Please the top of this FAQ for how to contribute items that I have missed on this Item List.

Format:
ITEM: Type: Details: Location
Key: (C) = Cursed; _ = Blank; (R) = Random Battle;

Weapons/Armor

Note: My Weapons/Armor section was removed due to the fact that there are several existing (and better) guides.

Here's some further information on item drops in Venus Lighthouse and a few surrounding areas from BlackMaurader from the GameFAQs.com message board

- Kikuichimonji: Dropped by Fenrirs
- Blessed Mace: Dropped by Thunder Lizards
- Feathered Robe: Dropped by Wild Gryphons
- Zodiac Wand: Dropped by Grand Golems
- Spiked Armor: Dropped by Chimera Mages
- Giant Axe: Dropped by Earth Golems
- Aura Gloves: Dropped by Magicores
- Prophet's Hat: Dropped by Dread Hounds

And finally here's a much more complete item guide:
Note: If you find an item that is not in this guide, please e-mail LJUMP12, not myself (Ikillkenny), since I did not write this portion of the guide.
LJUMP12'S GOLDEN SUN ITEM GUIDE
VERSION 1.5.1

-----*****--WEAPONS--*****-----

Name	Effects of Eqping	
Details		

--Axes--		
Battle Axe	ATK +24	Axe
Great Axe	ATK +80	Axe
--Light Blades--		
Short Sword	ATK +08	Light Blade
Hunter's Sword	ATK +28	Light Blade
Battle Rapier	ATK +58	Light Blade
Mater Rapier	ATK +86	Light Blade
Swift Sword	ATK +104	Light Blade: Unleashes Sonic Smash

--Mace's--		
Mace	ATK +06	Mace
Battle Mace	ATK +56	Mace
--Long Swords--		
Long sword	ATK +14	Long Sword
Broad Sword	ATK +40	Long Sword
Claymore	ATK +70	Long Sword
Great Sword	ATK +90	Long Sword
--Staves--		
Wooden Stick	ATK +04	Staff
Shaman's Rod	ATK +10	Staff
Witch's Wand	ATK +32	Staff: Unleashes Stun Voltage
*Zodiac Wand	ATK +102	Staff: Unleashes Shining Star
Frost Wand	ATK +76	Staff: Unleashes Frost Bite
--Unleashes...--		
Bandit Sword	ATK +12	Unleashes: Rapid Smash
Magic Rod	ATK +16	Unleashes: Murk
Eleven Rapier	ATK +44	Unleashes: Vorpial Slash
Blessed Ankh	ATK +46	Unleashes: Psyphon Seal
Arctic Blade	ATK +55	Unleashes: Blizzard
PsyEnergy Rod	ATK +64	Unleashes: Psyenergy Leach
Angelic Ankh	ATK +83	Unleashes: Lifeleach
Mystery Blade	ATK +84	Unleashes: Life Nourish
Burning Axe	ATK +84	Unleashes: Broil
Assasin Blade	ATK +90	Unleashes: Mortal Danger
Ninja Blade	ATK +94	Unleashes: Cyclone Attack
ShamShir	ATK +99	Unleashes: Acid Bath
Burning Axe	ATK +100	Unleashes: Heat Mirage
Crystal Rod	ATK +106	Unleashes: Drown
--Extra Abilities--		
*Blessed Mace	ATK +126 HP Rec. +2	Mace: Unleashes shining Star
Demonic Staff	ATK +92 *CURSED*	Unleashes: Bad Omen
Silver Blade	ATK +108 - Wind Power +10	Unleashes: Aqua Sock
Righteous Mace	ATK +112 HP Recovery +3	Mace: Unleashes Binding Stone
Muramasa	ATK +126 *CURSED*	Unleashes: Demon Fire
Demon Axe	ATK +132 *CURSED*	Unleashes: Poison Cloud
Wicked Mace	ATK +132 *CURSED*	Unleashes: Poison Death
Gaia Blade	ATK +135 - Earth Pow/Res +20	Unleashes: Titan Blade

*****--ARMOR--*****

Name Effects of Equipping
 Details

--Robes--

One Piece Dress	DEF +04	Robe
Jerkin	DEF +26	Robe
--Gloves--		
Padded Gloves	DEF +02	Gloves
Gauntlets	DEF +23	Gloves
--Circlets--		
Circlet	DEF +06	Circlet
Silver Circlet	DEF +16	Circlet
Gaurdian Circlet	DEF +25	Circlet
Platinum Circlet	DEF +29	Circlet
--Hats--		
Wooden Cap	DEF +10	Hat
Leather Cap	DEF +03	Hat
Mail cap	DEF +23	Hat
--Helms--		
Open Helm	DEF +09	Helm
Iron Helm	DEF +20	Helm
Steel Helm	DEF +27	Helm
Knights Helm	DEF +33	Helm
--Clothing--		
Cotton Shirt	DEF +03	Clothing
Travel Vest	DEF +07	Clothing
Silver Vest	DEF +28	Clothing
--Armor--		
Leather Armor	DEF +12	Armor
Chain Mail	DEF +25	Armor
Armored Shell	DEF +30	Armor
Steel Armor	DEF +36	Armor
--Shields--		
Wooden Shield	DEF +06	Shield
Bronze Shield	DEF +14	Shield
Iron Shield	DEF +20	Shield
Knight's Shield	DEF +28	Shield
--Braclets--		
Leather Armllet	DEF +07	Braclet
Heavy Armllet	DEF +25	Braclet
--Extra Abilities--		
Mythril Shirt	DEF +10 Max HP +05	Shirt: Boosts HP
Running Shirt	DEF +01 AGL +15	Shirt: Boosts Agility
Silk Shirt.	DEF +06 LCK +01	Shirt: Boosts Luck
Dragon Shield	DEF +26	Shield: Resists Fire
Earth Shield	DEF +31 - Fire Resist +30 - Earth Resist +20 - Number of Uses - It might Brake - If used in Battle	Shield: Resists Earth; Restores HP
Hyper Boots	DEF +04	Boots: Critical Hits Increase
Quick Boots	DEF +03 AGL +20	Boots: Boosts Agility
Fur Boots	DEF +02	Boots: Increases Resistance to Water

Turtle boots	- Water Resist +15 DEF +03 Agility X .5 (1/2)	Boots: Decreases Agility
War Gloves	DEF +32 ATK +10	Gloves: Boosts ATK
Spirit Gloves	DEF +34 - Fire power +05 - Earth power +05 - Wind Power +05 - Water Power +05	Gloves: All elemental power +5
Aura Gloves	DEF +36 - Number of Uses - It might Brake - If used in Battle	Gloves: Use to resist all elements.
Gaurdisn Armlet	DEF +27 - Number of Uses - It might Brake - If used in Battle	Braclet: Boosts Defense
Spirit Armor	DEF +32 - Earth Resist +15 - Water Resist +15 - Fire Resist +15 - Wind Resist +15	Armor:Resists all Elements
Spiked Armor	DEF +34 ATK +10	Armor: Boosts Attack; Crit. Hits Increase
Dragon Scales	DEF +44 - Water Resist +30 - Fire Resist +30	Armor: Boosts Water and Fire Resist
Elevin Shirt	DEF +22 AGL X 1.5 (1-1/2)	Armor: Boosts Agility
Storm Gear	DEF +42 - Water Resist +30 - Fire Resist +30 - Wind Resist +30	Armor: Boosts Water,Wind, And Fire Resist
Ninja Garb	DEF +36 AGL +30 - Wind Resist +10	Armor: Boosts Agility; Boosts Wind Resist
Demon Mail	DEF +50 - Wind Resist -10 *CURSED*	Armor: Decreases Wind Resistance
Asura's Armor	DEF +42 ATK +05 HP Recovery +8	Armor:Boosts Attack;Replenishes HP
Water Jacket	DEF +30 - Water Resist +30 - Fire Resist +20	Clothing:Resists Water & Fire.
Blessed Robe	DEF +36 HP rec. +05	Robe: Recovers HP
Featherd Robe	DEF +45 AGL +30 - Wind Power +20 - Water Resist +30	Robe: Increses Wind Power Water Resist; Agility
Kimono	DEF +25 AGL +10 - Fire Resist +10	Robe: Resists Fire; Boosts Agility
Oracle's Robe	DEF +43 - Water Resist +43 HP recovery +10	Robe: Resists Water; boosts HP recovery
China Dress	DEF +19 - Number of Uses - It might Brake - If used in Battle	Robe: Drops Enemy's Attack
Magical Cassock	DEF +39	Robe: Replenishes PP

Mirrored Shield	PP Recovery +2 DEF +39 - Number of Uses - It might Brake - If used in Battle	Shield: Deludes Enemies
Vambrace	ATK +5 DEF +27	Gloves: Boosts Attack
Battle Gloves	ATK +8 DEF +26	Gloves: Boosts Attack
Spirit Armlet	DEF +38 -Earth Power +10 -Water Power +10 - Number of Uses - It might Brake - If used in Battle	Braclet: Used to cure Ailments
Virtuous Armlet	DEF +35 - Fire Power +10 - Wind Power +10 - Number of Uses - It might Brake - If used in Battle	Braclet: Used to restore 100 HP
Lucky Cap	DEF +33 Critical Hits Increase PP Recovery +2	Crown: Boosts Critical Hits; Restores PP
Thunder Crown	DEF +40 PP Recovery +4 *CURSED*	Crown: Restores PP
Jeweled Crown	DEF +35 Luck +05	Crown: Boosts Luck
Prophet's Hat	DEF +30 - Number of Uses - It might Brake - If used in Battle	Cap: casts Cure
Ninja Hood	DEF +28 AGL +20	Cap: Boosts Agility
Warriors Helm	DEF +35 - Earth Power +10	Helm: Critical Hits Increase
Lure Cap	DEF +20	Cap: Increase battles when equipped. Boosts monstor encounters

-----*****--ITEMS--*****-----

Name	Effects of Equping
Details	

--Psyenergy Items--

Catch Beads	Bestows Psyenergy	Bestows Catch When Equipped
Orb Of Forcce	Bestows Psyenergy	Bestows Force When Equipped
Frost Jewel	Bestows Psyenergy	Bestows Frost When Equipped
Douse Drop	Bestows Psyenergy	Bestows Douse When Equipped
Lifting Gem	Bestows Psyenergy	Bestows Lift When Equipped
Halt Gem	Bestows Psyenergy	Bestows Halt When Equipped

--Rings--

Healing Ring	-	Ring: Used to restore 70 HP
--------------	---	-----------------------------

--Healing Items--

Herb	Single-Use	Replenishes 50 HP
Nut	Single-Use	Replenishes 200 HP
Vial	Single-Use	Replenishes 500 HP
Potion	Single-Use	Replenishes all HP
Antidote	Single-Use	Cures Poison
Psy Crystal	Single-Use	Replenishes all PP
Water Of Life	Single-Use	Revives Downed Characters

--Attack Items--

Crystal Powder	Single-Use	Causes Damage with Ice
Weasles Claw	Single-Use	Causes Damage with Claws

 VERSION 1.5.1
 CREATED 12/2/01
 MY E-MAIL IS: ljump12@msn.com
 MY AIM S/N IS "ljump12" (NO QUOTES)
 Note: a * Before name of Item = very rare

 Special thx to lilb0706 for all the help getting back to the earlier cities,
 (and making me feel stupid for not knowing how to do it.)
 I would also like to thank him for giving me all the higher level weapons,
 and Armor. You've been a great help

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 PLEASE DO NOT STEAL MY WORK BLAH BLAH BLAH. YOU MAY REPRINT THIS AS LONG AS IT
 IS REPRINTED IN
 ITS ENTIRETY, AND I AM GIVEN FULL CREDIT. CREATED BY LJUMP12.

 UPDATE GUIDE.

12/6/01 Version 1.1
 Added more weapons from earlier stages.

12/6/01 Version 1.1.5
 Put in order.

12/7/01 Version 1.2
 Added more lower level items
 Fixed Formatting problems... i think... i hope.

12/8/01 Version 1.3
 Aaded Categories
 Added Many Higher Level Weapons

12/17/01 Version 1.4
 Finally Finished adding in all of the things that Lib0706 has given to me.
 As i find new items in the game i will update it. This is close to the final,
 if not the final version.
 If you would like to make any corrections, Or add any any Items, put them in
 the format of this FAQ and
 send it to me. ljump12@msn.com.

12/18/01 Version 1.5
 I added a New Items Section, There will be another Update containg more items

I added 3 new Rare Items(they were found off of monsters.)

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CHAPTER 6: WALKTHROUGH

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Introduction

The first thing to do in Golden Sun is to name yourself. The default name is Isaac, but you may want to change this because it will be the only name you can change (unless you press select three times to change the names of other party members. NEW: (source midgetjackietran) After pushing select three times, push up, down, up, down, left, right, left, right, up, right, down, left, up, and select to name Felix, his sister, and the girl that King Babi kidnaps.)

Golden Sun starts off in a small village in Vale. Dora, your mother, tells you to get up and that a storm is brewing and a giant boulder will crush you if you don't make it to the town plaza. Well, after lots of conversation and cut away shots, you finally get to command your character. You're told to get down to the town plaza in order to escape danger from falling boulders. Ordinarily, you would be able to get to the town plaza by just going down the various steps in Vale. However, small boulders fall in all of these staircases (jee, what are the odds?) due to the storm, and prevent you from walking down. So, head north a little bit to find your first party member, Garet. After instructing him to leave his bags where he's standing so that he won't die, Garet joins your party and you two are off westward. Climb the ladder and cross the bridge westward. Eventually you'll arrive at the western most part of the town, and at this point you'll want to pull a U-Turn and start heading southeast. Before doing this you'll meet up with a guy who's faking an injury worse than a Brazilian soccer player (although if you say that he is going to die he will disappear and actually die.) He tells you to watch out for some monsters on the way.

Heading back east you probably will encounter a few monsters, but they're nothing to worry about at all. Climbing down a long staircase you'll see a tragic incident in which a young boy, Felix, is hanging on for dear life to a small tree stump in a raging river. The tragic thing about it is that his relatives are all out of Psynergy and can't help him. Two sisters will be deployed for help after everyone is done talking, and, surprise, it's up to you to go to the town plaza to find someone with enough Psynergy remaining to save Felix. Travel south under the bridge, then take a ladder back up and cross the same bridge. Shortly there after you'll arrive in the Town Plaza. Walk to some of the men in the southern part of the plaza and one of them will volunteer to help Felix (the other two will go to help save the town against the boulder). Jenna and a muscular dude with some Psynergy left will join you.

After returning to the house where Felix is drowning, Jenna and her relatives engage in a conversation. Right as the muscular guy who's with you goes down to save Felix, the giant boulder breaks lose and tragically drowns the people on the dock and Felix. It's now up to you to go find someone to save everyone from drowning. Head back towards the town plaza to discover a man and a woman talking about the awesome power of Alchemy and how it unleashed the boulder on the town. They then battle you. Don't worry about this one, because you're meant to lose it (there is no way to win.) NEW: If you use a Game Shark and cheat to win the battle, you still will have the same result as if you lose the battle (like you're supposed to.) Left for dead, so begins the first part of Golden Sun (as you'll see by the intro screen appearing.)

Three years later the town is still rebuilding. In fact, you're patching up the roof for Dora which results in a really LONG conversation. Jenna and Garet arrive and dish their deal about how you've now started to master Psynergy. After Garet breaks your roof, you're off to see Kraden in the Western most part

of the town. On the way you'll meet up with the evil duo you met earlier. This time they won't want to fight, but instead will just run off to the mountains. Keep going a little further west, and head up the stairs to meet with Kraden. He'll ramble for a while about Alchemy and how Saturos and Menardi seemed to have actually been in the Sanctum before, and eventually give you a mission: take him the Sol Sanctum up in the mountains. Once the conversation is done, head back east back towards the direction of your house. Once you get across the bridge, head to the left of the brown sanctum. A guard will stop you and tell you that no one is allowed up there. Simply walk back that way again and you're on your way to the first dungeon, Sol Sanctum.

Sol Sanctum

Once you arrive in the Sol Sanctum, head forward until you get to a stepping stone area over water. Use the right most path, and once you get near the top, turn left and then do a U-turn. Head through the unusually long tunnel and fend off the easy monsters that will attack you. Eventually you'll arrive in another room with stepping stones on it, and head up the middle, arriving on the other side in the middle path. Open the treasure chest at the end of the path and head back. When you're on the stones again head right, advance in the pathway. Use the gem you got from the chest on the statue there to open up a new path accessible by traveling on the far left stepping stones. In the next room you'll find a "dead end" with lots of statues that Kraden doesn't think is the actual Sol Sanctum. Obviously this isn't a dead end, so go up to the statue in the right hallway that has a white dash around it. Push that statue to the side and go through the door. You'll end up in a large chamber with many different paths. Head left, then up, then right to the wall, then up to the wall, then left to the wall, then down to the second narrow path on the left where you'll want to enter and find a treasure chest with a small gem in it. Head back from whence you came (I love saying that) and go up to the narrow hallway to the left that you skipped earlier. At the end of the hallway go through the door to find Kraden talking about using your Psynergy to move statues across the river.

Go up to a ledge and press A to activate your in-game menu. Choose the Psynergy option and then choose Move under Isaac or Garet. The ledge you want to go to first is the one on the farthest left. Move this to reveal a figure that you will put a gem into. This opens a path in the door all the way to the right of the room. Head to the right to enter the real Sol Sanctum room. Here you learn that Saturos and company were here to rob the Sol Sanctum (oh no!) Head right to enter the Luna room where Kraden will hang out until you find a secret passage. To activate this secret passage, head to the bottom of the Luna room and up the stairs. In the first room with the four statues, don't touch anything because it's a trap. Instead, go to the left to the sun room. Push the two statues at the top corners onto the white squares, then hop into the center and use your move psynergy to move the big statue into the lighted area. Move back to the room on the right and start pushing the statues into the gray squares. Once all of the statues are in place, head back down to the bottom staircase if you want a Psynergy stone that will restore all of your PP (you may not need this though.) Then head back from whence you came (how many times will I say that in this FAQ?) and go back to where Kraden is. He'll get very excited and tell you that you need to find something that's changed. Head left and observe the crack of light coming from the wall. Once Kraden's done talking walk up to it, press A and open up a portal that takes you to the inner Sol Sanctum.

You'll find yourself on a small blue rock in the middle of a large room. Kraden will start talking his head off about the Elemental Stones and you and Garet will have to go retrieve them. You'll obtain a bag to place the stones in. Now, go to the northeast corner of center rock and hop to the ledge. Make your way to the right and eventually down once you can go right no longer.

You'll end up on an island with a white statue. Press A when facing it to get the first stone. Now, head back up north, and you'll notice that it's now possible to get to the statue in the northeast corner. After activating this one, make your way back to the center island. Now, use the path leading from the bottom of the island and SAVE BEFORE YOU GET THIS STONE. Once you get this stone get ready for one of the longest conversations of the game. When Kraden doesn't tell you to go get another stone, you both look back towards the center island to find Kraden and Jenna being held hostage by Saturos and company. They demand the elemental stars and want you to go get them the last one. Here an interesting plot twist develops, where it turns out that Felix is still alive and was in fact saved by the evil duo. Garet will give your current elemental stones to Alex who mysteriously appears on one of the stones. Finally you will take command of your character again, and you'll want to save.

Head back right and to the center island. Go to the northwest ledge again, and start heading all the way north. Once you get all the way north, start heading to the left until about 3 squares from the Northwest corner where you'll want to head down and the further left. Get the last stone and get ready for more conversations. This time a giant eyeball who is actually the protector of the Sol Sanctum appears and starts creating a fierce eruption. The gang in the center will take off with Jenna and Kraden as their hostages, and the "giant eyeball thing" as Garet calls it will transport you back into the Luna room. Here you'll want to use your "Retreat" psynergy to get transported back to the start of the dungeon. Congratulations, the first dungeon is complete!

Going Away...To Vault

Head out and back towards town to find many people gathered near the brown building worrying that you two might be hurt in the eruption. You go into the Sanctum and discover that the Great Healer had a vision from the Giant Eyeball/Protector of the Sol Sanctum. He says that Vale will be protected, but a terrible power is coming to ruin Vale's future. Surprise, surprise, it turns out that the only ones who can save Vale and the rest of the world's future is you two. Once that sequence is complete, there's a going away party for you at the town gate. Your Mom, Dora, has Garet's sister give you the item Catch Beads which allows you to grab items that you couldn't normally get (such as nuts in the tree or keys beyond a jail cell.)

You're now in the world map. See the "game play" section for some more information about the World Map. Start heading south to find your very first Djinn, Flint a Venus Djinn, flying around. He'll come up to you and explain the advantages of collecting Djinn and exactly what they do. He'll teach you the basics of using Djinn in battle, so pay attention if it's your first time playing. Once that's all finished, make your way along the dirt path, heading southeast to the town of Vault. Before you can enter the town, you'll see Master Hammet, the greatest merchant of all time, leaving the town in his group of covered wagons. He'll talk about how Ivan is responsible for his rod getting stolen, and how he has Psynergy that he'll need to retrieve it. Getting scared by a falling rock, he eventually ends up heading north to Lupna. Now you'll find yourself in the town of...

Vault

Note: There is a Djinn in vault in the trees. It may look like there's a way to get this Djinn, but there is no way (at this time.) Keep playing the game until you finally come to Vault...Again where you will have the skills necessary to get this Djinn.

The first thing that you want to do in any town is head to the inn. Here, for

a small fee, you can get all of your characters' health and psynergy points completely restored. Next, head to the weapons shop in the northeastern part of town and buy the best weapons and armor upgrades that are available (you'll want to do this routine at every town.) Now it's time to find Ivan, the one that Master Hammet said lost his rod. Head to the house on the hill in the northwest part of the town. In the northwest corner of the house stands Ivan. Talk with him and he'll start to read your mind. You tell him about psynergy and the works, and decide that you can use his Mind Read to find who stole the rod. Ivan will then join your party, and you're off to the inn in the south part of town. If you talk with the people in the downstairs floor of the inn you'll discover that the two people upstairs were gone during volcanic eruption at the Sol Sanctum. So, head upstairs to find the two men with incredibly bad Beatles-esque haircuts. They'll be scared of you, and no matter how hard you try you won't be able to corner one of them to mind read them. So, leave the room and Ivan will suggest that you split up to corner them. You and Ivan will now easily corner one of them and he'll read the criminal's mind. You end up outside of their room and Ivan concludes that the people upstairs are the criminals. He also reveals that the stolen goods are somewhere in the inn. Head outside the inn and climb up the ladder going up to the roof of the inn. Walk over the hole in the roof to fall into the hidden cellar where the criminals are hiding the stolen goods! Use your psynergy to move the large box blocking the door, then jump across the gap and go into the room. Talk to the kid tied up to have the three bandits come in and start talking about Lupna. To keep you from "ratting" them out, the criminals attack you. Get ready for your first boss fight of the game!

These guys are very easy to beat. Have Ivan and Gareth use their Psynergy on them, while Isaac uses Flint's attack and the Mercury Summon them. You shouldn't even have to use any health boosting substances to defeat these easy evil do-ers. Now the mayor will come and get back his stolen Precious Urn. Ivan also finds Master Hammet's stolen rod in one of the chests. Climb back out of the cellar and head back to the house where you found Ivan at (it's in the Northwestern part of town up on a hill.) The Mayor will give you some Water of Life that can revive a downed character. Before you leave town, stop back at the inn to get your HP and PP recovered once more.

On The Road To Bilibin

Note: If you have not yet completed your tasks in Vault, you will not be able to pass through the cave because Ivan won't follow you up there. Please see the section above for more information.

From Vault you want to head east. Keep heading east until you cross the bridge, and from there you want to start heading north. Keep progressing this way until you find a cave entrance. Make your way up the ladders until you get to a gap with a tree stump covered by leaves. Your psynergy isn't going to help you for this one, so try jumping over. When you try this, Gareth comes out and tells you that your Psynergy isn't going to work. By totally random coincidence here comes Ivan who will blow the leaves off of the stump thanks to his new rod. He now wants to join your quest, and you're back in command. Now, move the stump, jump across and use Ivan's Whirlwind psynergy to clear the leaves at the gate to get in the cave.

In this cave you'll find a lot of ghosts and skeletons which aren't too tough. Primarily, you should use group attacking Psynergy that hits multiple enemies at once (like Ivan's lightning attack.) Inside the cave head up until you get to a stopping point (as in a cave wall.) Hop over the stepping stone there and head down. Next, head up the stairs and through the door. Head down the stairs and to the right. Here you'll see a traveler on the ground a Djinn on a ledge. Push the wood tree stump as high as it goes and so that it's in the middle of the two ledges. Now, head back from whence you came (3), but instead

of going back up the staircases, head south and hop across a small stream. Continue along the path going through the various doorways. Eventually you'll get to a stepping stone that you'll want to hop across and to the other side. Go up the staircases and start ledge hopping. When you arrive at a ledge with a large tree stump, use Move to push it to the right. Hop onto this ledge then the ledge to the south, then Move the stump back to the left. Hop over and then over and to the right to obtain the treasure chest. Make your way back from whence you came (up to 4) and get back to the ledge surrounded by water. Go to the stepping stone to the right of the stairs, hop across and go up the stairs there. From here jump across the stump that you placed earlier to get a battle the Mars Djinn on the ledge. This Djinn is harder than your normal enemy, but he's not too tough. Use your existing Djinn on him, and also use your lone summon plus Psynergy attacks to beat him pretty Handily. Once he's defeated you will obtain this Mars Djinn, Forge. Head back to the ledge with the staircases and proceed upwards. You'll see a stump blocking the ledge that you have to hop to, so use Move to push that into the water. Hop across, go up and across the bridge and at the end of the hallway you'll be out of the tunnel. 3 seconds of moving right later and you'll be in...

Bilibin

When you first enter this town you'll find a tree that looks like a man and is spooking everyone in the town out. Well, the deal about the tree is that it was cursed by the big, evil, dieing tree in the forest that you'll travel to later. Head into the Inn to restore all your stats, then to the weapons shop not too far from there. If you were clever you would have noticed that there's a statue in the center of town that you can move. This statue leads to an underground tunnel. However, you're not going to be able to get the Djinn down there by this entrance. Instead, head to the Northeastern part of town and take a walk on the wooden logs that make up the fence of the town. Make your way all the way to the western part of the town and whirlwind a leaf covered entrance. Go down the ladder, and move the statue back using Psynergy, then hop across and press A to the Djinn to get it (no battle required this time.) You now have the wind Djinn, Gust.

Come back all the way from whence you came (5) and proceed to the north part of town. Go up the large stairs and arrive at the town castle. Talk to the guard on the left and he'll let you in. Keep heading forward to arrive at Lord McCoy's chambers. He'll offer you the key to get past the Barricade he set up to block passengers from going to Kolima forest, but then he decides that he doesn't want to send warriors so young to their "deaths" so he retracts his offer. However, thanks to another guard leaking some information you discover that the barricade was very hastily built. Head out of town and you're now on your way to Kolima forest.

To Kolima/Forest

Head southeast until you get to the Barricade. Here, go up to the box on the far left and use your Move psynergy. Tada! The Barricade has been broken, and you're now off Northeast to Kolima.

At this point you have a few options in the game. You can go either to the town of Kolima, to Kolima Forest, or to Imil to the north. This guide recommends you go to Kolima first to obtain the Djinn there and then to Kolima Forest because it will be much easier than Imil.

Kolima, as it turns out, has been completely turned into a log-person town. The opening cinematic shows how the people of Kolima were turned into log-people, and explains the instinctive Psynergy that occurs only when it's

needed and can't be controlled. After the particularly long and dull explanation, you can start exploring Kolima. However, the only way to figure out what's going on in Kolima is Ivan's handy mind-read function, but it really isn't too useful. In fact, the only thing to do in Kolima right now is head to the eastern part of town where there is a Tree-House with a Djinn surrounded by a fence. Go in the non-visible door in the back of the Tree-House and travel around the especially long basement to end up in fenced-in area. Here you will obtain an Earth Djinn, Granite without a battle. Head back from whence you came (5) and out of the town completely.

Kolima Forest

Kolima forest is not a long walk away from Kolima. Head northwest and you'll see on the map a forest with a gold entrance to it. Go up to it and prepare to enter Kolima forest. The enemies in Kolima forest will start to become more plentiful and a little more difficult than usual. They're still nothing to be afraid of, but make sure that you don't run out of PP on Isaac and get left without a heal.

Head due north to get to the first easy puzzle of Kolima forest. Head northeast and go across the river using the log path that's already there. Head west, push the log that's in your way west and then go around it to the north. Keep going west until you get to the next screen. Here you want to head south and then west, pushing the log in your way to the left. Keep heading north along that trail until the path pulls a U-turn that will take you to the next stage. On the next screen, hang to the right and go up. Push the vertical log towards the west, then head north around all the stumps. Push the horizontal log down, then the vertical log east, then go down to the log on the bottom and push that one down. Push the horizontal log above it back up, and then push the vertical log all the way back to the west. This will place the log in the water, so jump across it. Head up the stairs and to the east to get to the next stage. This next screen is a little tricky, but at least there aren't any monsters on it. Go east until you see a switch that a sign says do not touch. Obviously you have to switch that, so press A when you're next to it to lower the water level. Now, head down the stairs and push the topmost vertical log to the left. Go back to the switch and hit it again to fill up the water level, then hop across the logs to get to the ledge on the other side.

On the next screen you will find Tret and his lady counterpart. Head over to the east to find Tret, and climb the vine on the front of him to enter in the door above his head. The main objective of the Tret "Dungeon" is to get to the top floor where you will then proceed to fall down on a leaf in the middle, and continue to fall through those open holes in the middle of each screen to reach the basement where Tret is. So, when you first enter the tree give it a nice save incase you die later on. Now, head to the right, then proceed north and then to the left. Climb the vine to reach the next floor. On this floor, head all the way to the bottom most part of the ledge. Now, jump across the three leaves on the bottom to reach the other side. Note: jumping back over a leaf you've already jumped on means falling down at least 1 floor. Head out the door on the right to end up in one of Tret's branches. Head east without deviating from the main branch to find a vine to climb up to. Do so, and then start heading back west. Once you're back in the tree, head around the tree clockwise, until you can reach an inner ledge. Note: You can jump for the Psy Crystal at the north part of the screen, but you really shouldn't need it. Jump to the leaf and continue north, as you don't especially need the treasure chest (it contains a healing ring that will restore 70 HP (thanks to Josh Moore for that correction) when equipped, although it gets worn out reasonably quickly.)

On the next floor, head out the bottom door and go east until you get to a

branch which you should climb up. Follow the branch until you get to the main one, and here head left just a little and then up the first branch to the north. Here you'll find a Djinn that you're going to have to battle, so save and heal before you fight him. This guy is a little harder than usual, so make sure that you keep your health up using herbs and Isaac's Cure Psynergy. When you're in the battle, use Flint to his best abilities, also try to summon any elements that you have. This Djinn doesn't like to be captured, so unless you beat him substantially he will run. If he does run, head back to another screen and then back to where he was. He should show up again and you can give another shot at him. Once you defeat him you'll get the Jupiter Djinni Breeze.

Head back into the tree using the main branch to get a treasure chest that has a nut in it. Then you'll want to intentionally drop down to the previous level. Now that you're on the previous floor, head counter clockwise and out the door on the left. Go off the first deviant to the south and up the vine. From here, go back east until you get back in the room. Here, go to the southern most part of the room and hop to the middle leaf. Once there, hop one to the right and then back to the middle leaf to fall down the center and into the basement.

Now that you're in the basement, it's time to fight Tret. Save before you do this and inactivate all your Djinn. Make sure you have full health, as well. Tret has about 350-450 HP, so it's going to take you a few rounds to get him. Your best bet is using Summons, then Flint with Isaac, and using Psynergy with the others. Tret's attacks aren't too great, so you shouldn't have too much of a health problem. Once he's dead Tret will come to, realizing that he shouldn't have turned people into trees. However, he no long has the strength to cure Kolima, so you need to begin a trek to get an item to heal him (more on that later.) Once Tret is done talking the talk, use retreat to get to the entrance of the tree, then use retreat again to end up back at the start of the forest.

Heading North

The next village that you'll have to go to is the plague infected Imil. Head back west to Bilbin Barricade. Here you will find several trees scattered. Hop up on the stepping stone and use Move to move the trees back to the land. You'll get a "Hard Nut" (let's not make any bad jokes about that one ;) which boosts defense after you complete your tasks in Imil. Thanks to Thomas Kim [tdkim@umich.edu] for that information. First you'll want to head back west to Bilibin to stop at the inn and heal all of your party members. Once you're done, head out of Bilibin and start heading northwest. You'll cross over a bridge and have to go due west for a while, fighting a few easy monsters on the way. Cross the other bridge and continue along the white dirt path. Finally you'll reach the Bilibin Cave entrance. Hop the waterfall and enter in the open cave door there. Head right at the first fork and continue that way until you can go down the stairs. Do so and head east through a room with lots of ice cylinders around (it's getting colder.) Follow that straight through to get to the exit door and arrive very close to Imil. Start traveling north and then to the west and gradually you'll end up in the town of...

Imil

Imil is being plagued by a terrible cold, and the only one who can save them is Mia. The first house you want to enter is the first one directly ahead of you when you first enter town. First, go to the treasure chest and get the empty bottle. This is very important for later on! Now, talk with the old man and he suddenly becomes very ill (what did you do to him? ;-]) You're told to go find Mia right away, so head out and take a rest at the inn. Hey, Mia can wait for you to regain health. Once you're done sleeping, head to the northwest

part of town, go up the stairs and then head south. Proceed to the church and talk to the girl near the entrance inside the building. She'll say that Mia had just gone back to the old people's home and you must have missed her. So, go back to their home to find Mia curing the old man in bed. Suddenly there's a flash at the lighthouse and Mia runs off. Before following her to the lighthouse, let's get another Djinn! Go up the bridge in the north part of town, and go to the stairs on the right. Right before going down the stairs, go up and on the snow face the snowman there and move him to the left using your Psynergy. Now, go across the bridge to the left, and head down until you get to the first opening of ice. Here's the exact movement that you have to do now: Right, Up, Left, Up, Left, Up, Right, Up, Left, Up, Right, Up and you'll now find yourself in an ice cave. You'll automatically slide right up to the Mars Djinn Fever, and without a battle you've obtained another Djinn! Head out of the cave and to towards the graves in the town. Press A against the northwest grave to find a Lucky Medal. Thanks to kent smith [apocalypse155@hotmail.com] for that information. Now, head to the east part of town and leave that way. Proceed the few steps to the large lighthouse on the coast.

Mercury Lighthouse

Go up the stairs and talk to Mia. Once she's done talking, go up the ledge to the right of the statue and use Move to move the statue out of the way revealing a portal. We now learn that Mia is an adept and part of the Mercury clan. Using Ply Mia opens the door and you're now free to follow her. Go up to the large lizard blocking Mia's way, press A and get ready for a battle. The Lizard Man isn't anything to worry about, he's just a little stronger than your standard enemy. Head the either door in the next room, and then the door in the center in the following room. Now, jump across the stone directly in front of you and go up the staircase. Down the hallway in this room you'll find Mia who once again has had her path stuck. Move the statue towards you to clear the boundary and have Mia join your party! Here's an interesting note about Mia: In this lighthouse she has infinite PP so feel free to use her Psynergy to the fullest extent. Hop over the statue and proceed to the next room to find several waterfalls. Unlike later waterfalls, you can't go through any of these so just move east and go through the door there. In this room you will find a series of pipes that roll just like logs, only this time you'll want to connect pipes to make water flow. Move the first vertical pipe that's in your way right to connect it and start the water flow. Now move down and then go down and then up the stair case. Go down again, and the around clockwise to another down-and-up staircase. Go all the way up the right wall to find yet another down-and-up staircase. Here you will find a discolored pipe on your left, so push that to your left. Go down and then through another staircase until you can finally go south to a door. Go directly down, jump the gap and then stay on the ledge (read: don't go down the ladder.) Go all the way around until you get to a statue. You'll notice a LONG dotted line path and a square on the other end. Taking about 57 seconds, push the statue all the way from where it originally was to the square on the western side. Once that's been done, head back all the way from whence you came (6 I think) and head down the ladder. Travel back west once you're down the ladder, through door, up the ladder and into the next room. In the next room slide down into the hole to land in the middle of the room with water surrounding a plank and a goddess on the wall. Hop over the goddess and use Mia's Ply Psynergy on her. Now, jump back on the square.

Now that you're on this square you have a special power to jump 3 times over water, and then one last time to a safe place. So, jump to your right and then head up the door. From here go to the right, and using the water hopping ability you just got, jump over to a ledge and then down into the door. In this room there will be three waterfalls. In this room there will be a treasure chest in the right corner. Watch out! It contains a powerful Mimic! If you did get this chest, though, use your powerful one person attacks,

Psynergies and your summons. While Mimic doesn't attack very hard, he has a ton of health and has the ability to drain PP from a character. When you beat him you'll get a handy Water of Life which will revive fallen characters. Anyways, head through the third waterfall by pressing up on it and across the water to get Psynergy Armor, which you should equip on a character. Head back out from whence you came (7) and into the center door. Hop onto the only square you can get onto, then move east making sure to end up on another square. Head east again, then go north. Continue along the side wall, remembering that you have exactly four hops to get where you want to go. Head counterclockwise around the corner, and then keep heading south until you reach a door. You'll end up to the left of the door where you entered the large room with all of the hopping. Head through the door and then through the center waterfall. Head straight the next door and into the door to the north. In this room go to the northern most horizontal pipe and push that up. Now, push the other horizontal pipe up, and then push the vertical pipe to the left. This will fill the water up in the other room, allowing you to now hop over the water using your water hopping ability. So, go back and hop over and go up the stairs. Head up the stairs twice, ignoring the switch. Head all of the way along the left wall, and go through the down-then-up staircase. The objective of this room is to push the statue with flowing water in the hole below. Push the discolored vertical pipe all the way to the left, then move the horizontal pipe so that the vertical pipe can only move back to the right once. Do so and get the water moving the statue in the first out of three directions. Now, move the horizontal pipe out of the way and push the vertical pipe all the way to the right. Finally, move the pipe back to the left and the statue will be dropped below onto the floor below. Head back from whence you came (8) all the way down the stairs and then push the statue onto the switch. Now, head through the open door. This room will have a series of statues that, surprise!, have hidden doors behind them. Head all the way to the right, then go down the ladder and up the ladder all the way to the right. Use Move Psynergy to move the statue here. Now, jump through the door and push the pipe into connection to reveal a door in this room. Head through this door to enter *another* waterfall room. Go through the 4th waterfall in this room to find another Djinn. This time you're going to have to battle, so save before you fight it. Watch out for this Djinn, because he has a very powerful Water of Life. Your best strategy is to throw everything you have at him as fast as you can before he can attack you very much. Once you beat him you'll get Sleet, a Wind Djinn.

Now, head to the west and through the door. Go down the hallway and go to the next room. Go down this hallway, and hop the gaps present. The next room has still more waterfalls, jeez. Go in the very last waterfall and go counterclockwise along the bottom and right walls in the new room you just got in. Move the statue using Psynergy, hop across and go up the staircase. Head down the hallway, and you'll end up a room or two later in front of a waterfall with a statue there. Use Ply on that statue to float up the waterfall and end up on the top of the statue. Note: Before going up this waterfall you may want to level up to around Level 9 or 10 as the upcoming boss is very difficult.

As soon as you can here, save. You'll also get a handy Psynergy Crystal, so heal up before you use that. Jump across the ledges and head up the stairs to find none other than Saturos, Jenna, Felix, Kraden and the rest. After some rambling back and forth Saturos will finally challenge you to a battle. Saturos is not going to be a pushover, so you're going to need to work out a good strategy to beat them. One good one that I used was to pummel Saturos with Flint/Summons with Isaac, use regular attacks and occasionally fire psynergy with Garet, use plasma and occasionally impact with Ivan, and keep using Ply with Mia. After a long time, you should be able to "fell" Saturos. Remember, his AI is pretty bad and you'll have some luck in keeping characters alive.

Once you finally defeat Saturos, it's revealed that no, it wasn't a fair battle and his powers were weekend by the Mercury Tower's strength. Don't worry, you

don't have to fight him again (yet ;-)) After a particularly long and repetitive conversation, you'll finally be able to hitch a ride back down the light house. Also, Mia will permanently join your party! So, when you finally get command of your character again, head west and watch as the elevator comes back up. Hop across the stepping stones and onto the elevator that will take you down to the now overflowing fountain. This fountain water has the power to heal whomever it's used on, so the town no longer needs Mia. The water also has the power to heal Tret, so go up to the fountain and use your Empty Bottle item on it to fill it up. If you do not yet have the empty bottle, exit the Lighthouse and go to the house with the two sick old people in the southern part of Imil. The bottle is located in a chest in the northwest part of that house. If you for some reason dropped the empty bottle, I believe you can pick it up in the "Artifacts" menu in the Item Shop in Imil. Now that you have Herme's Water, save your game and head down and out of the Mercury Lighthouse. Congratulations, you've now beat this dungeon of sorts!

Back To Kolima Forest

Head out of the light house and go to Imil. Heal all of your characters at the Inn, and if you want to see a little optional story head to the monasteries to say your good byes to the two children there. Next, head back to Bilibin cave. Backtrack your way in the Bilibin cave and head back to Bilibin. Next, keep heading east through the barricade and into Kolima forest. You'll want to head back to Tret, and if you need help with that refer to the Kolima forest walk through earlier in this FAQ. Once you get to Tret talk to him then give him Hermes' Water that you got from Imil. Suddenly the forest will light up and Tret will realize what he's doing. He will now revive the people of Kolima to their original state. The other lady tree will also use her powers to deduce that the monsters that you fight now were once monsters and that they exist in more horrible forms elsewhere (who would have figured?) Once you're back in command, retreat out of the forest and head to Kolima. Here you can buy the latest upgraded weapons and armor, but there's not much else to do in the town.

Now head all the way back west to Bilibin and give Lord McCoy a visit. The guards will actually call you "Sir" before arresting you. Don't worry, though, you'll just be taken to Lord McCoy. He'll tell you how he's gracious of you restoring Kolima to its original state and lets you pick from one of four of his treasure chests. Thanks to altrougundamcustom of the GameFAQ's message boards for this information: The chests contain, from left to right, Vail, Potion, Psy Crystal, Water of Life. I for one would take Water of Life because you'll find it to be a little more useful than a Psy Crystal later in the game. Now, exit the city and start heading east once again towards Kolima. This time you won't go to Kolima, but instead go well past it. Follow the dirt path around until you get to a bridge. A guard will now open it (he wouldn't open it if you had gone before). On the opposite side of the bridge you still want to continue along the dirt path.

Fuschin Temple

You'll see Fuschin Temple wedged between two mountains to the north of a dirt path. Once you get in, head up the stairs and go into the lone building in Fuschin Temple. Use Ivan's Mind Read Psynergy on the main monk there and he'll talk about you taking a test. In order to mind read him you have to either set Mind Read as a hot key (hold L or R when you have it highlighted in the psynergy menu) or press Select to bring up the in-game menu. Talk with him afterwards and he'll tell you to go talk to the monk down in the waterfalls. Before, doing that, check around the barrels behind the monk to find a Unicorn Ring that un dues poison (thanks to Thomas Kim [tdkim@umich.edu] for this information.) Do as he says, go down the stairs and hop the stones to talk

with the monk at the waterfalls. He'll step aside and you'll be able to pass through the waterfall into the Fuschin Temple Cave.

In this cave there will be logs that you can move to cross water gaps. Right as you get in you'll notice a relatively easy treasure chest to get. However, this treasure chest is really a trap! Yes, if you try to open that chest you'll be attacked by a Mimic. Where you want to go is on the log to the left and then advance up to the next screen. Here you'll have to hop across different wooden stumps in water. You'll want to make your way to the western part of the screen, as you don't really need to go in the doors to the east and north. Once you've hopped the hop to the western door, enter it and proceed north through the hallway until you get to another door. In this room there's a "secret path" that you'll need to cross to get force. However, you won't be able to get across without guessing and checking until you find the Dragon Eye.

So, instead of taking the secret path, head to the staircase on the left hand side of the room that's also near the bottom. Go down this staircase and you'll arrive in a room with two logs. Head across the vertical log to the south to find a treasure chest with an Arctic Blade which can be very useful. Now, head back across that log and roll down on the horizontal log that was near the door. Go through the door in here. In this room hug the left wall and go down until you reach a vertical log. Take this log across, go north and then east and down the door. You'll now find yourself in the starting room, but this time you'll be all the way to the west. Take the vertical log east and enter the door on the other side. Hug the wall here going down to avoid taking damage in the spiky rocks. Here you'll want to take the horizontal log down, then take the vertical log to the left. Head down on the ledge below and take the horizontal log back up. Hop over the stone from one log to the next and head east. Now take the horizontal log that you can now get to all the way north to get to a new door. In this room you'll see two horizontal logs in a row a little north of the door. Ride this log all the way up to the northern part of the screen, then take the vertical log there west. Hop on the horizontal log and bring that one up, then head all the way around clockwise hugging the wall and take the horizontal log up. Head across the stone and down the stairs to get the dragons eye. Now, hop north along all of the logs and then quickly into the next room to the north. Now you can use your dragon's eye item you just got on this dragon to light the room.

Along this path you'll find a Djinn that's not very hard to fight and beat. It's a Mercury Djinn called Zephyr. Here's one of the descriptions I got from macserv@home.com: Hop over the stone from one log to the next and head east. To the north you'll find a Mercury djinn, and he wants a fight. He has some speed and power, but it's not a very difficult fight. Once you've beaten Zephyr, head due south and take the horizontal log all the way north to get to a new door. I'll revise this when I have a chance.

Once you've put the dragon's eye in the dragon, start heading back from whence you came into the room with the three logs. Head all the way down and across the small log at the southern part of the screen to get near the entrance. Make your way back into the dark room. Now that the dragon eye has been put in place, a shadow of a bridge is revealed. Head 1 square above this bridge in order to find a path that leads you to a ledge in the northern-middle part of the room. Enter it, and continue into the next room. Here you want to jump across the water and get the treasure chest. Held within it is force!

Use retreat to get to the entrance of the waterfall. From here just backtrack, go out of the waterfall and up to the temple. Here the monk will talk to you about the powers of Force you just got. It turns out that it will show all of the monsters in the upcoming forest, and they'll run away from you if they're seen. So, Force is basically just a monster repellent.

Mogall Forest

Note: It is not possible to go back through Mogall Forest. However, it still is possible to make your way through Mogall Forest without Force (just follow the directions to go in this walkthrough.)

No, not Muggles from Harry Pottery but Mogall. Here you'll see a green monster climb into a tree. Use force on this tree to see the Djinn run out to the south. On this screen you'll see another big stump, but you don't want to use force on this or you'll have to fight an Ape. Push the vertical log to your right, the horizontal log down, the vertical log back to the left, and then the horizontal log up. This will land the horizontal log in the water and you should jump across it. Use Force on the stump you're now next to in order to see the monster escape the east. Follow him! Use Force on the western most stump to see that pesky monster run south, so yet again follow him. On this screen head east to arrive at a horizontal log that's being constricted from moving due to a rock. Use your Move Psynergy on this rock to push it in a hole and move the horizontal rock down. Roll the next horizontal log in your way down, then move the vertical log to the right. Move the horizontal log all the way up, then once again move the vertical log west into the water. Before you hop over to the next part, go to the southwest part of the grass section you're currently on to find a Djinn! Save before you fight this guy, because you'll need to battle him. He's not very tough to beat, so you don't need to worry too much as long as you have your Djinn inactive before hand to hit him with summons. Now, hop across the log and use Force on the stump there. The monster will jump across the island gap, but you won't be able to jump across that. So, head back from whence you came (9 I think) to the northern part of the screen. Walk across the log path that was already there, and go through some trees to arrive at the big stump. Force on the stump to have the monster run off to the west. Follow him and go through the screen going west. You'll now arrive at a place with three stumps. Here you'll want to use Force on the middle screen to have the monster run south.

Here is a tip from Benjamin Baker <baker@cms-stl.com>:

"Using Force on the stump on the right will cause an Ape to attack you. After I used force on the middle stump to cause the monster to run south, I went ahead and used force on the left stump. Another monster came out and ran west. I followed west and you come to a screen with a treasure chest on top in the middle, a vertical log and a rock that you have to use Move on three times, once to push it east, once to push it north, and then once to push it east again into it's hole. This allows the vertical log to be moved out of the way and you can get to the treasure chest. It contains the Elven Shirt, which boosts agility. Defense +22, Agility +49. It is best to equip it on Ivan, who should have the highest agility of the group already, so this just makes him super agile. Isaac should have the Psynergy Armor at this point and Gareth and Mia are left with Adept's Clothes, provided that you are keeping your characters in the best stuff available. After getting the Elven Shirt, there is one one way out, to the east, so go back from whence you came and you will be back at the three stumps."

Head west and then down the log over water path there. You'll see a vertical log blocked by a rock here, so use Move to move the rock into the hole. Once you've done this, push the vertical log right and jump across the water to the island in the middle. Use force on this stump to have the monster jump across to the water to the south. Jump back across to the west and head around the mini-stumps counter clockwise. Push the vertical log east, then the horizontal log south. Head around counter clockwise again and push the vertical log east into the water. Save before you hop across this log, because you're about to get a boss battle. Use your Force Psynergy once again to force the monster out of the stump and to the south. Follow him and make your way towards the stump in the middle on the next screen. When you walk towards the log in the center you'll see the monster jump to the south. Follow him, but get ready for his

BIG counterpart to ambush you.

It's now time for a boss battle against Killer Ape. This guy has a lot of health, and his attacks aren't too shabby. The first thing you want to do is cast all of your summons against him to do a good deal of damage (by now you should have at least one 3-Summon) to him. Now, Isaac should also have a nice new attack called Ragnarok that packs a huge wallop (it's my favorite looking attack in the game.) Have Garet use his normal attack (I equipped that Arctic Blade on him that I liked pretty much for this point in the game), use Ivan's Plasma and occasionally Impact on Isaac, and keep using Ply with Mia to keep your other party members alive. When you beat this Ape you'll get 1500 coins and Douse Drop that's required much later in the game. Head south once more to find yourself out of Mogall forest. Note: You can't go back through Mogall forest no matter how hard you try.

Head east and go north over a bridge to reach Xian.

Xian

Note: If you do not have Force, do not bother about knocking over the log in Master Feizhi's temple, as you can't do it. Simply continue along on your quest, it will not affect your game in the long run.

It may not look like it, but the building just north of you when you enter town is an inn. Stop there and heal up all of your characters. Right away you should notice a Djinn on a cliff in the eastern part of town. In order to get this, you're going to need Frost. Mia should have this if you equip two Mercury Djinn on her. Now, you want to talk to the girl walking back and forth between the docks and near the cliff. Where you want her is 1 from the top and 1 from the right in order to be able to jump on the pillar once you freeze it from one side of the garbage blocking your way to the other. So freeze it, go up the stairs and hop over to the eastern cliff. You won't need to battle this Mercury Djinn, Mist. Now, head back across the ice and into the building right there on the cliff. Here you'll see a tree stump surrounded by a white line. Get *right* up next to that white line without physically touching it and use force to knock it down. If you didn't hit the white line the door will open and out come Feizhi and her father, Master Feizhi, discussing her visions. They also mention that Hsu is late and Feizhi will run out to find him. Now, Master Feizhi will come over and make you use Force on the log again. When you do this Master Feizhi goes into a long conversation about how you use Chi from your mind (aka Psynergy) instead of Chi from your hand like him. All of this doesn't really do anything for you, as you don't get any items or anything important, but you do get a little more feel for the plot. Now, head to the weapons shop in the northwestern part of the town and buy the latest and greatest weapons. You're now done in Xian, so head out of town.

On The Road Again...

The first thing you want to do is to go due north of Xian. Continue going past a forest and over a few bridges until you get to a small island. On just about all islands like this you'll find Djinn, and this is no exception. Here you'll find a Djinn in a random battle, so get ready for a fight. When you defeat him you'll get the Mars Djinn, Corona! Head back south until you get past the forest area and then head northwest over a bridge to arrive at Alpine Crossing.

Here Feizhi will meet up with you and will start moaning about how Silk Road is blocked due to a boulder. Before heading north, find a puddle in which you'll want to use Freeze on (equip only Mercury Djinni on Mia). Then, you'll want to use growth (equip a Mars Djinni on Isaac) on the small beanstalk plant in plain site. Climb the plant, and slide down the ledge once you get up

there. Hop across the Ice Pillar and head down the ledge to a treasure chest that contains Power Bread. Once you're done that, head north at Altin Crossing and you'll see the town of Altin.

Note: If you're having trouble going north at Altin Crossing STOP USING THE ROM AND BUY THE REAL GAME YOU CHEAPSKATE.

Altin

You arrive in Altin and things are a mess. The water is overflowing and flooding most of the homes in the village. Head west a little and you'll see a statue that you can move. Use Move on it to enter a small cave with a treasure chest in it. This chest will give you a useful Psy Crystal that you'll want to hold onto for later. Head to the inn to rest up, then go down the ladder right in front of the inn. Head south to find a Water Monster who's spitting water into the lake that was once a town. He'll flee into the cave and you should follow him. Go a little north in the cave to find the monster hopping very slowly up a ledge and to the other part of the cave. You'll probably want to save this point and inactivate all of your Djinn. Hop across the ice and then slide down the cliff and press A to battle the Living Statue. These guys are hard core water, so fire attacks are simply devastating against them. Like most of the earlier bosses, he has a lot of health but his attacks aren't all that powerful. As always, cast all of your summons against him off the bat, then hit him with Ragnarok with Isaac, Heat Wave with Garet, Plasma with Ivan and either attack or Ply with Mia. Once he's been defeated, you'll obtain a frost jewel that lets you use Frost when equipped (note: Mia should already know Frost. If she doesn't, make sure that you only have Water Djinn on her.) Go down the ladder and frost the puddle. Now, jump across the ice pillar and go out of the cave.

You'll now notice that the water level is a little lower than it once was, but it's still not what it should be. Head to the east part of the town and go down the two ladders there. You'll now be able to go into the Mine Shaft called...

Altin Peak

To find the first Water Monster in Altin Peak you're going to want to follow the mine track for several screens. Eventually you'll arrive at a screen that has a large lake with another one of those Living Statues there. In order to get this guy, you're going to have to take the mine cart, so head around the bottom and Left walls clockwise to find the mine cart. However, you'll need to flip the switch a little east of the mine cart first in order to have the track go the correct direction to reach this water monster. After a roller coaster ride of sorts, you'll end up right next to the Living Statue, so save your game and inactivate all of your Djinn. Approach the Living Statue and press A when next to it to challenge it to a battle. See above for my strategy to beat this enemy. When you beat him you'll get a Vial that restores 500 HP and the water level will drain a little again. You'll now want to head back from whence you came (8) on the mine cart, then go east followed by south towards a ladder and a door. There is a treasure chest in this door, but it's blocked by a large rock that you'll need lift to get past (more on that later.) Head up the other ladder, and go clockwise until you get back at the door. Continue back along the track until you get to the next screen. On this screen continue going along the track until you see a door to the north that you haven't gone in yet. Proceed through this door and climb down the ladder in this room. Go through the door and head west. You'll see a train track going south when you get to the western wall, so go down from there. Here you'll want to change the switch to go west as opposed to east, then head north along the train track. When you

reach the mine cart head in and find yourself across the lake next to a door. Proceed through this door. In this room head west until there's a fork where you'll want to head south. In the next room, don't go up the ladder until you freeze the puddle of water in between two ledges. Now that you've done that, head up the ladder and jump over the ice pillar to the other side. Go through the door to find a room with a mine cart and a Living Statue visible. Hrmmm, I wonder if you'll have to use the mine cart to get this living statue? ;-] Climb down the ladder from the ledge you were on and head west. When you see another ladder going up to a connecting piece of mine track (it's got jumps on either end) head north just to the west of this and freeze the puddle there. Don't go up that ladder just yet, though. Instead, go west some more and go up the ladder there. Flip the switch from left to right, then go down that ladder and up the ladder in the middle. Jump across the ice pillar and hop in the mine cart. You'll end up on a ledge northwest of the lake. Here you should climb down the ladder, save your game and standby all of your Djinn and get ready for another Living Statue battle. See above for strategies. By this time you may even be able to beat him in one round ;-]. Now, use retreat and head out of the cave and stop by the inn and weapons shops.

Now, you want to go to the lowest entrance of the mine and follow the mine tracks. When you get to a fork near the beginning of the track, head right and continue until the track ends a few screens later. When the track ends, go clockwise in that room and then head south. In this part, you'll want to head east then start heading north. Keep going along the path to eventually end up a door that you want to go through. In this room, you'll see a Djinn on a ledge. Let's go get another Djinn! Go to the eastern part of the room where you'll see a stump and a puddle of water. Move the stump one square to the left and freeze the puddle. Head north and climb up the ladder. Change the switch when you get up there and head south along the mine cart. Hop across the ice pillar and stump and into the mine cart. You'll first go in the apparent wrong direction off to the right, but hop in the cart again to land just north of the Djinn. Head south and prepare for a battle. By this point Djinn really shouldn't be posing much of a challenge to you, especially if you use the right attacks against them. For example, fire attacks wreck havoc on this Mercury Djinn, Spiritz. Now, head back in the mine cart and get out. Head west to find a water puddle that, surprise, you'll have to freeze. Don't climb up the ladder quite yet, as there's another puddle you have to freeze a little further west. Now, go back east and head up the ladder. Ledge hop and go through the door. In this new room, take a left and head south for a long time until you reach a door. In this room, go north through a rock filled tunnel until you find a sign and a dead end. Read the sign that talks about falling rocks. If you didn't have Force by now Gareth would get angry and kick the tree causes a boulder to come after you. If Gareth does not kick down the log, try using Psynergy on the log, getting as close to it as possible, reading the sign again, etc. He will eventually kick it. If you do have Force, line up facing the tree stump and use force on it. A giant rock will fall and you'll automatically run away. It will cause a giant hole in the middle of the rail road tracks. Climb down the ladder then slide down the mountainside. Now, head to the north part of the hole and climb down the broken track as if it was a ladder. Head west to find a paved area that apparently was a secret buried deep beneath the mines. At this point you'll want to save your game because it's just about boss time.

It's time to fight the final boss of Altin Peak. As always put all your Djinn on standby. Cast all of your summons against this boss to do a substantial amount of damage. Now, use Ragnarok with Isaac, Heat Wave with Gareth, Impact on Gareth and Storm Ray with Ivan, and Ply with Mia. This boss has a really bad attack and the fear of dieing really shouldn't be there. On his death you get 2400 coins and a Lucky Medal. Plus, you'll get a treasure chest behind the boss that contains the Lifting Gem that lets you lift large rocks in your way. Now, use retreat and heal your wounds in the Inn. If you haven't done so yet, get the latest weapons and armor from the shops in town.

Once more enter the mine entrance at the lowest possible point. Go along the mine tracks until you reach the fork. Here you'll want to go forward at the fork, and use the Lift Psynergy that you got from that Lifting Gem on the brown rock there. The rock will now hover over your head allowing you to pass to the door. In this screen head left, but don't go to the far left unless you're really interested in getting a Vial behind a statue. When you head up the middle path there will be another rock there that, surprise, you have to lift. Continue along this path, and the next door you go through will put you back on the world map, this time near...

Lama Temple

There's not a lot of things to do in Lama Temple except go up to the main building in the northwestern part of town. Before you get there, however, there's a Psynergy stone that you really don't need but can get if you really want it. Walk in the temple to start talking with Master Hama (who is a girl by the way.) She apparently has the power of anticipation. After a lengthy conversation she'll reveal to you how to make Ivan use reveal (bad pun.) Reveal is a very useful tool to find hidden objects, doors and other things in the game and is required crossing the Lamakan Desert. During this conversation Feizhi who was off to find Hsu and the others earlier will pop in and said that the transfer did work. Then Master Hama and Feizhi will rush off to Alpine Crossing where Hsu is trapped. You'll want to follow them, but before you leave town jump the small stream to end up on the east part of town. Use your new Reveal Psynergy to reveal a chest that contains some Water of Life.

Head directly east of Lama Temple to reach Alpine Crossing and to see the trapped Hsu. At first it appears there's no way to get to him besides going back through Altin, but once again use Reveal to open up a secret door. Pass through the small temple to reach the other side. Go up the rock and use Lift on it to free Hsu from the boulder. When you come back later the rocks will now be cleared and you can freely pass through Alpine Crossing. Once you save him you'll end up back in Lama Temple where the characters go on and on and on about whether or not Master Hama looked at Ivan. Sheesh, what bad storytelling. Leave the Temple Area and head southwest to reach...

Lamarkan Desert

When you first enter Lamarkan Desert you'll notice something different. There is a heat bar on the left, and if it reaches the top you will lose about 1/4 of your health on all the characters. To make the heat bar go down, you must find Oasases which are pulls of water surrounded by a circle of rocks. In order to find these pulls of water you'll need to use reveal. However, some of the rocks are traps, so use reveal when you're well away from them or you risk getting sucked into one and fighting a difficult monster.

Head along the path for a while until you reach the first circle of rocks. Use reveal on this to reveal a pool of water that you should jump into. Continue along the path and at the first branch off go up it to find another rock circle that has water in it. Head northwest up the narrow path, and take the eastern path over the western one. Don't go in the rock circle at the beginning of this path because it contains a crab ready to attack you. Instead, continue along in that direction to find a rock circle after the path starts heading north that contains much needed water. After cooling down, continue up to reach the next screen. This screen is much more open than the other screen, so you have to know which way to go. Stay south, finding in the first rock group a treasure box with a potion in it and in the next one a pool of water. After cooling down, head north a little and go around the cliff there. Shortly after going around that cliff you'll find another pool, this one containing a water

hole. Just northwest of there is the entrance to the next zone. However, don't go there quite yet, as we have a Djinn to get! Head all of the way north and the start heading east. You're not going to be able to get enough water to sustain yourself, so be prepared to do some healing. Once you get to the eastern wall, head one group of stones south then start heading back West. You'll see a rock formation that has a full circle with a semi-circle on its side (it looks like this: c0) In the small semi-circle you'll find the Jupiter Djinn Smog, who you'll get without a battle. Now, start making your way back north, then keep heading west until you get to the wall where you'll want to head south. Once you can move left to the next screen do so, and you'll find yourself in an area with several sand waterfalls. Simply run across these sand waterfalls to the other side and they won't cause much trouble. Keep your bearings along that trail until you reach a "dead end" with a sand waterfall where you'll want to use Reveal to reveal a hidden door to a cave entrance. Head around this cave and come out the other side. Cross the sand waterfalls and get ready for a tough boss battle. Here you'll see another "dead end", but before using reveal save your game!

Now, use reveal on the sand waterfall to expose Manticore, who will scare you off. Approach him, press A and get ready for battle. As always use all of your summons against him right off the bat to inflict major damage. You have to watch out, though, as Manticore attacks twice every turn. So, you'll definitely want to just use Ply and Ply

Well with Mia each turn (if you have Wish or Wish Well you will want to use that instead of Ply and Ply Well). As always, use Ragnarok with Isaac, use regular attacks with Garet, and use Plasma and occasionally impact on Isaac with Ivan. Manticore has some pretty lethal attacks that pack a whollop even after the initial attack has been done. Watch out for his pesky poison and curse attacks that will take health away from you each time that character attacks. If a character is poisoned, have Mia use Cure Poison on him, and use a healing item or Isaac's heal on that character to keep him alive. Manticore has about 1500-1800 HP, so don't expect to beat him in the second round as you may done with previous bosses. As long as all of your party members stay alive you should be able to squeak past Manticore. When you beat him you'll get a load of coins, a Psy crystal and you'll be able to pass through the hidden passage that he was blocking thanks to Reveal.

Head through the tunnel going through the linear path. Head out of the door to get back on the world map. Head due north for a little, then cross a bridge to reach a small island. On this island is a new Djinn that you'll encounter in a random battle. Defeat him to get Vine, the Venus Djinn. Now, head south and cross the bridge going west. Continue going west until you reach the town of Kalay.

Kalay

Kalay is just bustling with tourists who are eager to board the ship at Kalay Docks that's heading towards Colosso. Head to the inn and buy the latest weapons and armor as usual. Once you're done with that, head to the north part of the town and up the stairs to reach Lord Hammet's castle. The guards won't let you in at first, but the Ivan (remember, he was originally Lord Hammet's servant) will persuade the guards to let you in. You then go meet with Lady Lana and engage in an exciting (sarcasm alert) emotiocon conversation with her.

She talks about how she can't declare war on Lupna or they will kill Lord Hammet. Once she's done talking the talk (which, by the way, will take a very long time) head out of the castle and down the castle stairs. Head into the inn, but instead of taking a rest talk with *everyone* in the inn in all of the floors of it. Now, head out of the inn and out of town. But before you can leave the tour guide summons everyone up and in a very pointless and very long conversation the tourists will finally make their way to Kalay Docks where the ship to Tolbi will be. Once that's all over, head out of town and start

heading north.

You'll reach the bridge that was broken earlier when Lord Hammet tried to cross it with his caravan before heading to Lupna. Now that the bridge is fixed, freely cross over it and the bridge just north of it to find yourself back in Vault. In most of these old towns there are now Djinn to get that you couldn't get before.

Vault...Again

Head to the northwestern part of vault and go up the stairs there. Continue past the graves and over the bridge. Keep going counterclockwise until you reach a large tower where you should climb up. Ring the bell on this tower to have the Djinn jump to the ledge to the east. Now, head clockwise back around the town until you get to a bunch of graves with a dog near them. Use reveal on this area to expose a secret ladder in the middle of the graves that leads to the Vault caves. Head down this ladder, and don't fight the treasure chest that you see immediately because it's actually a Mimic. Instead, head west and then north and go through the door. The next room you'll enter has some water in it with several underwater doors and ladders. Head east and then go down the stairs to find a room with a movable torch. Move this onto the Flame square on the ground to open the gate there. Head through the door to find a room with a *lot* of water drops in it. Head north to find a door obstructed by a group of leaves. Use Ivan's Whirlwind Psynergy to open up this door. In here there's a treasure chest that has an item that will boost your attack when equipped, which is quite useful. Head back down and climb down the ladder. Freeze all of the water drops here expect for the eastern most drop, then head back up the ladder. Hop across all of the ice pillars you just made and enter the next room. In this room head down the one ladder and then up the ladder to the left of it. Head into the door, then go east a little and up the stairs. Flip the switch here to force the water into the room you were just in with the two ladders. Head back into the previous room and go down the stairs in the south part of that room. Go down the stairs again to find a room with several torches. Push the torch that has a flame on it on the flame switch to open the gate. Now, go through the gate and through the door. Take the stairs to the west and continue south through this room. You'll now be able to go down the ladder that once was drowned by water. Do so and proceed through the door into the next room. In here hop over the gap and up the ladder. Go to the next room and out the door to find yourself right under the Djinn. Go up the stairs to get the Venus Djinn Sap without a battle. Head back into the cave and use retreat to go back to the beginning. Climb up the ladder and then proceed out of Vault.

Bilibin Cave...Again

While there are not any Djinni in Bilibin Cave, there is are some useful items.

Head northeast of Vault to find this cave. Here's a description from Thomas Kim [tdkim@umich.edu] on a good way to get a few items:

"Enter the cave from the normal entrance. In the room with ice pillars, use douse on the fire that's not on a pillar. An ice column should automatically form. Exit the cave from the entrance you came in, and then take the alternate entrance (the one after climbing the vine). Where the open treasure chest is, use Reveal where the suspicious stone formation is and a door will appear. Use douse on the fire in the next room. Now you should be back in the ice pillar room. Go left and jump towards the ledge on the left side of the screen and proceed to the next door. Inside, you will get a water of life and Psy crystal. If you decide to head back towards the lighthouse, you can get Herme's Water again. You can use Herme's Water like a potion or sell it for extra cash." Once you're done with this task, head back towards your home town of Vale

(located to the west incase you forgot.)

Vale...Again

Yes, there is a Djinn in your home town as well. However, before you go get this Djinn go get a power bread that's located in a cave behind the Shop in town. You'll need to use Ivan's Whirlwind Psynergy on this (equip just Wind Djinn on Ivan to get this Psynergy) bush blocking the entrance. Thanks to Michael Sutton (suttm@selwyn.ca) for this tip.

Now, go west from Vault across the bridge, then go north to find yourself back in Vale. The Djinn in Vale is in the far western part of town, behind the fenced in area next to Kraden's house. So, climb up the staircases then start making your way west across the bridge. When you get to the fence next to Kraden's house you'll notice a large, brown rock. Guess what, it's time to use that Lift Psynergy (!) Lift up the rock and proceed north to the next screen and then into the cave.

Head north as soon as you get into the cave and you'll notice a circle of stepping stones on your left. At first it appears it's impossible to cross these stepping stones, but a true RPG gamer knows that rarely are there complete dead ends in RPGs. So, use your Reveal Psynergy to reveal a hidden square in the middle and hop across to the other side. Climb up the ladder and go through the door. In this room jump across the steppingstones and hop onto the platform to the west. Face the large box and move it into the water to create a makeshift stepping stone that you can use to jump to the log above you. Roll this log all the way east go through the door here. In this room take the western path and head north. Keep following the path all the way until it gets to a door. Go through the door and push down the logs on either side into the river. Now, slide down the cliff via the indentation on the western cliff and push the horizontal log north. It will slide across the two logs and allow you to hop to the ledge to the north. Proceed along the hallway until you get to the next room. In here you'll see the Djinn you're after. There's also another very important item that you'll need to get another Djinn *much* later in the game, along with this Djinn, the Halt Gem that's in a treasure just right after you climb the ladder to the north of the door. Once you get the gem, head south towards the Djinn who will slide down the cliff. Follow him and he will continue to run away. So, head down the cliff and use the Halt Psynergy that you get by equipping the Halt Gem on the Djinn. This will freeze him in his place, and simply go up to him to get Kite, a Jupiter Djinn. Head through the door and continue south eventually getting out of the cave.

Before you head back to Kalay, take this time to round up any Djinn that you may have forgotten to get earlier in the game. If you have all the Djinn, head back from whence you came (hrmm, I haven't said that in a while... I think it's 9 now) all the way back to Kalay. When you get back to Kalay heal in the Inn and then proceed to Kalay Docks which you can get to by simply going around the south pole of the caves.

Kalay Docks

Note: If you have not yet talked with the tourists in Kalay and went through the cut scene with the missing passenger, please go back to Kalay and read the topic about the tourists in that section.

Second Note: Before going on the ship, I recommend going back and getting all of the Djinn that you don't have up until this point. Not only is it more convenient to get these Djinn now, but you will definitely need a good bit of

Djinn for the boss battle on the ship. See the previous sections for more information.

As soon as you reach Kalay Docks Gareth will run out and look at the Sea that's not really an Ocean. Someone in town will correct him, and so unfolds another pointless plot development. Once Gareth is done, head into the building directly north of you. Talk to the lady at the counter to buy your ticket for going to Tolbi for 800 coins. Once you've bought it, head out of the house and go west to the docks to board your ship. When you get onto the ship head over to the captain to find a crew mate and the captain talking about not setting sail due to monsters. The captain will come around and decide that the ship should sail, but a crewman won't agree with him. You'll notice that he's up to something as he runs off into the Captain's Quarters. Follow him and he'll uneasily sneak back to the top of the ship. Jee, could he have done something wrong? any ways, head into the room at the northern part of the ship and head to the northern part of that room. Several warriors /passengers will start to get impatient about the ship not setting sail and will rush to the captains quarters to persuade him. Follow them down and enter the room in the southern part of the ship. Climb up the ladder here and talk with the guy blocking your path. In this (like always) pointless and dull conversation the captain will realize that his Anchor Charm is gone. Also, there will be discussion about the sea being a dangerous place due to the monsters, and it's going to take passengers to help row incase some of the rowers get hurt. Once you get command back of your character, head out of the room and go to the observation deck which you can get to by climbing up a ladder in the middle of the ship. Press A when you get up on the plank up here to find the Captain's Anchor Charm. Now, go back in the Captain's Quarters and give him the charm. After doing that it's time for *another* conversation where you'll be volunteered for helping to protect the rowers down below decks. Once you're back in command head to the crew quarters (the room at the top part of the ship) and head down the *very* hard to see stairs that are directly behind where the tour guide is standing. Once the crewman stops talking down here you will finally set sail.

Sailing, at first, is pretty interesting. It cuts back between the different people doing different jobs and the actually try to avoid the monsters. However, this sequence is going to repeat 3 times, so it starts to get tedious after a while. Each time a monster attacks, 1 of the row men will go down and you'll want to head upstairs and pick a member of the passengers to replace him. It really doesn't matter who you pick, although you can actually get to Crossbone Island as a detour is you pick the following people in this order (thanks to dbzman@ptd.net): The lady with the green skirt, then the lady with the blonde hair and a brown skirt, the old, bad guy, then finally the Merchant who is not near the staircase.

According to Camelot's Japanese web site, you need to have a "weakness of power" on the right side of the ship in order to visit the island early. So, stick strong people on the left and weak people like the Chef on the right.

The first enemy that you encounter will be three Man O' War squids. These guys are basically just normal enemies and you shouldn't have many problems against them. Once those squids are defeated, the crewmen will come down and realize that a rower is unconscious. So, go upstairs and talk to someone to make them a replacement. Pick someone, head downstairs, and get ready for the process of setting sail to begin again. The next group of monsters to attack are the Lizard Monster and two rabid bats. If you used any summons in the previous round, walk back and forth along the top part of the rowing deck to get your Djinn able to set inactive again. Then, head down and get ready for a battle. These guys are a little tougher than regular monsters because that Lizard Man has a little more HP than usual. However, one summon should beat them pretty handily, or just regular attacking. Now, go replace another oarsmen and get ready to set sail. Before you pick a passenger to row, I'd recommend healing all of your characters. Once the ship gets sailing again you'll be attacked by two Man O' Wars and a flying blue bird called a Virago (sort of sounds like Viagra). Once again, these enemies are pretty easy. One summon or just a few

psynergy attacks will take them down pretty handily. Go replace *another* crewman and get ready to set sail again. Suddenly it will be attacked again, this time by a monster that actually means business.

Here's some information on Krarken from Aditya Durgam [adurgam777@hotmail.com]:

"I have some info on the HP power of Kraken, the water demon you encounter on your way to Tolbi on the ship. Kraken is the fourth monster/ beast you encounter while sailing.

-He knows Ply Well, so be carefully.

-He has approx. 2447 HP. It would be best if you used all the appropriate summons with the respective elemental adept (Thor with Ivan, Judgment with Isaac, etc.). I works better that way (duh)."

Head up to the deck of the ship to fight Kraken. However, make sure you're all healed up and have all of your Djinn inactive for this battle, because you will probably need them. Kraken, just like the last boss you faced, will attack twice each round, so you have to be prepared for taking twice the damage. Once you've cast all of your summons, start using Ragnarok with Isaac, Heat Wave with Gareth, Impact on Gareth with Ivan, and Ply Well then Wish (get this when the four water Djinn on her get set after a summon) with Mia. As long as you don't let your party members die, you should be able to defeat Kraken without that much trouble, although he is tough. When you defeat him you'll be awarded 5200 coins and some Water of Life. Now, go select another oarsmen and get ready for the ship to set sail. This time, though, instead of seeing a monster, the guy on top of the mast will spot land and you'll arrive at Tolbi.

Once everyone's said thank you and the likes, head off the ship to arrive at Tolbi Docks.

Tolbi Docks

There isn't a whole lot to do in Tolbi Docks. There's a simple puzzle to solve that involves moving those boxes at the northwestern part of down so that they allow you to jump from the ledge next to the house to the ledge 4 spaces down. When you hop across them and go up you can find a treasure chest that has a potion. Now, head out of Tolbi Docks and go into Tolbi.

Tolbi

Tolbi is a bustling town that's loaded with tourists getting ready for Colosso, an event sort of like the Roman Gladiator games where warriors battle one each other in front of crowds of cheering people. Usually in a town you'd head for the inn, but because the town is so packed there are no rooms available for you to sleep! Instead, head to the weapons and armor shop in the southwestern part of town to buy the latest upgrades. Now, remember all of those game tickets and lucky medals that you go earlier in the game? It's now time to cash them in the gambling capital of the world, Tolbi. Head to the fountain in the middle of the city and throw in a lucky medal. If you can get it to stay in the bulls eye you'll win some handy armor. Here's a little more information from Weird Ed [weirded_79@hotmail.com].

"The most important (and the hardest to get) is the Grievous Mace, a strong weapon that both Isaac and Mia can equip. It's not as powerful as the Assassin Blade, but it's great for Mia (in this point of the game, it's a true blessing), and it performs a special attack that's very similiar to earthquake spell. To get this weapon you should throw your medal in the top-left part of the fountain, outside the circle... and have luck ^_^ . Other good items are: the Glittering Tiara, the Guardian Amulet (second blue circle or clear circle, boosts your defense) and the Battle Gloves (boost attack)."

Next, head to the shop with a die on top of it (that's singular for dice) which is located in the northeastern part of the town. In here, talk to the man on the left to start playing craps. This game is *insanely* easy to win coins at, so you shouldn't have any problem scoring a good deal of money if you play it for a while. Once you're done there, head for the large stairs located at the northwestern part of the town. Two guards will stop you and ask if you've seen Babi. They'll go on their way and you should keep going up the stairs to arrive at Babi's palace. Head to the door along the north wall that's all the way on the left to enter a room with a lot of beds. Talk with the lady at the desk and she'll get you beds to sleep in, which will restore all your health and PP just like an inn. Once she's shown you the beds, simply press A when facing one of them to go to sleep. Once you're done sleeping, go out the door of the room with the beds in it, and go up one of the large staircases on the left or right. Head north through the hallway to overhear a conversation talking about how Lord Babi is somewhere in Altimer Cave, but no one can find him. Naturally, it will be up to you to find him, but let's save that for just a little later. Now, head out of the castle and go to the second floor of the inn which is located in the northeastern part of town. Here you'll see a Djinn, but we won't get that one quite yet. First, take your shots at the slot machine here. Thanks to AlphabetMan of the GameFAQs.com message boards for this information on the slot machine and odds of winning:

(working from the center outward)

- Center Blue Circle: Assassin Blade, 90%
- Center Blue Circle: Earth Shield, 10%
- First Yellow Circle: Earth Shield, 70%
- First Yellow Circle: Assassin Blade, 30%
- Second Blue Circle: Defense Bracelet, 50%
- Second Blue Circle: Spirit Armor, 50%
- Second Yellow Circle: Spirit Armor, 50%
- Second Yellow Circle: Adepts Helm, 50%
- Clear Circle: Water of Life, 20%
- Clear Circle: Adepts Helm, 80%
- Outer Circle: Water of Life, 70%
- Outer Circle: Adepts Helm, 30%
- FAR Outer Circle: Potion, 70%
- FAR Outer Circle: Water of Life, 30%

Here's some additional information from Rotevni: You can also get a Ninja Hood, and a Burning Axe. The stuff you get varies depending on how many of the crabs or turtles you bank off of.

Note: there are other items to get but these are the most valuable ones. Once you're done in there, head outside and let's go get that Djinn. Head south and out of the gate in town, but don't go out of the city so that the world map would come up. Instead, stay very close to the outer cliff of the city and proceed counterclockwise until you come to a vine. Use Growth on this and climb up it. Once you climb up the vine you'll see a pool of water. Surprise, surprise, you have to freeze that puddle of water. Do so, then head down the vine and go back into town. Go up two stairs facing east to find that ice pillar you made. Hop across it to get the Mars Djinn Ember without a battle. It's now time to exit the town and start looking for Babi in Altimer Caves.

To Altimer Caves

From Tolbi, start heading northwest along the dirt path. Eventually you'll start heading in more of a due north direction, and there will be a bridge going west. Take this bridge and run around in this location trying to draw random battles. In this forresty area should be a Mercury Djinn. He's really not very hard to beat, especially if you've defeated Kraken on the ship. Simply use fire attacks with Gareth and do what you always do with the other characters to beat him and get the Mercury Jinn, Hail. Head back northeast from this area and across the bridge. Continue heading east for quite a while until you see a bridge to the north of you. Don't go up this bridge quite yet,

because there's another Djinn to get. Keep going east hugging the coast line until you get to the Northern Parts of Kalay Docks. Simply walk down to get the Venus Djinn Ground without a fight. Now, head back north to that bridge and cross it. Keep heading north until you enter...

Altimer Cave

Head north along the hallway and notice how the cave starts to get darker. This can be a hassle later on when you have to solve moving around rock puzzles with only a small amount of light. One way to combat this problem is to use Reveal which will expose a large area of ground being lit. any ways, keep heading along the hallway as it does a U-Turn. Go through the door when you get to it to reach a room with several rocks blocking your path. Use reveal to get a better view, or simply go left, then up a square, then go to the right, then up to the stairs. The next room you enter will have a few lighted spots, which can be helpful. Head west in this room and head along the hallway. At the fork head left to find an outline of a man. Talk to him and get very angry at your stupid party members for not realizing that this invisible man is actually Babi. The invisible man talks about how he can't move because he's out of Draught and it's up to you to go find him some. He'll go into a really confusing explanation on how to get the draught from the puzzle below. Just disregard it because I'll reveal the information later on ;-]. Once you get back in command head past the invisible man and go down the staircase there.

Head west and then south along the hallway. Keep heading along the wall even though there appears to be a path going north that you can take. When you get to a fork head right and when you get to the top wall start heading west. Go down the door when you get to it. Someone let there be light in the next room, which is quite helpful. Head down the steps and then up the stairs to the north to get another Djinn. Before you get that Djinn, however, you'll have to solve a log rolling puzzle. Push the vertical log in your way right, then push the horizontal log at the bottom north. Now, freeze that puzzle in the middle and head around the rocks on the bottom. Push the vertical log back left. Now, you have to push the lower of the two horizontal logs down by going behind the log that's sticking up on the western part of the screen. After pushing this down, push down the top horizontal log and continue on to the Djinn. Warning: You will have to battle this Djinn, although it won't be too hard. Once you defeat him you'll get the Jupiter Djinn Squall. Now, head back east. Push the logs out of your way so that you can get east and push the wooden stump into the gap in order to jump across to the ledge and the door. Unfortunately, the light that was once there is now gone, and you'll have to operate in the dark again. Head south along the hallway and then start heading west. Keep heading west until you reach a large wall of rocks. You can get through this rock maze by heading south, then head north when you see a rock break (try using reveal for a better view.) Head east, and then north when you get back into the hallway. Start heading west until you get to a staircase and go down it. This next room will be lighted, which is nice, but you do have a log maze to solve. Push the first vertical log left, then go southwest until you find a staircase. Go up the stairs and head counterclockwise all around the wall and slide down the cliff. Push the vertical log to the left and enter the door.

You'll enter a room with 5 rocks. Use reveal to find out the colors of them. The correct rock that you want is the rock that makes a chime sound when you press it. So, press the left most rock, then the right most rock to reveal a color wheel. Press the rock that's color is on top of the color wheel three different times until you solve the puzzle. The color wheel will pseudo and reveal a door. Enter it and open the treasure chest in it. Inside of the treasure chest is, you guessed it, the draught that the invisible man wanted you to retrieve. Now, use your Reveal psynergy then go back to the invisible man. Talk to him and give him the draught. He will eagerly drink it and

reveal himself as Babi (didn't guess that one a lot earlier.) Lots of talk will ensue about Babi using Lamarkian powers to keep himself alive, and eventually the guards will come and inform Babi that the finals have begun. As he starts to walk off, he'll invite you (as in Isaac alone) to enter in the finals of Colosso. Once you finally get command of your character again, retreat out of the cave and start heading back southwest to Tolbi.

Colosso

Before I start discussing Colosso, here is how to get the general Psynergies listed below:

Growth - Equip an Earth Djinn on Garet

Frost - Have only Water Djinn active on Mia. Also try equipping the Frost Gem.

When you get back to Tolbi, head to the castle which you can get to by going up the stairs in the northwestern part of the town. Head into the room with the beds that, if you remember, you can get to by entering the small door on the left. Once you're all rested, head out of the castle and go north up the main path in the middle of the town. Here you will reach the stadium. Head up the stairs on the right to have the guards recognize you and take you to the briefing room. Here you'll be told that only Isaac is entering the finals, and the rest of your party members can only cheer Isaac on. However, the other party members will have important roles. Before each round begins, there is an obstacle course that you have to get through quickly in order to get the best weapon in the center rink. There are also nuts and oil drops in treasure chests that you can get that will help you a little in battle. So, the characters get to use 1 Psynergy before the match begins and can do useful things such as grow vines to find shortcuts and freeze ice to hop over easily. Once all the guards stop talking in the preparation room you'll be taken to the stands of Colosso. He'll explain the rules of the obstacle course. Now, go up to the first guard and get him to explain what the first event is like. He'll show you a snippet of what the first leg is like, then ask if you want a friend to cheer you on. Select Garet for this task. The next stage you'll want Mia to go cheer. The following one you'll want Ivan, but make sure that he has a growth spell on him. Take a look at the 4th and final leg of the course, although you won't need anyone to cheer for you there. Now, go all the way back to the guard who's along the south wall. Talk to him to go back to the Preparation room.

In this room go over to the circle that's all the way to the right. Step on it and watch as the contestants are told that the matches are about to begin. Once you leave the preparation room, you'll take command of Garet in the stands. Use his Move Psynergy to move the stump to the left. Have Ivan use grow on the vine, and have Mia just talk to the guard to say that she's ready for the match to begin. Now you will take command of Isaac. As soon as you can save your game in case you lose against the competitor you're facing. In this first round simply jump over the gap thanks to the stump that Garet moved.

Right after there you'll see a stump that's in the way of a path. Move that to the right and go up to get the treasure chest. The next leg has a pipe that you need to push west to make the water flow. Once you do that, jump across the gap thanks to the now elevated platform. Now, go further right and climb up the vine that Ivan grew. When you get up here you'll see a path going north that gets to a treasure chest that you'll want to get. The next screen has two logs. If you just want to get across and don't want to get the nut this is very simple. However, if you want to get the nut (I recommend it because the other guy is slow getting there) take the vertical log right, then go up and take the horizontal log down. Get off that and take the vertical log back left. Now, climb back up the ladder, take the vertical log right and hopefully you'll get there before the other player. If you get there first you'll get the iron shield which will help in your defense.

Your first enemy will be Azart. The first thing you'll want to do, like always, is cast your one and only summon against him. Judgment will do about 315 damage to him. Now you'll want to use Ragnarok against him for the next round. You'll now be down to about 50 or less HP, so you'll want to use Cure Well on yourself. Continue using Ragnarok and Cure Well on him, with the occasional helpful Djinn if you need it. After he wastes both his nuts just keep pounding him until he goes down. He really shouldn't be overly tough, and you should get an easy first round victory.

Once you win you'll be taken to the next set of stages where once again you can get your characters to lend a helping hand. Take this time to put all of your Djinn on standby. Take a look at all of the stages first to get an idea of what they're like. In the first stage you can get Gareth to cheer for you, but moving the statues around isn't going to help you one way or another. The second stage doesn't require anyone in it either. Put Mia in the 3rd stage. No one can help in the 4th stage, so don't worry about it. Stick Ivan at the 5th place simply because you need to put him somewhere and head back to the guard at the entrance to the stands. In Lend A Hand mode have both Ivan and Gareth talk to the guard to say they're finished. Have Mia freeze the western puddle and then get ready for the match to begin.

As always save right at the beginning of the Obstacle Course. The first screen is very easy to solve, just head around the blocks. On the next screen, make sure you jump twice when the blocks are in the center. When you get the western most block, head up and get the treasure chest which is a nut. Head back down onto the block and continue left. On the next screen take the bottom log left. Head down the stump to the ledge and hop over the ice pillar to the other side. On the next level climb the wall. When you get to the top head left and slide down the MIDDLE crevice. Hop over to the next screen which is a simple log puzzle. Basically you just have to move each log twice, once to the left then once to the right. You shouldn't have that much trouble getting to the rink first.

It's now time to fight Satrage. This guy has a little more HP than his predecessor and does a little more damage. Get him with Judgment right away, then use the Ragnarok/Cure Well strategy that you used before. Once again he shouldn't pose that much of a threat to you. Once you beat him you'll once again be taken the next set of stages. This one is pretty dang hard, so make sure to study all of the stages before you start.

As usual, inactivate all of your Djinn before you start placing your friends. In the first stage you'll want to put Mia who has freeze. In the next stage put Gareth who has move. Don't place anyone in stage three, nor stage four, nor stage five, and just stick Ivan at stage 6. However, if you have the Halt Gem (found in Vale) stick it on Ivan and stick him in Stage 3 with the moving wedge blocks. Head all the way back west to go the guard to start the next match. When you start to Lend a Hand have Gareth move the stump one to the right. Have Ivan use Halt on the man pressing the lever, and have Mia freeze the puddle that's under the moving lever.

It's now time for the Final Round obstacle course. This one is the toughest yet. On the first screen just run past that log and hop over the two gaps. On the next screen hop to the first stump, then head down to the stump that Gareth moved for you. Keep going right until you get to the next screen. This next stage is pretty tricky if you didn't have Halt to freeze the man controlling the pillars. Take your time going past the moving traps that will push you off. If you get really good you can get past two at a time, but don't push your luck. Ignore the easy to get treasure chest because you'll need all the time that you can get. The next stage, the wall, is pretty straightforward. Just climb primarily sideways until you get to the top. Go down the stairs and run across the conveyer belt. The final stage is another log maze. On this screen, DON'T PUSH THE LOG WHEN YOU GET THERE. You'll lose a lot of time if you do this. Instead, run past and push all three logs to the top, out of the

way of the log. Then push the vertical log into the water and hop across to the rink. Hopefully you'll beat your competitor and get ready for a battle.

It's now time to battle Navampa, the final Colosso competitor. He'll have much more health than the others and do more damage. Use the same strategy that you've used for the previous two, summoning firs then using Cure Well/Ragnarok. Even though he has more HP and does a little more damage, he's really not too hard to beat as long as you remembered to inactivate your Djinn so that you had a 4 Level summon available. Once you beat him you'll collapse from exhaustion and eventually end up in your bed in the Castle. The characters will be annoying as ever and start talking about how you collapsed after Colosso. Once you're finally done and you're back in command, head out the door to that room and go up the stairs. Go up the hallway and through the big door to meet Babi once more. He'll start talking about how he needs more draught and that the only place to get them is an island long disappeared. Then he asks you to go to Babi lighthouse to find the island. He'll also give you the Lure Cap which you can use to encounter more monsters than you usually do, which is useful in leveling up for bosses.

Once you finally get command back of your character, follow Babi off to the west and down the stairs. Go through the door and take the item on Babi's desk. This is Babi's sacred Cloak Ball and he says that he will lend it to you. It's now to time go rescue Lord Hammet from Lupna.

To Lupna

Head out of the palace and continue south out of town. Head south along the dirt path until the path starts going east. Follow it east for a while until you reach a cave. Once you enter you'll be inside of Gonodown Cave. At the first fork head west and continue north through the door and into the next room. In here you'll find a large rock that you'll have to use the Lift Psynergy to get past. Keep going along this hallway and into the next room. In this room there will be a small amount of water in the middle with a few stepping stones to a ledge with a treasure chest. This chest contains a Lucky Medal that can be useful in obtaining items back in Tolbi. Head across the stepping stones the north and go back west a little until you find a treasure chest. In here you'll get an Apple that will boost your attack. Once you've done that head east along the wall until you reach the next door. Head up the staircase and then head south to arrive a log that's in your way. Use your Move Psynergy to move this log to the west and get it out of your path. Keep heading east until you come to a tree that you have to Move into a gap so that you can cross the path. Hop the gap, head south and go through the door to get out of the cave.

Head around the cliff and then start heading north to reach Kalay. You have no business in Kalay at the current time, so head right past it and start heading north. When you cross the bridge head northeast and cross another bridge to find yourself outside of Vault. As with Kalay, you have no business in Vault at the present time, so keep heading past it to the north. After going north for about 15 seconds you'll see the town of Lupna and an entrance to a cave a little to the west of it. You'll want to enter the cave entrance because the guards won't let you through the gates. In this cave head north along the hallway until you reach a gate. Under this gate you should see a small puddle of water that needs freezing. Do so to have the gate open up allowing you to pass through. Keep heading along the hallway and out the door to find yourself inside the town of Lupna.

Lupna

Note: To beat Lupna's fortress you'll need the Cloak Ball that you get on the desk of Babi and also Catch which you get by equipping Catch Beads (you have this even if you don't think you have this.)

Things in Lupna look pretty cheerful, and the villagers of the town won't have any problem with you roaming around the town. However, if you try to buy the latest weapons and armor you'll find that they dealers have nothing to sell because no one can get in and out of Lupna (well, except for you ;-).) The inn won't be much help either, because for some reason the owner of the Inn has an attitude and won't let anyone stay rest in his beds. There are a few items to get in Lupna, though. Head to the north part of town to find the northern gate. Here there will be a small rock in the middle that you will want to reveal. On revealing, you will find a puddle that you should freeze. Then, head up the ladder a little to the west and hop over the ice pillar. Make sure that you don't step out of the reveal area or the ice pillar will disappear and you'll have to do it again. Once you're to the other side, keep heading clockwise until you reach an apparent dead end. Use reveal on the cliff to find a small sparkle that you should press A against to reveal a hidden entrance. Go through here to find a room with a ton of treasure chests in it. Here's what they have:

Water of Life	Smoke Bomb	Lucky Medal	Antidote
	44 Coins	Elixir	

When you get all of the items you want in this room, head back counterclockwise and slip down the crevice in the side of the cliff that's next to the Potion shop. Head to the southwest part of the town to find a small rock circle that has a Psynergy stone in it.

Once you're done with everything, head to the north part of the town to find yourself at the Lupna Fortress Gate. You'll notice some guards here, and the only way to get past them is to use cloak. So, equip the Cloak Ball that you got from the desk of Lord Babi on one of your characters, get in the shadows and use the Cloak Psynergy. Why do you have to be in the shadows to use Cloak? Well, if you go out of the shadows it won't work, which can get quite annoying later in this cave. any ways, sneak around in the shadows and go into the Fortress. At this time you'll want to set Cloak as one of your Hot keys (the L or R button) for quick going to in the future.

Here's some information from Aditya Durgam [adurgam777@hotmail.com]:

"I have some information on the first group of three guards you encounter in Lunpa Fortress: Guard #1 has anywhere from 248-492 HP; Guard #2 has anywhere from 353-704 HP; Guard #3 has anywhere from 247-493 HP. Guard #2 has a smoke bomb. Guard #3 does approx. 81 damage with his regular attack. Guard #1 has some weird attack called "Slice". By beating them, you get 570 coins and some "Crystal Powder".

Also, I have info on the second battle with the other guard. Here, he has anywhere from 402-446 HP, most likely 446 HP. He has a smoke bomb. If you beat him, you get 190 coins and approximately 160 experience points."

Head through the first door and go off to the right. There will be two guards here that you have to sneak past in the shadows, so use cloak to get by them. Go down the stairs and as soon as you get into the next room use Cloak. Go all around the center rock counterclockwise to sneak past the guard. When you get to the top your cloak will go away, so make sure to re-Cloak or risk getting thrown out and having to start over. Head through the door and then stop. Put on cloak and wait a few seconds for the moving guard to come up. When he branches off to the left sneak past him south and go through the door. In the next room use Cloak right away and start heading south along the shadows. Head up the stairs here and once again turn cloak on. Here there will be two guards going back and forth quickly in two separate hallways. Between the two guard's light will be a crevice where you can hide until the top guard goes back and you can sneak past him too. So, when the first guard starts going west sneak past him and into the crevice. When the next guard goes past sneak past him as

well and go into the next room. In this room don't go up the stairs but instead go along the hallway until you get to a door going south. In here there will be three guards in red that want to battle you as opposed to the others who would kick you out. These guys aren't the least bit tough, and 1 4-Level summon should knock these guys out. Once they're defeated run past them and go the next room. Go along the hallway in this room to come to a guard who will, like the three before him, want to fight. He's just as hard as any one of the three previous guards, so you shouldn't have any problem with him. Once you're done with him there will be two doors, one going north and one going south. Head through the door going north first to reach Donpa, who's sick in bed, and his wife by his side. There's a door behind her that she blocks you from entering, so simply talk to her and see what she has to say then leave. Go through the door to the south to find a rather tricky guard (you may want to save prior to going in this room.) Right as you enter this room use Cloak and stay where you are. When the guard reaches his highest point on the left, wait for him to go down a little then start heading south. You should be able to sneak past him and get to the next room.

The next room pits you behind some jail bars with a large key on the desk in front of you. To get this you'll have to use the Catch Psynergy that you got in the beginning of the game when you left Vale for the first time. Look around for the Catch Beads item and equip it. Go up to the bars and press Select to bring up the in-game menu. Go to Psynergy and use Catch to bring yourself the key. As soon as you go through the gate a guard will challenge you to a fight. He's as easy as ever, and you shouldn't have any problem defeating him rather handily. Continue down the stairs to find another room with bars in it. You need not go through the bars as the door in there leads you to the start of the Fortress. Go down the stairs and find yourself in a room with a locked door and some leaves to the west of it. Use Ivan's Whirlwind Psynergy to clear the leaves. Next, use Reveal to find the hidden switch that you have to hit which opens the door. In the next room hop across the small river gap and go northeast. Here you will find a door concealed by some shrubs, so whirlwind then reveal the door to go through it. In this room head through the path in the middle to find a treasure chest with some Power Bread in it that boosts a party member's attack. Head down the hallway to the south and go through the door. Go up through the jail cell and start pushing the large box south. This is going to be a *long* push so go grab a snack while you hit the down button. Once the box is finally pushed down the ledge jump to the left and go through the jail cell. Do the whirlwind/ reveal thing again to open the door. In this next room save, because you're about to fight a boss. Put all of your Djinn (save Mia's so that she has Wish) on Standby and head through the jail door. In this room you'll find Lord Hammet (finally), and after a little bit of conversation Dodonpa will come in. He'll pull a lever and reveal a giant monster that you'll have to fight. Man, what a wuss... not even fighting his own battles. any ways, you're about to fight another boss, this one being Toadonpa.

As always cast all of your summons on him to have him take a huge amount of damage. However, he's got a lot of HP so summons alone aren't going to do it. Watch out for his individual attacks that really pack a whollop, so have Mia use her Wish on everyone each turn. Have Isaac use his Ragnarok attack, have Garet use his Heat Wave or Nova attack and have Ivan use his most powerful Tornado attack each turn. As long as the characters stay alive, and you use a few Djinn each turn to get your Summons back, this guy shouldn't be too difficult. When you beat him you'll get a Psy Crystal which will be helpful later in the game.

Once the battle is over you'll find Dodonpa trapped underneath the monster you just fought. Hammet will make you get it off of him and then talk for a while.

This is one of the weakest moments of the plot that makes no sense ("Dodonpa kidnapped you, remember?" "Oh yeah") and has you do nothing to Dodonpa because he "learned his lesson." Donpa will eventually come in and tell you that you'll have to sneak out of town or some of Dodonpa's loyal henchmen will hunt

you down (oh not the tough guards that you fought before, anything but them). You'll automatically escape to outside of the Fortress, and from there go back into the town and back into the cave from whence you came (10). In the cave go back along the hallway and flip the switch that's a little north of the gate. Keep heading south towards the cave exit to find one of Hammet's servants (Bunza) sneaking around. He'll offer you a ride in his wagon which you will want to decline (if you did take it you will eventually leave you back in Kalay).

The reason for declining the wagon ride is to get a Djinn in Lupna Fortress. To do this, you'll have to revisit Lupna after the whole conversation below finishes. Head back into and through the cave. Head north in Lupna to the fortress and sneak in. This time there will be a nice little shortcut to get where you want to go. Head to the door to the southeast once you get into the first large room to find a jail door that you can go through now that you have the Cell Key. Go through the jail door and up the stairs to the northeast. Fight the guard in here and then head through the jail cell and up north through the door. In the next room act quick, equip cloak and then run as quickly as you can north to evade the guard. Go through the door and fight the guard blocking the entrance to Donpa's room. Once you've defeated him, head into Donpa's room and talk to him. He'll get up and he'll make his wife move from blocking the door. In here will be the Mercury Djinni Tonic that you will get without a fight. You're now free to leave Lupna, so retreat out, exit, and continue on with your quests (see below.)

Kalay...Again

Head to the Inn in Kalay to heal all of your wounds that you got in Lupna. Once you're all rested, head out the inn and to the castle in the north part of the town. In the main hallway of the castle you'll see that servant Bunza who's wagon helped Lord Hammet and your party flee from Lupna. He'll tell you that he left the Secret Entrance to the castle open. Before you go to the secret entrance, head to Lord Hammet's room to find a *really* ungrateful and bitter Lady Layana who says that she didn't want you to go and that Kalay should have handled it. Once she's done being ungrateful, head out of the room. Before you go to the tunnel, you may want to get the water jacket located in a treasure chest in a room in the west-going hallway in the castle. Once you're done doing that, head through the door on the east and go down the stairs. Go through the now open gate in this room and down the stairs. In this room keep going south to get 4 treasure chests with a few minor items in there. Now, it's once again time to push a statue a long distance. Push the statue next the treasure chests all the way to the north and then to the west. The objective here is to have the statue block the water fall to empty the water in the room. Once you've stopped the water flow, climb down the ladder on the east and freeze the lone drop of water still left. Now, climb up the ladder and hop across the ice pillar to get some handy Spirit Gloves. Head back up the ladder on the right and go up the long tunnel to the north. Head up the stairs here, and in the next room proceed south then east. When you get to the east wall head north and down the stairs. In this room head south along the hallway to find another waterfall and a Djinn. Like the previous waterfall, push the statue into it to block its flow and drain the water. Simply head down the ladder and up the other ladder to get the Mars Djinn Scorch without a battle. Head back up the ladder and go to the east to find a door that will take you on top of a cliff to the east part of Kalay.

Head out of Kalay and go southeast to get to reach Gondowan Cave again. Back track through this cave hopping over the river via the stumps you pushed in earlier to backtrack more quickly (you could also use Retreat.) Once you're outside of the cave head northwest back towards Tolbi. Head to the castle in Tolbi to rest and then exit Tolbi once more.

To the Suhulla/Desert

Once you've exited Tolbi, head south over the bridge to meet up with Iodem, the servant who was going to help you get to Babi Lighthouse after Colosso. Once you're across the bridge, keep heading southeast until you reach Suhulla. The first thing you want to do in Suhulla is to head to the house with a red carpet on the roof which is located in the southwestern part of town. In here Iodem will find two downed warriors who were unable to get past the monsters in Suhulla Desert. They'll also reveal that they lost Sheba, a girl who has some importance to Iodem. They also reveal an important detail for getting past the sandstorms, which is that you can get past the sandstorms with water. Finally, they also reveal that Saturous, etc. got through and are at this very moment on their way to Babi Lighthouse (dramatic music plays.) Once Iodem's done talking in there, you can now head out of the town and south into the Suhulla Desert.

Suhulla Desert

When you first enter the desert, you may be surprised to see that there isn't a heat bar on the side this time like there was in the Lamarkan Desert. Instead, the main obstacle of this desert is small tornados that will sweep you up and land you back in the village of Suhulla. In order to get past these Tornados you'll need to drench them with Douse that you get by equipping Douse Drop (you should have this item from beating Manticore in the previous Desert.) Set Douse as one of your Hot keys (such as the L or R button) and get ready to go through the Suhulla Desert. Besides the tornados, the random battle monsters that you fight in this level are going to be much more difficult than what you had experienced in the past. Make sure to not go into random battles without full health. Here's a neat little thing about Suhulla Desert: If you use reveal you can sometimes find footsteps of hints on where to go (of course, you can also just use this walkthrough ;-)).

Thanks to Aditya Durgam [adurgam777@hotmail.com] for this information on the enemies in the desert:

The Tornado Lizards that dwell in the Suhalla Dessert have approximately 642 HP. After beating them, you get 477 coins and 620 experience points (may vary from lizard to lizard). The Storm Lizard has 3123 HP. His attacks include Wing Stroke, Impact, Tempest, Storm Ray, and Resistance. His normal attack has done an average of 95 HP damage. He gives you 6100 coins when you beat him.

When you enter the desert you'll want to head West until you get to a wall where you'll want to head south. When the path becomes very narrow it will be time for the first sand storm to appear. When it does, Iodem will pop out and mention how there are so many of these in the desert and that it's unusual. Now, head into the sand storm and use Douse. After the rain stops, you'll fall down to the bottom of the Cyclone and face the large monster, Tornado Lizard. Tornado Lizards are much harder than regular Random Battle enemies, but they're not quite boss like. 1 or 2 4-Level summons should be able to whipe these guys clean off of the face of the earth. So, before going into any tornado put all of your Djinn on Standby (except Mia's, of course, so that you get Wish) and get ready for a battle. Tornado Lizard really doesn't have a devastating attack, so you can afford to not use Wish every turn. If you don't want to use your Summons on him, do the simple Ragnarok/Attack/Plasma/Attack strategy (going from Isaac to Mia) strategy with the occasional Wish and Djinn to beat him pretty easily.

When you beat the Tornado Lizard the sand storm will disappear and you'll be able to continue southeast. Keep going until you get to three sandstorm paths that you can go through. You'll want to hit the path that's most the east and fight another Tornado Monster. Use the same strategy mentioned before. Once

you defeat him, keep going along the path as it progresses to due west and end up on the next screen.

As soon as you get to the next screen there will be another 3-Path choice each with its own sandstorm. The path that you want to take is the middle path. So, go up in the sandstorm and use Douse on it to fight another Tornado Lizard.

Once again use the same strategy that you used before to defeat him easily. When you've defeated the Tornado Lizard, continue advancing north along the hallway. The hallway will head very linearly for quite a while. Eventually you'll see a pink sand storm on your right. This pink sand storm will take you to Crossbone Island, which I'll cover a little later in the game. However, you will want to head that way to get another Djinn. In order to find the Djinn, use Reveal to find a hidden stump to jump over to a ledge to the west. This ledge is a little north of the ladder leading down from the ledge. Once you've revealed the stump, jump across it and head down the ladder. Here you'll find a Mars Djinn that you will have to battle. He'll have some reasonably powerful fire attacks, so make sure to heal with Mia and don't be arrogant. Once you beat him you'll get the Mars Djinn Flash. Flash is a *very* useful Djinn especially later on in the game because he has the ability to block a lot of damage taken to the whole party.

Now, head back up the ladder and go east (going through that cave will take you to the pink sand storm which we don't want to go to yet.) Before you head down the ladder, you'll want to save and inactivate all of your Djinn (of course, keep 4 of Mia's active.) However, if you have much more than 4 Djinn for some the characters, you may want to activate Djinn like Flint, Quartz, Scorch, Flash and Squall. Now, head down the ladder and go south a little. Suddenly a giant sand storm will come after you. My advice is to just stay where you are and let it get you to avoid random attacks. Once you're in it, use Douse like usual to drop down and fight the monster.

This monster isn't just another Tornado Lizard. The monster that you now face is a Storm Lizard and he's a mean mama-jama (a la Shaft.) Storm Lizard has a Sonic Slash attack that's simply devastating. It will attack all of your Party Members and do at least 150 damage to all of them. First things first, cast all of your Summons. For each round use Wish with Mia. With Isaac, use Ragnarok and occasionally Flint. Also, if a player goes down use Quartz that you should have active by now to restore that player. With Garet you'll want to use Heat Wave unless the party is hurting when you'll want to use the Djinn Flash who will reduce damage taken to each character in that round to about 8. With Ivan you should use primarily Djinn that attack or do some sort of status change to Storm Lizard in hopes to stunning him. Another good Djinn to use with Ivan is Zephyr which will boost party agility. If you use a lot of Djinn, it's possible to cast another high level summon on the Storm Lizard which will really help you out. Generally by the time you cast another Summon, Storm Lizard will be under 500 HP and you should be able to kill him with it. When you kill him you'll get 1300 experience and 6100 coins in addition to a handy Psy Crystal (keep saving these.) If you are unable to beat Tornado Lizard, here a few tips to help you out: Try running south to a rock circle similar to that in the Lamarkan desert with a Psy Crystal in it. You can also outrun the tornado all together if you're quick, because you really don't need to fight it (although I recommend doing it for the experience and Psy Crystal.)

any ways, once you've defeated the Storm Lizard, head south and grab the Psynergy Stone in the rock circle. Keep going along the sole path to finally spot an exit going east. Iodem will jump out and mention how they didn't find Sheba. Don't worry about her, you'll meet up with her later. Instead, keep going out the desert and head east to enter Suhulla Gate.

Suhulla Gate

Head up all of the stairs at Suhulla Gate to find two guards injured on the ground. They'll tell of a strange group of people who came through without any papers (wonder who they could be?) Once Iodem is done talking , head north through the gate to find a small door that contains a minister that will revive downed characters. Once you're done with him, head east to get to the next screen. On this screen you'll see an area where you can slide down the side of the mountain almost immediately. Slide down to find a treasure chest with a mint in it. Climb back up all of the vines and advance to the next screen. On this screen you'll see several areas that you can slide down the mountain in a row. The one that you want to slide down is the third from the left. This will land you right next to a Mercury Djinn who you'll have to battle. Use the typical Ragnarok/Attack/Plasma/Wish strategy with optional summons in the beginning of the battle. Defeat him to get the Mercury Djinn Dew. Now, slide down the cliff you're on and head east. Head up one vine to find a cave that you need not enter at this point in time (this leads to a ship that you'll use much later in the game.) Keep heading up the vines until you get to the top of the cliff once more and head east. Keep going east past the downed guard and down the stairs. Eventually you'll find yourself back on the world map. Start heading northeast towards the Venus Lighthouse.

Venus Lighthouse Part 1

When you get close to Venus lighthouse you will get out of the world map and into the Venus Lighthouse entrance. Head past all of the downed guards (you don't need to read what they say) and keep going along the path until you get to Venus Lighthouse. Enter the lighthouse and go through the first room which is just a hallway. In this next room you'll see a large tree on the ground. Use reveal when standing on this tree to expose a hidden door in the wall just above you. Head down this door and open the treasure chest to get the Carry Stone which gives you the Carry psynergy. The Carry psynergy allows you to pick up small blocks and place them in different positions. Head out of this room and back into the room with the tree on the floor. Go through the door to the north. Here there will be two paths. The first one you should take is the path to the east. Head down the stairs and into a room with several stepping stones. Head west, then southeast to reach the south part of the room. Head up the stairs here to find the Lucky Cap. Now, head back and you'll want to take the path on the west in the room past the tree room. Go through the door and into the next room. In this room there will be stairs leading up that you need not take. Instead, head through the door in the northeast part of the room. In the next room you will find a small block preventing you from entering the other staircase in this room. So, use your new Carry Psynergy on it and carry it south to drop the block out of the way. Now, go up the stairs and into the next room. In here you will see several bands of electricity that you can not pass. So, use the Reveal Psynergy to find a new, secret staircase right next to the one you just came from. Proceed up the staircase and in the next room go north along that long, narrow passage way. Here you will come to a room with a miniature lighthouse and a statue of a women at the northern part of the room. Go talk with the statue to have her speak to your soul and reveal a path on the ground. This path should have one light in the center with a different color from all the rest. Once you've done this, use retreat and head out of the lighthouse.

Head out the Venus Lighthouse entrance area to the east to arrive back at the World Map. Head north and then west along the dirt path to arrive at the next town which is...

Lalivero

As soon as you enter Lalivero, you'll find two guards to the city lying on the

ground injured. Iodem will talk to them and discover that Sheba was with Saturos and the rest and that they went through town destroying whoever was in their path. Once that's over with, head to the Inn in the northwestern part of town to heal all of your party members. Once you're done, head out the inn and locate the weapons and armor shop in the southeastern part of town. Buy the latest upgrades for all of your characters, but don't exit the shop. See that ladder in the back? Head up that to arrive on the roof. When you arrive on the roof, hop over the gate on the right. From here start to head north until you reach the northeastern corner. Jump the building a little south of that and across the next building. Go up the vine and check the jar on the left to get some Water of Life. Now head back down the vine and back across the gap and onto the gate again. Go around the northeast corner and start heading west. You'll see the Djinn on top of the roof, but go a little past that to the next building where you can hop onto. Do so and then hop across to the building with the Djinn and then up the vine. Go up the Djinn to get the Mars Djinn Torch without a battle. Now, head back from whence you came (11) all the way around the city gate and back down the ladder in the weapons shop. Now, head to the building in the southwestern part of town that also has a ladder on top of it. Go in the building and climb up the ladder to arrive on the roof. Hop onto the gate and start moving counterclockwise. After going over the gate the city you should see a vine going down leading to a treasure chest. Open this treasure chest to get a Warrior's Helm. Head back to the building and go down the ladder and out of the building. Now, head out of Lavlivero via the path to the north. Right above Lalivero is Babi's Lighthouse. Note: If you ever need it there is a Psy Crystal hidden in the Pointed Statue on a small island in the middle of the town. You shouldn't need it, however, since there is an inn in this town. Thanks to Alan Quirino [grayfox_2510@hotmail.com] for that information.

Babi Lighthouse

Note: If you have not yet visited Venus Lighthouse, please go back and do so (see Venus Lighthouse Part 1 topic above.) You will need to talk to the statue in there to avoid a dead end in Babi's Lighthouse.

Babi's Lighthouse is under construction, and you don't actually enter the tower in this game. Instead, you're going to want to find the hidden entrance to Venus Lighthouse through the ruins that Babi Lighthouse were built on. Head north along the west part of the screen along the orange logs until you reach the next screen. UPDATED: Keep going north and go down the ladder next to the statue. In the dungeon down here you'll see two large pillars. Move the left most pillar to the left, then go back from whence you came (12). Go east to find another statue. Move this to expose another ladder which you want to go down. Move the pillar on the right to the left and now hop across the gap to the other side. Keep going north and head up the ladder here. You'll arrive outside of Babi's Lighthouse on top of a ledge. Use Grow on the vine near you, and climb up it. Head down the Crevice hear and go through the door. Now, head down the crevice here to land right next to a Jupiter Djinn who you'll have to battle. Once you defeat him you'll get the Jupiter Djinn, Luff. Head down the crevice. In this room head around the gap clockwise and go through the door to the north. Go up the stairs once more to arrive in a room with three crevices to drop down. You want to drop down the first crevice that you can get to, heading just south. You'll fall *all* the way down past the first floor that you entered to a dirt cave with a door blocking the path. There will also be several archeologists who mention that Saturos and company went through this door that they had not been able to open prior to Saturos and company coming through. Once they're all done talking, go up the door and use Reveal. A switch will appear where the sign once was. Flip this to open up the door. The others in the room will be amazed that you solved such a "complex" puzzle and try to run through on their own. The door will close shut because non-adepts are not allowed through the door. So, Iodem will now leave

your party (he didn't do too much any ways) while you continue through the door. Head down the stairs to find yourself in the Temple Ruins.

In this room you'll see another statue exactly like the one that you saw in Venus Lighthouse. You don't need to touch this one, because it will just throw you off saying it's not going to open your path. any ways, go through the door going south to arrive in the next room. In this room you'll see two large pillars that you'll have to move to jump from the main ledge to the next ledge.

Move the pillars in such a fashion so that the first pillar is all the way against the right wall and 1 square from the top. The next pillar should be 2 squares under if so that you can jump from the gap to the two pillars and to the ledge. Do so and continue to the next room. This next room is the crossing into Venus lighthouse, and the formation of the stepping stones you hop depends on which pattern the statue in Venus Lighthouse part 1 showed.

Venus Lighthouse Part 2

This walkthrough is now going to fork depending on the path that you take (your path is determined by the tiles on the floor that you can change by talking with the statue in Venus Lighthouse.) This first part is the guide for going West:

In this next room there will be another similar pillar puzzle. Move one of the pillars one down and directly left and another pillar 2 squares below it to allow you to hop from the top ledge to the ledge to the west. Head down this ledge and into the next door. Yet another pillar moving puzzle awaits you in the next room where you should push 1 of the pillars all the way to the left, and another two squares to the east of it. Cast Ivan's Whirlwind against the large plant and then do it again to the other side to reveal another pillar. Now, push one of the original pillars all the way back to the east and push the next pillar 2 squares directly south of it. Now, head back up the stairs and hop over the pillars onto the ledge. Whirlwind the brush there and head through the door. Head all of the way south through the narrow hallway in the room to arrive at a door. Head through to find a room with three small pillars. Push one of them directly above the little white ledge and use Carry to put the statue down there. Repeat the process to bring the ledge on the left all of the way up allowing you to jump the large ledge to the left. Head through the hallway and through the door. In this room you'll have two paths to take. Take the path to the left to find a large statue on an elevated platform. Head up the stairs south of the platform and use reveal to expose a treasure chest with an Oracle's Robe in it. Head out of the room and hop across to the ledge on the right now. Go south to enter a room with 5 different color statues. This is where this path meets the Southern past, so skip past the following section to continue with this guide.

Here is the guide for going South:

Once you get into the room after the stepping stones you will see a pillar with water in it and a path leading to a water drop. Push the pillar onto the water drop to make another pillar come up. Hop across this pillar to the ledge on the west. Head south and do the same pushing to water drop thing you just did with the pillar down there. However, this time you're going to have to use Douse (equip Douse Drop on a character) to cause this pillar to be heavy enough to bring the pillar up. Then, head across the pillar and into the next room. This next room contains more stepping stones, with a fork in the path. Head west to find a room with a statue and apparently a dead end. Use Reveal to expose a treasure chest with Asura's Armor in it. Once you get the armor, head back out of the room and head to the ledge in the southwest part of the room. This room is a little tricky, so pay attention. Head down the southern most part that you can get to. Get as close as you can to a 1 square gap between you and the pillar. Move the pillar south and then start pushing it to the

northeastern most point. Now, use Douse on this pillar and head up the stairs. Stand facing the pillar and use Frost on it. Now, go up the final set of stairs and head from the top ledge to the ice pillar to the ledge to the east. Head south and out of the room. In the next room, head left across the stepping stone and continue south into a room with 5 colored statues.

In order to open the door in this room with 5 colored statues, you'll have to mind read the statues, or you can just put them in this order:

Red Blue

Gold

Green Violet

Once all of the statues are on their squares head through the now open door to find a room with a tree in it. No secret rooms this time, just head up the stairs. In this room there will be a Psynergy stone, so heal and use any other spells you want to use before getting the stone.

Head into the room to the north and go to the first door on your left. Here you have to use carry on the small block to put it into the gap. Now, hop over it and go through the door. Head up the narrow hallway and then cross the sand going east. Head up the stairs to find a room with several small sand waterfalls. Head through the sand waterfall to the far right to find yourself in the next room. Head west to get to a stepping stone path where you'll want to head along the right wall. Head all the way down to the door there to find a room with a statue and an elevated piece that looks like this: [|]. That solid line in the middle is for flowing electricity, so put that in the empty hole in the room to have electricity come from the statue and open the door. Head through it and step on the small purple switch in the next room to change around the sand waterfalls. Continue counterclockwise around this room until you get to the next door going south. This will get you back to a room you were in earlier. Here you'll want to head down the ladder and up the ladder to the north of it. Head across the sand waterfall and go through the door. Head to the southeast part of the room and go down the ladder. Move the two pillars there to expose a doorway leading to the other pillar to the north. Push that pillar all the way to the west and then head back and up the ladder. Hop from the ledge to the west onto the pillar and then onto the ledge to the north and up the stairs. Go down the ladder and under the bridge in the next room then up the other ladder. Go up the stairs here and through the door to get to the next room.

It's now time for another one of those electric current puzzles. Push the right most block into the southwestern hole, push the left most block into the northwestern hole and push the north most block into the northeastern hole. Leave the southeastern hole without a block in it. If you did this correctly there should be a solid line for the electric current to go through and it will open the door. Proceed through the door to reach another room with a sand waterfall in it. Hop over the pillar here and go up when you get to the ledge directly east of the sand waterfall, then cross the sand waterfall and hop over the gap to the northwestern ledge via a pillar. Head through the south door to find another room with many sand waterfalls. Head through the eastern most sand waterfall to find the Dragon Scales. Head through the sand waterfall on the left and up the stairs. In this room you'll have to use Carry to drop 2 small blocks on the western white ledge. Doing so will allow you to hop across the eastern white block and to the ledge to the east. Go through the door and step on the purple switch to change around sand waterfall locations again. Head directly north from the switch across a gap and go down the stairs to arrive in the room with the large sand waterfalls. Now that the waterfall on the left is flowing, go down it and to the ledge in the southwestern part of the room. Head up the staircase on this ledge to get to the next room.

In this next room head south through a door to find a new room with moving sand currents. The objective of this room is to get to the ledge to the east and to get the treasure chest in the south which contains the best weapon in the game, the Gaia Blade, so you're going to have to time your movements well. There

really isn't too much to right about, it's more about execution in this room. One thing to try, however, is running to get a little more control (you need to know where you're going, though) Head to the door to your right to find yourself in yet another electric current puzzle. This is the toughest puzzle yet, and it took me a few trial and errors to figure out the correct way. Rather than describing this I drew a picture. Go to http://comicsoft.hypermart.net/gsa/w_001.gif for the solution to the puzzle. It's not great, but you should be able to figure it out. The tan squares with lines drawn through them correspond to what shape you want to put where. Once you've done that the door will open and you should head through it. In the next room, head west a little bit to expose a purple switch that you'll have to press to once again mix up and create new sand waterfalls. Hop directly north from the switch and continue along the path. In the middle of some empty space will be a blue and white colored pad hovering in mid air. This will be the pad that you'll fall down to just a little bit later. For now, head north across the gap and down the stairs. Head south through the next door to find yourself slipping down the middle waterfall. Head to the ledge to the right, then move all the way north and head east across the sand. If you're having trouble getting across the sand waterfall, remember to hold B to run, the direction you're going and up at the same time so that you won't fall. Head up the stairs on this ledge and then up the stairs again. ABSOLUTELY FOR THE LOVE OF GOD SAVE YOUR GAME IN A DIFFERENT PLACE THAN YOUR NORMAL GAME. TRUST ME, IT WILL BE HELPFUL TO YOU LATER ON.

On this floor you will find a Psynergy stone (don't take this yet) and a crevice leading down to that blue and white floating elevator that you saw earlier. Do not head down the ledge until you are ready to go to the top of the lighthouse and fight the boss of the game. At this point, I would equip my Lure Cap and start leveling up if you're under about Level 24 or so. This probably won't take a lot of leveling up, but do make sure to conserve your Psynergy. Try to use only your Djinn and normal attacks reserving Psynergy for only healing attacks. You may also want to use Herbs and Nuts at this time to save yourself from wasting Psynergy (you won't be needing these against the boss.) Save frequently here, as the monsters are very tough and occasionally they can get one or more of your character's down. Alternatively, another way to level up is to use Retreat and backtrack to Crossbone Island.

What!? We're Backtracking!?

Yes, it's time to go *back* to Suhulla Desert to get to Crossbone Island. Why didn't we just go earlier, when we were in Suhulla Desert? This is because you needed to get Carry to solve a few of the puzzles in Crossbone Island and it would be trivial to go earlier because you'd just have to go back from Crossbone Island when you got stuck. Nevertheless, head out Venus Tower via Retreat and make your way out of Lalivero and start heading southwest. If you're trying to level up, stop at the inn, put on the Lure Cap and start fighting enemies in the base of Babi tower. Go west through Venus Lighthouse entrance and keep going west until you reach Suhulla Gate again. Backtrack from there all the way until you get outside of the gate and back into the over world map. Keep going west until you reach the Suhulla Desert. At this point you'll want to make a separate save game different from the save game that you have at Lalivero. When you get into Suhulla Desert, head west around the hallway and up the steps. Remember the hidden pillar that you had to reveal to get the Djinn a little earlier? Well, reveal this again and hop across. Head down the ladder here and this time go through the cave.

Head east along the long passage way and up the stairs when you get to them. Head south out of the next room to find yourself right next to a pink sand storm (I wonder if Isaac sees pink sand storms when he's drunk as opposed to pink elephants ;-]). Go into the sand storm, but DO NOT DOUSE THIS TORNADO or you'll have to go out of Suhulla Desert and then back in. Instead, let it

sweep you up and take you to...

Crossbone Island

When you get to Crossbone Island, head to the southern part of it. You'll see an indentation in the mountains when you get to the southern part of the island, so head north to it to find the entrance to Crossbone Island. When the world map disappears, go to the west to find a vine that you have to use growth on. Repeat this process two times until you're at the top of the cliff. There will be three crevices to fall down here. The crevice on the left will take you to the north of those tree stumps and next to a shrub that you should whirlwind to expose the entrance to Crossbone Island Cave. The middle crevice leads to a chest with 1 coin, and the right crevice leads to a chest with a mint in it. When you go down the crevice on the left and whirlwind the door, enter it to enter the cave. Head north along the hallway until you get to a large staircase to go down. Do so and arrive at the first floor of Crossbone Island Cave.

On each floor in Crossbone Island there are several treasure chests. In this guide I will mention how to beat the boss in the first paragraph, how to get the treasure chests in the second paragraph, and in the third paragraph I will mention how to actually solve the room and get to the next one.

One thing to note about Crossbone Island is that there aren't random battle encounters, which is quite nice. Instead, there are "Door Enemies" that you'll have to fight before you can enter in a door.

Also, whenever you come out of a door in Crossbone Island make sure that you push the stump down so that you'll have easy access past rooms you've already gone through if you need to head out of the cave and then back in for any reason.

-Floor 1-

The first of these Door Enemies is a Hobgoblin and a Virago. These guys aren't all too tough, because you'll be free to cast all of your summons right off the bat (remember, there aren't any random battle encounters in Crossbone Island.) 3 Level-4 Summons should wipe these guys out of the cave, giving you a Lucky Medal and access to the first floor.

CHEST 1:

Location: Southwest corner of the room.

Item: 111 Coins.

Directions: Hop onto the ledge right below the stump and push it to the left.

Head counterclockwise across the gaps to get to the treasure chest.

Notes Before Obtaining the Next One: Head out of the room.

CHEST 2:

Location: Southeast corner of the room.

Item: Nut.

Directions: Hop onto the ledge below the stump and move it to the left. Jump onto the platform with the stump and head right. The chest is directly east of the platform.

Notes.....: Head out of the room.

CHEST 3:

Location: Northwest corner of the room.

Item: Hard Nut

Directions: Hop onto the ledge below the stump and move it to the right. From the ledge head to the left and move the stump to the north and move the log there to the right. Head north along the stepping stone path on the left.

Notes: Head off of the platform but you need not go out of the room.

CHEST 4:

Location: North-center part of the room, not on a stepping stone.

Item: Antidote

Direction: Head counterclockwise all of the way around the outer ledge.

To get out of the room you'll need to make sure that you haven't moved any stumps yet (head out of the room if you have.) Hop onto the small stepping stone below the only log visible. Move the log to the right and head northwest to the next stump on a ledge. Move this log to the left and start making your way east until you can't go east any further. Once you're there, head north until you reach the northeast corner. Start heading west until you come to a ledge with a stump to the left. Move this stump east one square, then start heading back from whence you came (13?) Make your way to the stump in the middle that you haven't moved yet. Move this to the right and jump onto it. Now you'll want to make your way to the log you moved earlier northwest of the log you just moved. Move this log to the east, hop on to the platform and make your way to the long outer ledge. Head all the way down this ledge and out the door. When you exit the room there will be a treasure chest here that's actually a Mimic. You probably will want to fight him at this point for his experience points.

-Floor 2-

The next enemies that you'll have to face are two Grislys and a Sucubus (reminds me of a South Park episode.) As always, put all the Djinn on standby (even Mia's at this point) and just let the Summons Rip. These guys will die to approximately three Level-4 summons, so you really don't have anything to worry about.

CHEST 1:

Location: Just north of you when you enter the room.

Item: Elixir

Directions: Just head north, this isn't head to get.

Notes: None.

CHEST 2:

Location: Northeast of Chest 1.

Item: 222 Coins.

Directions: Simply head around the blocks counterclockwise from Chest 1 to find Chest 2 without having to roll and logs.

Notes: None.

CHEST 3:

Location: Northeast corner of the screen.

Item: Lucky Pepper

Directions: From Chest 2, head around the block and head to the east most point then go up. No rolling required.

Notes: None.

CHEST 4:

Location: Northwest from Chest 1.

Item: Mystery Blade

Directions: Push the log above Chest 1 up, then head to near Chest 3 in the northeast part of the screen and push the vertical log to the left. Head down and around the broken pillar and go next to Chest 2. Push the horizontal log there up, and then push the horizontal log that was right below it up as well. Now, head northwest of Chest 1 and push the vertical log to the right and the horizontal log up.

Notes: None.

To get out of Room 2, simply follow the directions for Chest 4 and just head south along the west corner of the screen to find the exit.

-Floor 3-

The next door enemies that you'll have to face are a Lich and two Fiendish Ghouls. These guys still aren't very tough and three Level-4 summons should

get them. When they're defeated you'll get a handy Psy Crystal for use in battles later in the game.

CHEST 1: (Left Most)

Gem Location: Just a little northeast of the door.

Item: 333 Coins.

Directions: Equip Catch Beads and use Catch when facing the blue gem on the part of the original platform that you were on when you entered the room that's the most northeast.

Notes: To get to the Blue Door where you need to use this game, simply go back to the main platform and then head along the northwest stepping stone path to get to the top ledge (the same applies for getting to all of the blue doors.)

CHEST 2: (2nd to the Left)

Gem Location: Due east of Gem 1.

Item: Fairy Ring

Directions: From the northwest corner of the original platform start hopping southeast. Eventually when you get to the eastern wall the stepping stones will allow you to make a U-Turn and arrive directly east of the gem. Use Catch on it to get the second Gem.

Notes: See Chest 1's Notes.

CHEST 3: (2nd from the Right)

Gem Location: Northeast of Gem 1.

Item: Cookie.

Directions: Head along the western stepping stones as if you were going to the blue doors, but head one square to the east when you can. Start moving north until you arrive at a row with two long platforms with a small platform in between them. Face south towards the gem and use Catch to obtain it.

Notes: See Chest 1's Notes.

CHEST 4: (Right Most)

Gem Location: North-northeast of Gem 3.

Item: Smoke Bomb

Directions: From the main platform head northeast, then due north when it starts to straighten out. You'll find yourself right underneath Gem 4 which you should use Catch to get.

Notes: See Chest 1's Notes.

From Chest 4 (not Gem 4) Head directly south to land on the northern most square of a circle. Use reveal to expose a hidden Red Gem in the middle which you should use Catch on. Once you get the gem start heading west along the north ledge when there blue doors were and head down the stepping stones on the western side of the screen. About three from the south you'll be able to jump west to the ledge with the red door. Do so and continue through it, then head south and out of Floor 3.

-Floor 4-

The door enemies for Floor 4 are two Gryphon birds. As always, use all of your Summons against them. This may or may not kill all of them, and if there's one remaining just use Ragnarok with Isaac, attack with Garet, defend with Ivan and Wish with Mia. The Gryphons shouldn't have too much HP after getting hit by four Level-4 Summons, so don't worry about dying too much.

CHEST 1:

Location: North and a little east of the center of the screen.

Item: 444 Coins

Directions: Go up to the second statue that you reach when going east from the door. Use Halt on this statue when you have it up against a wall to sneak by it. Once you get into the shadows use cloak to sneak by another concealed statue and use reveal to figure out where you're going. This statue can be obtained by heading to the north wall and going west a little.

Notes: Head back outside the statue.

CHEST 2:

Location: Due north of the first statue that you get to going east from the

door.

Item: Sleep Bomb

Directions: Go up to the first statue that you get to when going east from the door. Move to the right on it and halt it, then sneak past and use reveal to find a treasure chest at the northern most part of this hallway.

Notes: Go back south once you're done.

CHEST 3:

Location: Northeast corner of the screen.

Item: Storm Gear

Directions: Go up the second statue that you reach when going east from the door and halt it. Go north and put on cloak to sneak past the first statue. Use reveal to find out where you're going. A little past the statue in the dark take a right to arrive near a statue in pure daylight. Sneak past this statue by staying in the shadows and head clockwise past the statue to get to the treasure chest.

Notes: Head back out to near the entrance door when you're done.

CHEST 4:

Location: Near the exit door.

Item: Psy Crystal.

Directions: See exiting the room in the next paragraph.

Notes: None.

To exit the room, head west from the entrance door and go up the narrow passage way. Put on cloak when you get to the shadows, and stay in the shadows for as long as possible to get past the statue here.

-Floor 5-

The next door enemies are a Lizard King, a Harridan and two stone soldiers. As always summon the hell out of 'em (make sure the big arrow falls on the Lizard.) After one or two summons everything but the Lizard King will be gone, but he'll stay alive through four summons. The Lizard King also deals a pretty good blow, and if you're not careful Ivan might get hurt (you may actually want to defend him in the first round and do a 4-Summon in the next round if you're afraid of him dieing.)

CHEST 1:

Location: Northeast corner of the screen, near the stairs.

Item: 555 Coins

Directions: Just head around the ledge counterclockwise to find this Chest.

It's near the stairs.

Notes: None.

CHEST 2:

Location: North-center part of the screen

Item: Lucky Medal

Directions: Head down the stairs located at the northeast part of the screen. Move the first vertical log that you seen to the left and move the horizontal log directly southeast of that up. Move the vertical log back to the right, and head out of the lower area and flip the switch to bring water in. Hop across the log pattern you just set up to reach the chest.

Notes: Head out of the room when you've completed this.

CHEST 3:

Location: Southwest part of the screen.

Item: Ninja Garb

Directions: Head down the stairs into the lower area of the screen. Head west until you see two vertical logs with the edge of a horizontal log in between them. Push the lower vertical log to the east, then push the horizontal log south. Push the lower vertical log west, then push the horizontal log to the right of the upper vertical log south. Now, push the lower vertical log that's to the west back east, then push the horizontal log you just pushed back up. Now, go back to the switch to fill the area up with water, and hop across the path you made to get the chest.

Notes: Go out of the room when you've completed this.

CHEST 4:

Location: Northwest part of the screen

Item: Potion

Directions: See exiting the room in the next paragraph, it will be directly west of when you hop off the logs in the pattern below.

Notes: None.

To get out of the room, head down the stairs in the northeast part of the screen. Push the 2nd east most horizontal log south, then move the northeastern most vertical log east. Move the horizontal log one square southwest of it north. Push the northern most vertical log west, then push the horizontal log you moved south earlier back north. Push the vertical log that's now up against the west wall back east, then push the horizontal log directly north of it south. Now, flood the area by hitting the switch, and head across the path you've created. Hop to the ledge and head all of the way south and out of the door.

-Floor 6-

The door enemies for this floor are two Chimeras, which are three-headed lion type creatures. As always, unleash all of the summons on them in the first round. One of them will probably die to four Level-4 summons, with the other being badly damaged. Ragnarok with Isaac, Attack with Garet, Defend with Ivan and use Ply Well with Mia to get this guy. If you have a Level-3 Summon available at this point (by having 7 Djinn) use it and you'll almost certainly wipe out the last Chimera. When you defeat him you'll get a potion and advance through the next door.

CHEST 1:

Location: North-northeast of the door.

Item: Elixir

Directions: Move stumps that you see when you enter the door so that 1 is all the way to the left and another is one from the right. Hop across the stumps to get the treasure chest to the north.

Notes: None.

DJINN:

Location: Northwest corner of the screen (initially)

Directions: From Chest 1, head north until you get to the north wall. Head down the ladder and then up the ladder to the west. Keep going west along the northern ledge until you get near the Djinn. He'll run away, and you'll have to keep going around the corner until you get to a movable stump with a crevice on the side of the ledge. Push the stump down the crevice, then go down the crevice yourself. Head down the ladder and freeze the puddle a little east of the ladder. Head back up the ladder and jump across the pillars and go north along this ledge. Here you will find Chest 2. Keep going north and the Djinn will flee. Push the stump to the right and go up the ladder. Go east to find the Djinn in the northeast corner. He'll flee once more, and you should go down the large ladder and up the smaller one. Head south, then jump across the two stumps you had moved earlier and go up the ladder. Go directly south of the Djinn (there will be a block in your way) and use Halt on it. You can now go up to it and get the Venus Djinn Bane! Jeez, that was pretty complicated.

CHEST 2:

Location: Go up the northern ledge towards the second location of the Djinn (see Djinn step.)

Item: 666 coins (how evil)

Directions: See Djinn Directions.

CHEST 3: (Get the Djinn before doing this, but don't go out of the door)

Location: The middle of the screen on top of a stump.

Item: Demon Axe

Directions: Go to the middle of the screen without climbing up any ladders and push the stump with the chest on top of it as far north as it will go (make sure it's still in the center.) Now, head back south and go up the ladder on the east. Hop across the two stumps you had moved earlier and start heading

north. When you get to a small ladder, head down it and go up the large ladder to the west of it. Go west past the large ladder until you get to a small ladder. Go down this ladder and push the stump to the east. Climb down the ladder and Move the log all of the way to the east. Go back up the two smaller ladders and then go down the large ladder. Hop from the stump onto the ledge in the middle and get the Chest.

Notes: None.

CHEST 4:

Location: Middle-southern part of the screen.

Item: Water of Life

Directions: From Chest 3, head back to the stump and up the large ladder. Then, go down one small ladder but not the other and start heading south. Keep going until you reach the Ice Pillar that you freezed, and hop across that to the stump and then down the ladder. Now, move the stump all of the way to the east. However, before moving it into its final position north, you'll have to get north of it and use Move Psynergy so that you don't get trapped behind it. Head back up north and go up the small ladder. Then, head south and jump from the ice pillar to the stump to the next platform. The treasure chest is right on top of here.

Notes: None.

To get out to the level (these directions are from after getting Chest 4) head back across the two pillars and start going north. Head down the small ladder when you get to it and go south until you reach the stump that you had moved to get Chest 4. Use Move Psynergy to move this south and then west. Keep heading south to find your way out of the door.

-Floor 7-

At the door this time will be two Earth Lizards. This time, for a change, try activating all of your Djinn to have your stats boosted up a *ton*. Use Ragnarok with Isaac, Attack and Impair with Garet, Plasma and High Impact with Garet and Wish Well with Mia. It will take a lot longer but there's less risk of a character going down thanks to more health and more defense. When you eventually defeat them you'll get some Water of Life and access to the next room.

CHEST 1:

Location: Northeast part of the screen.

Item: Lucky Medal.

Directions: Head northeast along the hallway and across the gap to the west when you get to it. Keep going west until you reach a small block that you'll have to move all the way to the right and then all of the way north. Now, use the Carry Psynergy that you got in Venus Lighthouse to place to block 1 square north on the ledge. Now, climb up the ladder and keep going east until you reach the chest.

Notes: Head out of the room before attempting Chest 2.

CHEST 2:

Location: North-center part of the screen up on a large single platform.

Item: Psy Crystal

Directions: Head back to where that small block was when obtaining Chest 1. This time, move the block all of the way to the left without changing its vertical position, and use Carry on it to bring it up the ledge to the left. Now, jump the gap and head up the ladder and down the one to the east of it. Move the block one square to the north and use Carry on it to move it up to the ledge above. Head back up the ladder and jump to the pillar you just made to get the chest.

Notes: Head out of the room before attempting Chest 3.

CHEST 3:

Location: Almost dead center portion of the screen.

Item: Wicked Mace

Directions: Head back to where that small block was in getting the previous chests. Move it west just like you did in getting

Chest 2 and Carry it onto the ledge. Hop the gap and go up the large ladder and then down the small one. Move the block all of the way to the left of the platform and push it off. Now, move the block so that it is 2 squares to the left of the bottom most square of the ledge. Now, go up the large ladder and down the small one and jump across the small pillar to the platform against the west wall. Head southeast on this platform to get the chest.

Notes: None.

CHEST 4:

Location: East of the exit door.

Item: 777 Coins

Directions: Thanks to Peter Mentink for this information: It's real easy, you can just jump on the ledge where the chest is (jump below the chest).The square you jump to is only not visible because off the walls!

Notes: None.

From Chest 3 head back across the gap and up and then down the large ladder. Jump across the gap and start heading south at the narrow passageway. Hop to the west when you come to the end of this platform to find another small block. Move this down as far as it will go and then all of the way to the left. Use Carry to place this block on the ledge to the north of it, then climb up the ladder and hop across the gap. Head down the ladder to the west and go south to go out of the door.

-Floor 8-

The next group of enemies are a Poison Toad, and two Thunder Lizards. These guys are pretty tough because they have the ability to stun your entire party which wont' allow them to attack. I'd go into this with 4 of each type of Djinn on standby with the rest of the active. This is a compromise between stats and having Summons (although you may want to keep all of Mia's Djinn active for Wish Well). Three Level-4 summons will take care of the Thunder Lizards, leaving only the Poison Toad. Here you will probably want to use status changing Djinn that will paralyze or put Poison Toad to sleep. Once he's injured, blast the hell out of it with regular attacks to defat it. On defeating the group you'll earn some Water of Life. If you're running low on PP, instead of wasting Psy Crystals, just run around for a while to restore PP (you don't have to worry about random battles.)

CHEST 1:

Location: Northeast part of the screen.

Item: Smoke Bomb.

Directions: Head north along the hallway until you reach a white platform with a puddle of water underneath it. Freeze this puddle and head north up the ladder. Once you're up on the cliff, head south to get the chest.

Notes: None.

CHEST 2:

Location: North-Center part of the screen. This chest is the top one.

Item: 888 coins.

Directions: From Chest 1 head down the ladder and freeze the puddle in your way. Now, head back north and up the ladder. Cross the gap to be right next to this chest.

Notes: Head out of the room before attempting Chest 3.

CHEST 3:

Location: Directly below Chest 2.

Item: Cleric's Ring

Directions: Make your way to Chest 2, freezing the puddle south of the ladder leading up to the cliff on the east. Do *not* freeze the puddle under the platform or you'll have to start over. From Chest 2, slide down the crevice on the side of the mountain and make your way around the logs so that you can now push the small black rock east. Do so, then head up the ladder northwest of it and back across the gap towards the dragon. Head down the crevice, push the horizontal log down, and freeze the puddle under the white platform. This will now have the dragon burn down the ice pillar in your way to the ladder to the

north, so hop across the puddle and refreeze it when you're north of it. Head up the ladder and across the gap. Head down the crevice on this cliff and push the horizontal log down. You can now get up the ladder and get the chest.

Notes: None.

CHEST 4:

Location: Along the northwest wall.

Item: Potion.

Directions: From Chest 3, head down the ladder and head northwest. Hop over the puddle, then freeze it and go up the ladder. Jump across the ice pillar to the cliff to get the item.

Notes: None.

After you get the 4th Chest, head down the crevice and go out of the room via the door to the south.

-Floor 9-

The door enemies for this floor are two Cerebuses. Go into the battle with 4 inactive Djinn for Isaac, Garet and Ivan and all of the Djinn active for Mia. Cast all of the summons for Isaac, Garet and Ivan in the first round. Have Mia use Wish or Wish Well throughout the battle. Once the summons have been cast, have Isaac start to use Ragnarok, have Garet use the Djinni Flash or re-summon Flash, and have Ivan use High-Impact then Plasma in the following rounds. Defeat them to get a handy Psy Crystal.

CHEST 1:

Location: East-center part of the screen in the middle of the lake.

Item: 999 Coins

Directions: Head north to get to the lake with many logs to cross. Take the horizontal log to the west of the lake up north. Now, take the vertical log right above it to the east. Head off onto the eastern ledge and head south. Take the horizontal log here up north, then hop east to the double vertical logs. Head down to the south and take the vertical log in the southeastern corner of the lake west to reach the island in the center.

Notes: Head out of the room before attempting to get the next Chest.

CHEST 2:

Location: Northwestern part of the lake.

Item: Sleep bomb.

Directions: Head up the eastern ledge of the lake and take the northern most vertical log west. Hop north to get the treasure chest.

Notes: Head out the room before attempting to get the next chest.

CHEST 3:

Location: Middle of the room in between the two lakes.

Item: Water of Life

Directions: Take the western most horizontal log in the first lake you come to north, then take the vertical log above it east. Head onto the cliff on the east and head south. Bring the horizontal log here north, then hop east to the vertical log. Move that west, then hop south to the vertical log below it. Head all of the way to the west to reach the platform with this treasure chest on it.

Notes: None.

CHEST 4:

Location: Northwest past of the screen.

Item: Muramasa (a sword)

Directions: From Chest 3, head southwest. Take all of the horizontal logs north. Now, go and take the lowest vertical log west, and then take the horizontal log above it south. Go back and take the middle Vertical log west, then take the horizontal log above that south. Go all the way back from whence you came (13) and take the final vertical log at the northern part of the screen west. Jump up north to get the item.

From Chest 4, simply take the vertical log back east and head south down the ledge to find the exit door.

-Floor 10-

When you get to floor ten, you'll be thrilled to know that there are no longer anymore puzzles to solve. However, you're about to face one mother of a boss. Save your game, inactivate 4 Djinn for everyone but Mia, and make sure everyone's healed. It's time for the battle of your life (you meaning Isaac and company.) Head west up the dock to find a treasure chest. This chest is actually a mimic that you may want to fight for the experience. Now, head up the deck the ship (to the north) to encounter Deathbeard in a random battle.

If you're around level 25-26 and have at least 6 Djinn for each character (If you've been following this walkthrough you should by now), then Deathbeard shouldn't be that difficult of an enemy. In the first round, Cast your three Level-4 summons on him, and have Mia use Wish Well on the whole party. Once the first round is done, start using Ragnarok with Isaac. With Garet you'll want to use the Djinn Flash *each* turn whether you're casting him or setting him to be active again. This will provide a heat barrier that frees your party from almost all damage that Deathbeard dishes out. With Ivan, use his Impact spell on Isaac (you'll pretty much use this throughout the whole match because Deathbeard will occasionally use Break which will decrease all of your party member's stats down to normal.) With Mia use Ply Well throughout the battle to keep healing stats. Whenever someone's PP starts to get down, use a Psy Crystal on him or her (you'll only had to use about 2 or 3 throughout the whole match...when Ivan's PP starts to get low don't worry about it, just have him defend or use his Djinn.) Try to time using Psy Crystals to when you're being defended by a Flash heat barrier. Also, whenever a character goes down, wait until you're under a Flash heat barrier to revive that character with Isaac's revive. While this strategy is pretty boring, you should be able to defeat Deathbeard in about 10 minutes. This strategy works because you'll have a lot of HP, PP and defense thanks to having lots of Djinn active. When you finally defeat Deathbeard you will get 8,000 experience points, 9,000 coins and some Water of Life. You'll also be able to get the treasure chest at the very north part of the ship. This box contains the Demon Mail that's unfortunately cursed.

Congratulations! You're now done Crossbone Island! Save your game and use Retreat to head out of the cave. Head back northwest towards the pink tornado to arrive back at Suhulla. Head all of the way back to Babi's tower where you want to go through the entrance there. Also, you will probably want to take a rest in the inn at Lalivero before you enter the tower.

Venus Lighthouse Part 3

Go through the Babi Lighthouse entrance to the tower. Now, keep making your way through the tower using the guide earlier in this game. For the most part, you're going to have to re-do all of the puzzles in the tower. When you *finally* make your way to the top room, save your game, heal all of your characters and grab the Psy Crystal. Put 4 Djinn on standby for everyone but Mia just like you did with Deathbeard, and slide down the crevice.

You'll now get an elevator ride up to the top of the lighthouse where you'll find Menardi and Saturos talking about lighting the beacon. Suddenly, Felix will come up and get in a fight with Saturos and Menardi. He talks about how he doesn't trust them with Sheba (remember her?) When you finally get your command back, SAVE YOUR GAME BUT WITH A DIFFERENT SAVE FILE THAN THE ONE YOU SAVED BEFORE GOING DOWN THE CREVICE! You will not be able to return to the rest of the game without losing to Saturos and Menardi after this point. Make any final adjustments and head over the blue and white gaps, up the stairs and get ready to find Saturos and Menardi! Well, after 3 minutes of conversation at least ;-]

In this battle, don't be afraid to use any valuable items that you may be saving, as this is the final battle. Cast all of your summons at the beginning and have Mia use Wish Well throughout the battle. You're the most vulnerable at the beginning of this battle because characters such as Ivan will have very little HP until he regains some of his HP. If he goes down at any point, use Water of Life or Revive with Isaac to bring him back to life. Otherwise, use Ragnarok with Ivan, Flash each turn with Gareth (be it summoning or using), and High Impact and Ivan's most expensive attack PP wise for each round. Saturos and Menardi will start to become less and less effective against you, and eventually you'll destroy them.

Once Saturos and Menardi go down, Felix will mysteriously not let Sheba go and mention that he himself wants to light all of the towers. Then, out of nowhere, Saturos and Menardi will get up and throw an elemental stone into the tower. Felix will leave and Saturos and Menardi will merge into one GIANT Fusion Dragon. This Fusion Dragon really isn't as difficult as it seems, and the same strategy that you used against Saturos and Menardi will work very well against this boss. The only problem is that you don't have any Summons this time, so it will take much longer to kill this guy. After about 20 minutes of fighting you'll finally be able to defeat the dragon if you've stuck to the strategy. Saturos and Menardi will fall into the Lighthouse (not much of a death, I bet they'll be back.) You'll talk with Felix again and suddenly the Lighthouse will break in half. Sheba will fall to here death and Felix will jump after her.

Ending

You'll find yourself somewhere in Lalivero talking with Iodem.
!!
!Absolutey Do Not Save Over Your Pre-Boss Battle File While In Lalivero!
!It is not possible to get out of Lalivero at this point. !
!!
In here you'll learn that Sheba and Jenna have not been found, and that Idejema has been washed out to sea along with Sheba and the rest (apparently Sheba didn't die.) You'll all say your farewells, although Iodem will want to talk to you a little more. Head out of the house to have Iodem come and talk to you about how you saw Iodem. He'll give you the Black Orb that has the power to raise the sunken ship from the sea. Once you get command back, head to the northwest part of the town to the building where the soldier is guarding. Talk to him and he'll let you through. Head west along the bottom ledge and north along the dock. Use the Black Orb when you get to the northern most part of the dock to raise the Ship from the sea. Your friends will start talking about how this is the Lemurian Ship and that the quests are just beginning. The ship will set sail and the credits will start to roll. Once they're all done a To Be Continued message will appear. What does this mean? It means that another Golden Sun is on the way for GameBoy Advance and it's coming out by Christmas 2002.

But it doesn't end quite there. After this you will see a short cinematic scene which explains what happened to Sheba, Felix, Kraden, Jenna and Alex. Makes you thristy for a sequel, doesn't it?

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Chapter 7: Boss Strategies
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This section features alternate strategies than are listed in the walkthrough, and also features Boss HP, how many coins they give, and how much experience points they give. If you've got a very well described Boss Strategy, please send it to me at gsa@comicsoft.zzn.com or post them at my forums at

<http://www.doc-ent.com/forums/index.php>. Also, if you have stats on bosses, please also send them to me ASAP. Those who contribute will be credited.

Here's a general strategy from Tim Stankiss [jedimstr@sdf.lonestar.org]:

"I found that a really easy way to beat the most bosses *excluding* saturos, menardi, and the fusion dragon is to equip all venus djinn on Issac (or whatever you named him). You get a power called curse that makes the spirit of death embrace somebody. After the spirit of death embraces somebody, they have 4 turns to live. Keep your party alive for four turns, and you win. Works on Hydros Statue, Manticore, Kraken, the Gladiators, Toadonpa, the Storm Lizard, and all the smaller creatures too."

Bandits

From MysticDragon2100: These guys give 66 EXP and 127 Gold.

Tret Tree

From Ben Rechter [weirido007@hotmail.com]:

"This guy isn't that tough, so it doesn't really matter if you do him before or after the Mercury Lighthouse.

Tret will just do a normal hit attack, while you can use your Psynergy. If you're going well around this time, Isaac should have Ragnarok, which will be useful. If Mia has enough Water Djinn, then she should be able to use Wish. Ivan's best attack at this stage would be Plasma, so use that and with Garet use Heat Wave."

Saturos on Top of Mercury Lighthouse

Here is Saturos' breakdown of stats:

From lotaion on the GameFAQ's message boards:

"Make sure that you have all of the Djinn up to this point, and that you're around Level 10. Keep all of your characters healed by distributing herbs and nuts evenly to all characters. Take in mind that Mia has slow agility and let Isaac do some healing work. Put all of your Djinni on standby and unleash the summons. Then use attacking Djinn like Gust, Flint and Fever.

As for attacks don't use any Psynergy with Garet, and with Ivan use Plasma."

From Flumens on the GameFAQs message boards:

"Saturos is easy this fight. Have all your Mars Djinn on Isaac (stand-by), all your Jupiter Djinn on Garet (set), all your Venus Djinn on Ivan, and all your Mercury Djinn on Mia. This way, Isaac and Ivan both have Cure and Mia has her ply, making recovering from Saturos' Fireball easier. Attack with everybody each turn with Garet using his Djinn and summoning them when they are all on stand-by. When HP is low, cure, but be careful not to let anybody's HP drop too low as a Fireball will finish them off. The best bet is to use Mia's Ply every single turn. As she recovers 4 PP every turn anyway, she will never run out. If no one was hurt, I generally healed Ivan as he is always hit by the Fireball, and since Mia was slower than Saturos (can't remember agility or level), she would heal after the fireball, reducing the number of people I had to heal next turn. Healing all the time is a bit slow, but it encourages survival. Garet should attack every turn regardless."

From Aethereal on the GameFAQs message boards:

"I beat him rather easily by equipping (and setting) the Djinni that match the characters (i.e. Flint and Granite on Isaac, Forge and Fever on Garet, etc.). I started by having Isaac, Garet, and Ivan cast their Assist Djinni (Granite for

defense, Forge for attack, and Breeze for resistance) and Mia used Sleet, dealing the first dose of damage. Then I used the attacking Djinni and used Fizz on Ivan, and always Ivan (because Saturos always does Heat Flash and then Fireball on the first two turns). After that, unless someone was *really* about to die (i.e. had less than 35 HP), I had everyone summon. Then I focused on healing and casting spells such as Spire (I had yet to acquire Ragnarok by this battle), Tundra, Plasma, and having Garet attack and use items...Mia and Isaac assisted with the healing as well. I found the fight pretty easy as long as Saturos didn't attack Ivan practically every round :)"

Hydros Statue

From Ben Rechter [weirido007@hotmail.com]:

"By now, you should have at least two of Each Djinni, so use your summons-Neried, Ramses, Tiamat and Atlanta. If that doesn't work, then keep using Ragnarok, Heat wave, impact and taundra. After a while he should die so that you can get the Lift Stone."

Manticore

From Ben Rechter [weirido007@hotmail.com]:

"This guy shouldn't be too hard if you have done enough training up to here. In the Lamakan Desert, use Reveal on the big Sand Fall and the Manticore will be blocking a cave. Press A on it to get started. With Ivan use Storm Ray, Ragnarok with Isaac, Ice Horn with Mia and Heat Wave with Garet. If you want, using Summons could also be useful."

Kraken

Here's some information on Kraken from Aditya Durgam [adurgam777@hotmail.com]:

"I have some info on the HP power of Kraken, the water demon you encounter on your way to Tolbi on the ship. Kraken is the fourth monster/ beast you encounter while sailing.

-He knows Ply Well, so be carefully.

-He has approx. 2447 HP. It would be best if you used all the appropriate summons with the respective elemental adept (Thor with Ivan, Judgment with Isaac, etc.). I works better that way (duh)."

Toadonpa

From Dumont [ajdumont@sympatico.ca]:

Toadonpa has approx. 3500 HP.

Storm Lizard

Jarrold M: "If you want to get rid of the storm lizard quickly all you need to do is go to Tolbi and use your lucky medals and aim for the center you'll usually get a weapon called the "Assassin Blade" it's special abilities can kill enemy even at full HP then get 3 of these and just go and fight him if your lucky you can kill him in one hit with one of the blades although it may be a glitch i couldn't tell you for sure."

Deathbeard

Here is information from Ben Rechter [weirdo007@hotmail.com]:

"When you find the pirate ship, go to the front of the ship and Deadbeard will appear.

The best attacks to use are Destruct Ray with Ivan (though if you don't have it use Tornado or Shine Plasma). With Isaac use your Ragnarok. Every turn with Mia it would be safe to use Wish or Wish Well. With Garet use Heat Wave.

Deadbeard will attack you will fire attacks like Fireball and Inferno.

Although if you use High Impact with Ivan about 3 times, he will use Break.

Deadbeard is and extremely tough boss, so i suggest you take a few nuts, Psy Crystals, Water of Hermes and always try to keep Mia and Isaac alive- Isaac to attack and Mia to heal. It could be an extremely long fight, so be prepared."

Here's some information from UnrealBlizzard@aol.com:

"i have some info on deadbeard on Crossbone Island. When i fough him, my characters were at level 28 (Ivan was 27). He had approxamately 6023 HP and he liked to use Impact and Break. All my characters fell except for Mia, and i killed him when she had 27 HP left. I just summoned the hell out of him and then used Ragnorak with Isaac, Heat Wave and Djinni with Garet, Djinni with Ivan, and Wish Well with Mia. Watch out, because, like most bosses, Deadbeard attacks twice per round."

From "Chris Pestak" <cpestak@core.com>:

"When I fought deathbeard I used wishwell almost every turn with either my dragoon Garet at lv 30 or White Mage Ivan. Issac's Samurai attacks are good and don't be afraid to use his status-changing Psyenergy. The ultimate weapon, however, against Deathbeard is by far and away Earth Summons. Regular old 'VENUS' will do between 200-300 damage. I did over 1000 damage with Judgement. I had Mia doing the summoning just because the other characters were busy attacking or wishing in the well. Good Luck!"

Saturos, Menardi, Fusion Dragon

According to RaGiNGTDRaGoN@aol.com, The Fusion Dragon has between 5200-5300 HP.

From Paratroopal on the GameFAQ's message boards:

"With Ivan, do whatever you want. Some people like to use Impact on Isaac. Myself, I prefer to use a lot of Djinni and then summon Thor to get a lot of damage done.

Isaac should attack with the Gaia Blade, use Ragnarok, or use Djinni and then Summon. Don't use Djinni too often or his stats will fall. Be careful."

From TennisPro6988@aol.com:

"Start out with all the earth Djinni on Isaac, all the Fire Djinni on Garet, etc. Go into battle and use all the defensive djinni first. The main thing in this fight is to get rid of Saturos. His attacks will do at least 100 to all your people, while Menardi just heals and does 40 damage (if your level 25). So keep on using your Djinni's special abilities until you finally have enough on standby to use four level 4 summons. Remember to concentrate the attack on Saturos. A few more attacks after that and he should go down. Now you just have to deal with Menardi. She won't have that much HP(because of the summons you used) so just do regular attacks and remember to heal. After that you get really happy and say " Yay I finally beat the game!"..... NO. just NO. Your characters will get happy to until suddenly Saturos lights the light house(c'mon you knew it was gonna happen) Then somehow him and Mernardi fuse into a big ugly rabid Dragon. Just use the same tactics and you should beat him."

From Syk0224@aol.com:

"This may vary from other people's strategies, but when I used this one, I beat

it easily:

First off, put all the djinn on standby, except for Granite, Flash, and any other djinn you would like to use in battle. (only set up to 3 djinn for each person, because the summon would be weakened, if you have all of them--28 djinn total). Then, in the first round of attacks, use Granite and Flash. Then, tell Ivan to use djinn or summon Thor. Definitely, and I mean DEFINITELY, summon Boreas.

Second round of attacks

Tell Isaac to heal whoever needs healing, (Probably Ivan.) Garet--Summon Meteor. Ivan--summon Thor or cast most powerful spells. Mia--aid in healing.

Third round of attacks

Tell Isaac to continue healing, but if everyone has enough HP, summon Judgment. (And no, judgment is not spelled wrong!!) Garet--Same as b4. Ivan--Cast most powerful spell. Mia--if has enough djinn, use Wish or Wish Well on party often.

Fourth round of attacks, and so on (press A and watch the pretty colors)

OK, now you have it sort of easy, unless the dragon keeps using Outer Space.

Isaac--Use djinn often to put in Standby, and cast most powerful spells.

Garet--Same as Isaac.

Ivan--Same as Isaac.

Mia--Use Wish Well often, cast most powerful spells.

Last few attacks

Now, you should be low on PP. Use the items to regain PP. Everyone should do the same things as before, and if a lot of the djinn are on Standby, SUMMON!! The Fusion Dragon should collapse soon, and watch the close-to-ending cinematics...

"

From Ben Rechter [weirdo007@hotmail.com]:

"Use Level 4 summons first of all. With Mia use a level 3 so that she can still do Wish Well. After Summons have been done, use your Djinni to hold Saturos because he is the stronger fighter although Menardi has more health. Use your strongest attacks (like Destruct Ray, Galcier, Inferno, Mother Gaia) until they die.

Now the fusion dragon isnt much stronger than Menardi and Saturos, but this time it should be easier because u can use stron ger attacks like Ragnarok and Heat Wave. Don't worry if Isaac and Garet are on low pp after fighting Saturos and Menardi, their pp will get restored. Keep fighting, using High Impact with Ivan and Wish Well with Mia. After dieing, Saturos and Menardi will fall into the lighthouse, which probably means that they will come back, Felix and Sheba will fall into the sea and the lighthouse will split."

From HiddenFlame@aol.com:

"1st, before entereing the battle make sure everyone is at full HP and PP. The set all of your Djinn except Ground(On Isaac) and Flash(On Garet). When you start off send all damage to Menardi with this combo: summon Judgement with Isaac, use the Flash Djinn with Garet, then Thor with Ivan, and Boreas with Mia. On the second go round, use the Ground Djinn with Isaac on Saturos, then Meteor with Garet but with it directed at Saturos, summon Procne with Ivan directed at Menardi, and Neptune with Mia directed at Menardi. This second round combo should fell Menardi if you're on a high enough level, and/or have all Djinn set to the users by type. On the third round, use Ragnarok w/ Isaac, then Inferno or set Flash w/ Garet, then Destruct Ray w/ Ivan, and anything you want with Mia. With that, they should have beaten and you hadn't taken any real damage. "

From "Bonnizzio" <hbonnizzio@qwest.net>:

"I found an easy (but long) way to defeat the 3 final bosses. Just equip all the Djinn the characters are good at. Isaac= 7 Venus, Garet= 7 Mars, Ivan= 7 Jupiter, Mia= 7 Mercury. Put them all on stanby except Granite, Corona, Flash, Kite, Zephyr, Fizz, and Spritz. As soon as you start battling the duo, have Isaac unleash Granite, Garet summon Meteor, Ivan summon Thor, and Mia summon Boreas. Make surem the larger arrow is on Menardi. After the duo attacks, have Isaac summon Judgment, Garet unleash Flash, Ivan unleash Kite*, and Mia unleash

Spritz. After the duo attacks, have Isaac cast Ragnarok or Clay Spire, then the other I just mentioned. After this, just unleash any Djiini that are status-changing or attacking. Have Mia summon Mercury, Neried, Neptune, or Boreas whenever possible. This should also get Fusion Dragon after about 5-10 minutes of battling."

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Chapter 8: The Arena

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The Arena in Golden Sun has a handful of uses. To get to it, choose Battle instead of the usual Load Saved Game when you press A from the Main Menu screen. In this mode you'll notice that you can use your "Clear Data" file that contains the save you made once you beat the game if you have one (this leads me to believe that you will be transferring your data via a link cable as opposed to another method.)

When you select a file to load you'll find yourself in the lobby area. You'll notice that in this lobby none of your Psynergy works, but this doesn't matter because there won't be any monsters or puzzles to fight in the lobby. You also won't take home any experience points, items or health that you may get as a result of fighting in the Lobby. The Lobby is more of just a practice area where you can battle other monsters or a friend. So, you want to head to the girl at the counter north-northwest of the door to set up either a Monster Battle (single player) or a Linked Battle against another player.

Monster Battles

Talk with the lady at the counter and step onto the circle in the middle of the two desks. In here the bars to the stairs will open and you'll start to head up it. These monster battles won't give you any experience points, but they can be reasonably fun. In here you'll find any monster or monster-type boss that you've already faced in the save file you have loaded. When you defeat a monster you'll arrive back in the circle in the Lobby and you'll be asked if you want to fight another battle. You won't have time to change around Djinn, so make sure that you stick with a solid plan before starting your first monster battle. Take note, however, that if you quit your consecutive monster battle tally will be stopped and you'll have to start over again.

If you've beaten the game expect to see several odd monsters that you usually aren't used to seeing in regular random encounters. Some of these monsters include Bosses, Mimics and tough monsters from Crossbone Island. If you're struggling to defeat some of these monsters, try leveling up in one of your games, saving it, and then playing again. This should make monster battles a lot easier.

The Monster Battle Consecutive Win Record doesn't seem to affect anything in the game, although I could be mistaken. Has anyone gotten anything special by winning a *lot* of monster battles in a row? If so, e-mail me at gsa@comicsoft.zzn.com

Linked Battles

Linked Battles are probably the best part of Golden Sun once you've beaten the game. They offer a great deal of challenge (pending that you can actually find a friend with another Game Boy Advance and who has this game) and are generally very exciting. Before I go into strategies, here is some general information on Linked Battles

- The 3 left-most characters will participate in the battle. To change the

order of the characters, go to Status, and press L and R to swap around character order.

- Talk with the lady at the counter when linked to propose a linked battle, then talk with her again once your friend accepts your offer. Next, head into the white circle to enter the arena.
- In the battle you will have as long as your rival takes to make his or her move and 15 seconds afterwards. If you fail to choose a command for any character before the clock runs out, those characters will be assigned to defend.
- Feel free to use any items in the battle as these won't transfer over to your normal game (read: you won't lose your items that you consumed in the battle.)
- Agree with your friend to OUTLAW PSY CRYSTALS. This is for the best because if both you and your friend are at high levels and have many Psy Crystals the battles will go on for a *long* time.

Now, here are a few strategies for Linked Battles:

- Turn your sound all of the way down, even before the battle. This will prevent your friend from listening in on what you're doing and planning a counter strike against you. Alternatively, if you hear your friend inactivating all of his or her Djinn, be prepared for an onslaught of summons at the beginning of the battle.
- In your first battle, put enough Djinn on standby so that you have 3 Level-4 Summons. Unleash these your first time to catch your friend off guard.
- In the remaining battles, don't try the same Summon-First strategy for a while. Instead, try faking your friend out by turning up your volume before the battle and having him listen to your putting all of your Djinn on standby. Then, as soon as the battle begins, simply do stat boosting spells while your friend uses his defensive Djinn, etc. If it works you should be able to catch him or her off guard in the next round and blast him with summons.
- Even if you're going for a normal battle, you will probably want to have at least 1 Level-4 summon handy. These will do 200-350 damage against your opponent which is a sure-fire way to hurt him when he's down. Since the battles are usually long, you should be able to get back the stats by regaining Djinn after casting the summon any ways.
- Djinn like Kite and Flash are your friends during this battle. Make sure that you have these Djinn active at all times.
- I like Mia over Ivan, but you may have your own preference.
- The Spell "Break" is one of the best spells in this battle. If your friend spends all of his time boosting his stats, simply cast 1 Break spell on him to return his stats back to normal.

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Chapter 9: Leveling and Character Classes

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This section is for those who like to level up at the end of games for not much reason at all (although, with a sequel on the horizon it may be of some use.) It also will provide help to finding the best Djinn combinations to fit your needs. any ways, in this section I will hope to cover all Attacks gained by characters in their various classes. This will take a very long time, so bare with me as this section is updated quite slowly.

Here are a few pointers for use when leveling up: The fastest way to level up is to have all of your Djinn Active so that they have the best stats. This seems to require less experience points to get to the next level than when you don't have your Djinn active. Naturally, you should have the Lure Cap that you got from Babi after winning Colosso. Here are a few other items that you want to have equipped:

- Your best equipment for all of the characters except...
- Any equipment that replenishes PP for the character with Wish Well

Here's a general break down of class changing:

- The best Djinn combinations seem to be with all of one type of Djinn early on

in the game.

- Characters are a little stronger with their class of Djinn as opposed to another class (for example: Isaac is best with Earth Djinn)
- Characters are by far much better when they have all of their Djinn equipped as opposed to when they don't have any Djinn equipped.
- Combinations that mix up many Djinn aren't as strong as pure Djinn combinations unless you have enough Djinn (which would be 7 of each type) to get the Ninja, White Mage, etc. classes (see below.)
- When leveling up try to have as much "Luck" as possible in order to get the best items.
- The "Pink Tornado" strategy of attacking the Storm Lizard in the Pink Tornado on Crossbone Island and then re-entering Crossbone Island's entrance and fighting it again is not an effective strategy. I recommend sticking to the top floors of Venus Lighthouse.

New: If you're not at the end of the game, here's a method from Chris R. (Wallkill, NY) for leveling up your characters:

Go to Altimer Cave (northwest of Tolbi, it's where you first find Babi). In Altimer Cave, walk around getting in battles until you encounter an enemy party with atleast 1 Worm. Kill all the of the enemies except the Worm and let it start to call for help. If a worm shows up, let it live. However, if anything but a worm is called kill it. Ideally, you want worms in positions 1,2,5,6 (from left to right.) Kill everything in the middle, repeating this for several minutes. You'll get about 9,000 expererience points if you keep it up for 20 minutes with a good deal of coins.

The first section in this chapter deals with when characters learn their Psynergy at their pure classes (only Earth Djinn on Isaac, only Fire on Garet, etc.) Most of the information is from Levatation 0 and Koop from my message boards. If you have something to add to this section, feel free to e-mail me at gsa@comicsoft.zzn.com.

Format:

Level Needed to Learn Psynergy - Psynergy Name: Description. PP needed.
Enemies/Allies affected.

Isaac:

- lvl 2 - Quake: Attack with a powerful quake. PP4. 3
- lvl 4 - Earthquake: Attack with a mighty tremor. PP7. 5
- lvl 6 - Spire: Attack with earthern spire. PP5. 1
- lvl 10 - Cure Well: Restore 70 HP. PP3. 1
- lvl 13 - Ragnarok: Strike with a massive sword. PP7. 1
- lvl 14 - Quake Sphere: Attack with a massive quake. PP15. 7
- lvl 19 - Revive: Revive a downed ally. PP15. 1
- lvl 20 - Clay Spire: Attack with earthern spire. PP13. 3.
- lvl 42 - Stone Spire: Attack with earthern spire. PP22. 3.
- Issac lvl 54 - Grand Gaia: Attack with the earth's might. PP32 7

Garet:

- lvl 2 - Flare: Attack with flaring flames. PP4. 1.
- lvl 4 - Fire: Attack with a scorching fireball. PP6. 3.
- lvl 6 - Flare Wall: Attack with searing flames. PP7. 3.
- lvl 8 - Volcano: Attack with volcanic might. PP6. 1.
- lvl 12 - Heat Wave: Attack with fiery bolts. PP6. 1.
- lvl 14 - Fireball: Attack with a scorching fireball. PP12. 5.
- lvl 18 - Flare Storm: Attack with incinerating flames. PP12. 3.
- lvl 22 - Eruption: Attack with volcanic might. PP14. 3.
- lvl 36 - Inferno: Attack with a scorching fireball. PP23. 5.
- lvl 48 - Pyroclasm: Attack with volcanic might. PP29 5

Ivan:

- lvl 8 - Plasma: Attack with a barrage of bolts. PP8. 3.
- lvl 12 - Sleep: Lull multiple foes to sleep. PP5. 3.

lvl 14 - Storm Ray: Attack with a magnetic storm. PP10. 3.
lvl 17 - Bind: Block a foe's Psynergy. PP4. 1.
lvl 18 - Tornado: Attack with a mighty tornado. PP14. 5.
lvl 21 - High Impact: Boost party's Attack. PP12. All.
lvl 36 - Destruct Ray: Attack with a magnetic storm. PP21. 3.
lvl 44 - Tempest: Attack with a fearsome windstorm. PP27. 5.
Ivan lvl 50 - Spark Plasma: Attact with a barrage of bolts. PP37 7

Mia:

lvl 13 - Restore: Remove sleep, stun, and delusion. PP3. 1.
lvl 16 - Ply Well: Restore 200 HP with faith's power. PP8. 1.
lvl 17 - Ice Horn: Attack with spikes of ice. PP11. 3.
lvl 31 - Break: Eliminate an enemy's bonuses. PP5. All.
lvl 34 - Pure Ply: Restore 1000 HP with faith's power. PP12. 1.
lvl 42 - Ice Missile: Attack with spikes of ice. PP23. 3.
lvl 46 - Pure Wish: Restore 400HP to the whole party. PP20 All

Isaac (Beginning at Level 29)

Isaac's Classes Based on a Level 29 Character (coming soon: A Level 45-ish Character)

Scquire - 1 Earth Djinn

-HP + 6
-PP + 3
-Attack + 4

Knight - 2 Earth Djinn

-HP + 41
-PP + 11
-Attack + 27
-Defense + 17
-Agility + 15
-Luck + 1

Knight - 3 Earth Djinn

-HP + 11
-PP + 3
-Agility + 3

Gallant - 4 Earth Djinn

-HP + 48
-PP + 15
-Attack + 27
-Defense + 18
-Agility + 13
-Luck + 1
-Psynergy Gained: Gaia, Mother Gaia, Revive

Gallant - 5 Earth Djinn

-HP + 10
-Attack + 4
-Luck + 1

Lord - 6 Earth Djinn

-HP + 50
-PP + 14
-Attack + 27
-Defense + 15
-Agility + 16

Lord - 7 Earth Djinn

-HP + 13

-Attack + 6

Brute - 1 Fire Djinni

-HP - 15

-PP - 9

-Attack + 31

-Defense - 15

-Luck - 1

-Psynergy Gained: Planet Diver, Growth, Mad Growth, Wild Growth, Blast, Nova, Haunt, Curse, Condemn

-Psynergy Lost: Ragnarok, Quake, Earthquake, Quake Sphere, Spire, Clay Spire, Cure, Cure Well, Potent Cure

Ruggian - 2 Fire Djinn

-HP + 67

-PP + 12

-Attack + 27

-Defense + 17

Ruggian - 3 Fire Djinn

-HP + 11

-PP + 3

-Defense + 2

-Agility + 3

Savage - 4 Fire Djinn

-HP + 67

-PP + 10

-Attack + 31

-Defense + 15

-Agility + 12

-Psynergy Gained: Spire, Cure Spire, Revive, Impair, Debilitate

Barbarian - 5 Fire Djinn

-HP + 76

-PP + 13

-Attack + 28

-Defense + 19

-Agility + 12

-Luck + 1

Barbarian - 6 Fire Djinn

-HP + 13

-Attack + 4

-Agility + 3

Barbarian - 7 Fire Djinn

-HP + 16

-Attack + 3

-Agility + 3

-Luck + 1

Apprentice - 1 Jupiter Djinni

-HP - 15

-PP + 39

-Attack + 3

-Agility + 15

-Luck - 1

-Psynergy Gained: Astral Blast, Gaia, Mother Gaia, Weaken, Enfeeble, Delude, Sleep, Haunt, Curse

-Psynergy Lost: Ragnarok, Quake, Earthquake, Quake Sphere, Spire, Clay Spire, Cure, Cure Well, Potent Cure

Illusionist - 2 Jupiter Djinn

-HP + 65
-PP + 16
-Attack + 27
-Defense + 17
-Agility + 12
-Luck + 1

Illusionist - 3 Jupiter Djinn

-HP + 13
-PP + 4
-Agility + 2
-Luck + 1

Enchanter - 4 Jupiter Djinn

-HP + 65
-PP + 16
-Attack + 30
-Defense + 15
-Agility + 13
-Psynergy Gained: Impact, High Impact, Ward, Resist

Enchanter - 5 Jupiter Djinn

-HP + 12
-PP + 5
-Agility + 4

Shaman - 6 Jupiter Djinn

-HP - 47
-PP + 11
-Attack - 49
-Defense - 15
-Agility - 13
-Luck + 1

Shaman - 7 Jupiter Djinn

-HP + 13
-PP + 7
-Defense + 2
-Luck + 1

Swordsman - 1 Mercury Djinni

-HP - 15
-PP + 13
-Defense + 18
-Agility - 23
-Psynergy Gained: Cutting Edge, Thorn, Briar, Revive, Cure Poison, Restore
-Psynergy Lost: Ragnarok, Quake, Earthquake, Quake Sphere, Spire, Clay Spire, Cure, Cure Well, Potent Cure

Defender - 2 Mercury Djinn

-HP + 65
-PP + 11
-Attack + 31
-Defense + 15
-Agility + 12
-Luck + 1
-Psynergy Gained: Ply, Ply Well, Avoid

Defender - 3 Mercury Djinn

-HP + 13

-Attack + 5

Cavalier - 4 Mercury Djinn

-HP + 67

-PP + 14

-Attack + 27

-Defense + 15

-Agility + 15

-Psynergy Gained: Wish, Wish Well

Cavalier - 5 Mercury Djinn

-HP + 13

-Attack + 5

-Luck + 2

Shamon - 6 Mercury Djinn

-HP - 53

-PP + 45

-Attack - 56

-Defense - 28

-Agility + 25

-Luck + 1

-Psynergy Gained: Froth, Froth Sphere, Growth, Mad Growth, Wild Growth, Cure, Cure Well, Potent Cure

-Psynergy Lost: Cutting Edge, Thorn, Briar, Ply, Ply Well, Avoid

Shamon - 7 Mercury Djinn

-HP + 16

-PP + 6

-Agility + 5

Brute - 1 Earth Djinni, 1 Fire Djinni (From 1 Earth Djinn)

-HP - 15

-PP - 9

-Attack + 29

-Defense - 15

-Agility + 3

-Psynergy Gained: Planet Diver, Growth, Mad Growth, Wild Growth, Blast, Nova, Haunt, Curse, Condemn

-Psynergy Lost: Ragnarok, Quake, Earthquake, Quake Sphere, Spire, Clay Spire, Cure, Cure Well, Potent Cure

Brute - 2 Earth Djinn, 1 Fire Djinni

-HP + 9

-PP + 1

-Agility + 3

Brute - 3 Earth Djinn, 1 Fire Djinni

-HP + 10

-Attack + 4

-Luck + 1

Brute - 4 Earth Djinn, 1 Fire Djinni

-HP + 12

-PP + 3

-Defense + 2

Brute - 5 Earth Djinn, 1 Fire Djinni

-HP + 10

-PP + 2

-Agility + 3

Brute - 6 Earth Djinn, 1 Fire Djinni

-HP + 9

-Defense + 2

-Agility + 2

-Luck + 1

Ruffian - 1 Earth Djinni, 2 Fire Djinn (From 1 Fire Djinni, 1 Earth)

-HP + 64

-PP + 9

-Attack + 29

-Defense + 15

-Agility + 15

-Luck + 2

Ruffian - 2 Earth Djinn, 2 Fire Djinn

-HP + 12

-PP + 3

-Agility + 3

Ruffian - 3 Earth Djinn, 2 Fire Djinn

-HP + 12

-PP + 13

-Defense + 3

Ruffian - 4 Earth Djinn, 2 Fire Djinn

-HP + 12

-Attack + 4

-Luck + 1

Ruffian - 5 Earth Djinn, 2 Fire Djinn

-HP + 10

-Attack + 2

-Agility + 4

At This Point I'm Just Going To Skip Ahead To Isaac's Best Classes:

Savage - 4 Fire Djinn, 3 Earth Djinn (Stats from 3 Fire, 3 Earth)

-HP + 75

-PP + 11

-Attack + 30

-Defense + 15

-Agility + 14

-Luck + 1

-Psynergy Known: Planet Diver, Growth, Mad Growth, Wild Growth, Blast, Nova, Haunt, Curse, Condemn, Move, Retreat

-Psynergy Learned: Spire, Clay Spire, Revive, Impair, Debilitate

Cavalier - 4 Water Djinn, 3 Earth Djinn (Stats from 3 Water, 3 Earth)

-HP + 73

-PP + 16

-Attack + 27

-Defense + 15

-Agility + 26

-Psynergy Known: Cutting Edge, Thorn, Briar, Ply, Ply Well, Revive, Cure Poison, Restore, Avoid, Move, Retreat

-Psynergy Learned: Wish, Wish Well

Enchanter - 4 Wind Djinn, 3 Earth Djinn (Stats from 3 Wind, 3 Earth)

-HP + 78

-PP + 19

-Attack + 27

-Defense + 18

-Agility + 12
-Psynergy Known: Astral Blast, Gaia, Mother Gaia, Weaken Enfeeble, Delude, Sleep, Haunt, Curse, Move, Retreat
-Psynergy Learned: Impact, High Impact, Ward, Resist

Ninja - 4 Wind Djinn, 3 Fire Djinn (Stats from 3 Wind, 3 Fire)

-HP + 19
-PP + 7
-Defense + 3
-Psynergy Known: Death Plunge, Shuriken, Punji, Punji Trap, Fire Bomb, Cluster Bomb, Gale, Typhoon, Thunderclap, Thunderbolt, Mist, Move, Retreat

Enchanter - 3 Water Djinn, 4 Wind Djinn (Stats from 3 Water, 3 Wind)

-HP + 78
-PP + 54
-Attack + 28
-Defense + 3
-Agility + 50
-Luck - 1
-Psynergy Learned: Astral Blast, Gaia, Mother Gaia, Impact, High Impact, Ward, Resist, Weaken, Enfeeble, Delude, Sleep, Haunt Curse
-Psynergy Lost: Cutting Edge, Thorn, Briar, Ply, Ply Well, Revive, Cure Poison, Restore, Avoid

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Dargoan - 3 Water Djinn, 3 Fire Djinn, 1 Wind (Stats from 3 Water, 3 Wind)

-HP + 139
-PP + 36
-Attack + 56
-Defense + 34
-Agility + 12
-Luck + 2
-Psynergy Known: Cutting Edge, Thorn, Briar, Ply, Ply Well, Cure Poison, Restore, Avoid
-Psynergy Gained: Blast, Mad Blast, Fiery Blast, Wish, Wish Well
-Psynergy Lost: Revive

Garet's Classes

Stats are currently just based on a Level 29 Garet, and for his best classes.

Guard - 1 Fire Djinni

-HP + 11
-Attack + 2
-Agility + 1
-Luck + 2
-Psynergy Known: Heat Wave, Flare, Flare Wall, Flare Storm, Fire, Fireball, Volcano, Eruption

Soldier - 2 Fire Djinn

-HP + 65
-PP + 9
-Attack + 23
-Defense + 16
-Agility + 13

Soldier - 3 Fire Djinni

-HP + 15
-PP + 3

-Defense + 3
-Luck + 1

Warrior - 4 Fire Djinn

-HP + 71
-PP + 10
-Attack + 25
-Defense + 16
-Agility + 11
-Psynergy Learned: Guard, Protect, Impair, Debilitate

Warrior - 5 Fire Djinn

-HP + 14
-PP + 4
-Defense + 3
-Agility + 2

Champion - 6 Fire Djinn

-HP + 85
-PP + 13
-Attack + 21
-Defense + 19
-Agility + 12

Champion - 7 Fire Djinn

-HP + 16
-Attack + 4
-Luck + 1

Savage - 3 Fire Djinn, 4 Earth Djinn (From 3 Fire, 3 Earth)

-HP + 82
-PP + 11
-Attack + 27
-Defense + 16
-Agility + 12
-Psynergy Known: Planet Diver, Growth, Mad Growth, Wild Growth, Blast, Nova, Haunt, Curse
-Psynergy Learned: Spire, Clay Spire, Revive, Impair, Debilitate

Cavalier - 3 Fire Djinn, 4 Water Djinn (From 3 Fire, 3 Water)

-HP + 77
-PP + 14
-Attack + 21
-Defense + 17
-Agility + 14
-Psynergy Known: Cutting Edge, Blast, Mad Blast, Fiery Blast, Ply, Ply Well, Cure Poison, Restore, Guard, Protect, Avoid
-Psynergy Learned: Wish, Wish Well

Enchanter - 3 Fire Djinn, 4 Wind Djinn (From 3 Fire, 3 Wind)

-HP + 80
-PP + 15
-Attack + 22
-Defense + 17
-Agility + 14
-Luck + 1
-Psynergy Known: Astral Blast, Volcano, Eruption, Ward, Resist, Weaken, Enfeeble, Delude, Sleep
-Psynergy Learned: Impact, High Impact, Guard, Protect

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Samurai - 3 Wind Djinn, 4 Earth Djinn (From 3 Earth, 3 Wind)

-HP + 119

-PP - 7

-Defense + 37

-Agility + 35

-Luck + 1

-Psynergy Learned: Dragon Cloud, Demon Night, Rockfall, Rockslide, Lava Shower, Molten Bath, Demon Spear, Angel Spear, Guardian, Protector, Magic Shell, Magic Shield

-Psynergy Lost: Death Plunge, Shuriken, Punji, Punji Trap, Fire Bomb, Cluster Bomb, Gale, Typhoon, Thunderclap, Thunderbolt, Mist

Ivan's Classes

These are based on a Level 29 Ivan, and I'm only listing Ivan's best classes because it's pointless to go through all of the work to list bad classes.

Wind Seer - 1 Wind Djinni

-HP + 7

-Attack + 2

-Agility + 2

-Psynergy Known: Ray, Storm Ray, Whirlwind, Tornado, Plasma, Shine Plasma, Sleep, Bind

Magician - 2 Wind Djinn

-HP + 34

-PP + 18

-Attack + 19

-Defense + 12

-Agility + 13

-Luck + 1

-Psynergy Gained: Impact, High Impact

Magician - 3 Wind Djinn

-HP + 10

-PP + 4

-Agility + 3

-Luck + 1

Mage - 4 Wind Djinn

-HP + 61

-PP + 12

-Attack + 23

-Defense + 9

-Agility + 13

-Psynergy Gained: Ward, Resist

Mage - 5 Wind Djinn

-HP + 9

-PP + 7

-Agility + 5

Magister - 6 Wind Djinn

-HP + 67

-PP + 12

-Attack + 25

-Defense + 10

-Agility + 13

Magister - 7 Wind Djinn

-HP + 14

-PP + 9
-Defense + 2
-Luck + 1

Shaman - 3 Wind Djinn, 4 Earth Djinn (From 3 Wind, 3 Earth)

-HP + 42
-PP + 13
-Attack + 24
-Defense + 9
-Agility + 13
-Psynergy Known: Bolt, Flash Bolt, Blue Bolt, Growth, Mad Growth, Cure, Cure Well, Potent Cure, Bind
-Psynergy Gained: Revive, Ward, Resist

Ascetic - 3 Wind Djinn, 4 Fire Djinn (From 3 Wind, 3 fire)

-HP + 45
-PP + 16
-Attack + 20
-Defense + 13
-Agility + 13
-Psynergy Known: Slash, Wind Slash, Plasma, Shine Plasma, Bind
-Psynergy Gained: Volcano, Eruption, Ward, Resist

Scholar - 3 Wind Djinn, 4 Water Djinn (From 3 Wind, 3 Water)

-HP + 66
-PP + 12
-Attack + 25
-Defense + 10
-Agility + 13
-Luck + 1
-Psynergy Known: Prism, Hail Prism, Plasma, Shine Plasma, Impact, High Impact, Bind
-Psynergy Gained: Wish, Wish Well

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White Mage - 3 Earth Djinn, 4 Water Djinn (From 3 Earth, 3 Water)

-HP + 75
-PP + 13
-Attack + 24
-Defense + 10
-Luck + 4
-Psynergy Known: Revive
-Psynergy Gained: Prism, Hail Prism, Plasma, Shine Plasma, Wish, Wish Well, Cure Poison, Restore, Dull, Ward
-Psynergy Lost: Haunt, Curse, Bolt, Flash Bolt, Blue Bolt, Froth, Froth Sphere, Cure, Cure Well, Potent Cure

Mia's Classes

Mia's Classes are based on a Level 29 Mia, and only her best classes and natural classes are listed.

Water Seer - 1 Water Djinni

-HP + 13
-PP + 5
-Defense + 3
-Psynergy Known: Ply, Ply Well, Cure Poison, Restore, Frost, Tundra, Glacier, Ice, Ice Horn

Scribe - 2 Water Djinn

-HP + 33
-PP + 13
-Attack + 23
-Defense + 15
-Agility + 24
-Luck + 1

Scribe - 3 Water Djinn

-HP + 10
-Attack + 4

Cleric - 4 Water Djinn

-HP + 55
-PP + 18
-Attack + 20
-Defense + 15
-Agility + 17
-Psynergy Gained: Wish, Wish Well

Cleric - 5 Water Djinn

-HP + 10
-Attack + 4
-Luck + 2

Paragon - 6 Water Djinn

-HP + 60
-PP + 18
-Attack + 21
-Defense + 18
-Agility + 13
-Luck + 2

Paragon - 7 Water Djinn

-HP + 17
-PP + 6
-Agility + 5

Shamon - 3 Water Djinn, 4 Earth Djinn (From 3 Water, 3 Earth)

-HP + 35
-PP + 17
-Attack + 20
-Defense + 15
-Agility + 18
-Psynergy Known: Froth, Froth Sphere, Growth, Mad Growth, Cure, Cure Well,
Potent Cure, Cure Poison, Restore
-Psynergy Learned: Revive, Wish, Wish Well

Ascetic - 3 Water Djinn, 4 Fire Djinn (From 3 Water, 3 Fire)

-HP + 39
-PP + 15
-Attack + 20
-Defense + 19
-Agility + 14
-Luck + 2
-Psynergy Known: Douse, Drench, Plasma, Hail Prism, Cure Poison, Restore
-Psynergy Learned: Volcano, Eruption, Wish, Wish Well

Shamon - 3 Water Djinn, 4 Earth Djinn (From 3 Water, 3 Earth)

-HP + 35
-PP + 17
-Attack + 20
-Defense + 15
-Agility + 18

-Psynergy Known: Froth, Froth Sphere, Growth, Mad Growth, Cure, Cure Well, Potent Cure, Cure Poison, Restore

-Psynergy Learned: Revive, Wish, Wish Well

Scholar - 3 Water Djinn, 4 Wind Djinn (From 3 Water, 3 Wind)

-HP + 60

-PP + 13

-Attack + 23

-Defense + 15

-Agility + 17

-Psynergy Known: Prism, Hail Prism, Plasma, Shine Plasma, Impact, High Impact, Bind

-Psynergy Learned: Wish, Wish Well

Ranger - 3 Wind Djinn, 4 Fire Djinn (From 3 Wind, 3 fire)

-HP + 12

-Attack + 4

-Luck + 1

-Psynergy Known: Slash, Wind Slash, Douse, Drench, Volcano, Eruption, Ward, Resist, Bind

Here are a few suggestions for good classes for Mia from Rommel O Morales

[romax12@edsamail.com.ph]:

"Give Mia 6 Fire Djinn and 1 Water Djinn to have a Water Monk

Give Mia 6 Earth Djinn and 1 Water Djinn to have a Druid

Give Mia 6 Wind Djinn and 1 Water Djinn to have a Sage

Give Mia 6 Wind Djinn and 1 Fire/Earth or all Wind Djinn to have a Savant"

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Chapter 10: Weaknesses and the 'Dark Panther' Mehtod

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There is actually a better way to get guaranteed weapon drops. Please search the gamefaqs.com forums for the RNG method.

Before I get into the details, here is a breakdown of this section: It has been recently discovered by 'Dark Panther' on the GameFAQs.com Message Boards that attacking enemies with the opposing Djinn types will generate at the very least a special "flashing death" and more experience points. Other players, while not all, have found it also greatly increases the chance of receiving an item dropped.

Now, the first section of this Chapter deals with how to execute the 'Dark Panther' Method. The next section lists a great deal of enemy weaknesses and was created by Alex on the message boards at my site, Golden Sun Anonymous (<http://www.doc-ent.com/forums/index.php>).

Now, here are the instructions for executing the 'Dark Panther' Method:

- If you're trying to get rare item drops on the top floors of Venus Lighthouse, here's a method on how to have a greater chance on getting rares (note: This method is not guaranteed to work):

- Get into a random battle, making sure that you have all of your Djinn set. Instead of attacking like usual, simply use Attacking Djinni of the opposite type of your enemy. For example, if you're against a Fire (Mars) type enemy, use Venus (Earth) type Djinn like Flint on the enemy. Do not attack or use Psynergy that will hurt the enemy (note: you can still use defensive Psynergy and Djinn). Once you've defeated the enemy, you should notice a series of flashing colors. This means that you did it correctly.

- Once you've defeated all of the enemies, you should notice that you've obtained more experience points (this is guaranteed to happen.)

- If you're lucky, you will also have a good chance of receiving an item dropped by the enemy. However, this is not guaranteed to work. For some unknown reason, certain people get item after item after item, whilst (I said whilst)

others only receive items very rarely, or not at all.

Here is a Weakness Guide by Alex from the message boards at my site, Golden Sun Anonymous (<http://goldensuna.tk>).

Manticore King- Water

Nightmare- Earth

Brutal Troll- Fire

Vile Dirge- Wind

Kobold- Wind

Warrior Bee- Wind

Dirty Ape- Fire

Orc Captain- Wind

Orc Lord- Wind

Gnome Wizard- Wind

Plated Rat- Fire

Rat Warrior- Fire

Earth Golem- Wind

Horned Ghost- Wind

Mole Mage- Fire

Cannibal Ghoul- Fire

Stone Soldier- Water

Magicore- Water

Harridan- Wind

Acid Maggot- Fire

Tempest Lizard- Earth

Tornado Lizard- Earth

Storm Lizard- Earth

Roach- Water

Rabid Bat- Wind

Armored Rat- Fire

Mad Mole- Fire

Gnome Mage- Earth

Foul Dige- Wind

Death Cap- Fire

Fighter Bee- Wind

Undead- Fire

Mad Vermin- Fire

Ant Lion- Water

Rat Fighter- Fire

Orc- Wind

Death Head- Earth

Will Head- Earth

Bone Fighter- Earth

Dirge- Wind

Ape- Fire

Mole- Fire

Spirit- Wind

Amaze- Wind

Calamar- Fire

Cuttle- Fire

Salamander- Water

Bat- Wind

Vermin- Fire

Zombie- Fire

Wild Mushroom- Fire

Slime- Fire

Ooze- Fire

Boulder Beast- Water

Chimera Mage- Water

Ice Gargoyle-Earth

Thunder Lizard- Earth

Willowisp- Earth

Skull Warrior- Earth

Recluse- Fire

Fenrir- Fire

Grand Golem- Wind

Wild Gryphon- Wind

Grub- Fire

Also, he has created a list of the weaknesses for all of the door bosses at Crossbone Island. Here goes:

Floor 1:

Virago- Wind

Hobgoblin- Wind

Mimic- Fire

Floor 2:

Grisly- Fire

Succubus- Fire

Floor 3:

Lich- Wind

Fiendish Ghoul- Fire

Floor 4:

Gryphon- Wind

Floor 5:

Stone Soldier- Water

Harridan- Wind

Lizard King- Fire

Floor 6:

Chimera- Water

Floor 7:

Earth Lizard- Wind

Floor 8:

Thunder Lizard- Earth

Poison Toad- Fire

Floor 9:

Cerebus- Fire

Pirate Ship:

Mimic- Fire

Deadbeard- Earth (Note: Gives 10400 exp and 11700 coins if beaten with an Earth Djinn)

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Chapter 11: Golden Sun 2: The Lost Age

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Information

It's impractical to update the whole guide every time new information from the new Golden Sun game, the Lost Age, comes out. So, I have put all of the information, screenshots, movies and speculation on my site Golden Sun Anonymous (<http://goldensuna.tk>).

Sending Data To the Lost Age

Here is how to send your data to the Lost Age. Note: You will need a Clear Data file that you get when you beat the game. This DOES NOT mean an empty slot for saving.

- Turn on your GameBoy Advance with Golden Sun in it.
- Proceed to the menu where you choose to make a New File/Save/Battle/Copy/Erase.
- Hold the Shoulder Buttons (L and R), Hold Left, press B once. Note: You should still be holding L, R and Left after pressing B.
- The menu will disappear for about a second. When it reappears you can release L, R, and Left. You should now see an option to Send data if you were successful.

In the Send option you will have the option of sending your Clear Data via a link cable to another GameBoy Advance with the Lost Age init or you can write down a password. The passwords go from Gold to Bronze, with Gold being the longest and Bronze being the shortest.

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Chapter 12: Codes, Secrets and Tips
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Welcome to the Codes, Secrets and Tips section. In this section are all of the known codes, secrets and tips that I have for Golden Sun (hence the title of this chapter.)

Name Other Party Members:

When you are naming your characters at the start of the game, press select three times to name your other characters.

Name Enemies:

Source: midgetjackietran.

After pushing select three times, push up, down, up, down, left, right, left, right, up, right, down, left, up, and select to name Felix, Jenna, and Sheba.

Restore HP Without Using Psynergy:

Thanks to Michael Sutton [suttmi@selwyn.ca] for this information:

"I have a good tip for when healing party members. For example, if Garet has 500/700 hp, you do not have to spend pp on curing 200 hp for him. Instead, you just have to put all of his djinn on standby first and then his hp will be at a lower number but with less damage. The percent of damage according to his hp stays the same but it is a smaller number than the original number of hp missing. This means that now instead of having to heal 200 hp you will only have to heal about 100 hp. After he is healed, set back all of his djinn and he will be at full health. So, you saved pp by only having to cure 100 hp instead of 200 hp. You can do this for all party members. It is a way to save pp with Mia or Isaac, but it does take a few minutes."

See Chapter 10, Weaknesses and the 'Dark Panther' Method, for a description of a possible way to have better chances of getting rare item drops.

See Chapter 11, Golden Sun: The Lost Age, to see how to access the secret Send

Data mode.

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Chapter 13: Where To Get Further Information

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In-depth FAQs on Djinn, Class Changing, and Items:

<http://www.gamefaqs.com>

Gameshark Codes:

http://www.gameshark.com/gameboyadvance/objects/379896_106.html

Codebreaker Codes:

<http://www.cmgsgcc.com/gba/index.php?multi=3>

Golden Sun Anonymous (my site):

<http://www.doc-ent.com/gsa>

Golden Sun Network:

<http://www.goldnsun.net>

Golden Sun Hacking Information:

<http://www.reonis.d2g.com/GS/index.htm>

Golden Sun Anonymous Forums:

<http://www.doc-ent.com/forums>

Me:

gsa@comicsoft.zzn.com

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Chapter 14: Credits/Copyright Information

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=Walkthrough Written By.....Mike Bentley=

=Djinn Section By...Baby M=

=Item List By...LJUMP12=

=Psynergy Learned Section By...Levatation 0 and Koop=

=Enemy Weaknesses Section By...Alex=

=ASCII Art...casa "casa@itookmyprozac.com"=

=Various Contributions Mentioned As They Show Up=

=Aditya Durgam [adurgam777@hotmail.com]...*Lots* of Tips ;-)=

=Other People Who Contributed Are Mentioned As Their Information Appears In
This Guide=

=My E-Mail Address...gsa@comicsoft.zzn.com=

=My Web site.....Golden Sun Anonymous=

=(<http://www.doc-ent.com/gsa>)

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