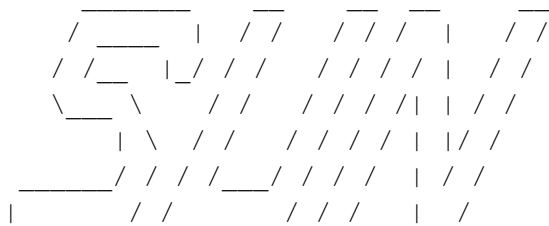
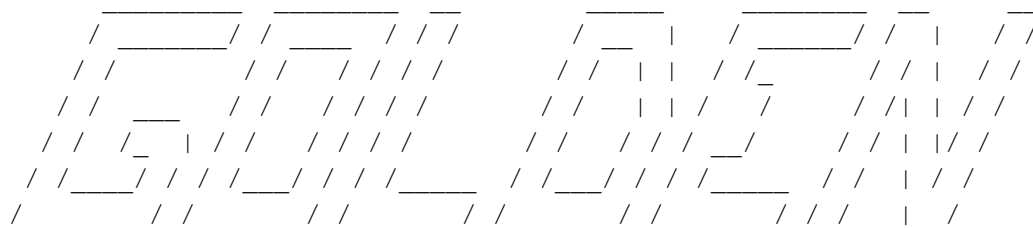


Golden Sun FAQ/Walkthrough

by Iron Knuckle

Updated to v2.0 on Jun 13, 2016



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Version Updates
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Version 0.1

20 December 2004:

Started with this Walkthrough, Completed Prologue.

Version 0.1.5

2 January 2005:

Added the first two parts and some parts of the Chart Tables.

Version 0.3

3 January 2005:

Completed the walkthrough up to Altin's Flood. Added some monster data as well.

Version 0.5

5 January 2005:

Completed the walkthrough up to Suhalla Desert. Added some data on the weapons to the chart tables

Version 0.6

8 January 2005:

Completed the Walkthrough of the entire game, still have small details to add and rephrase some sentences. All of the boss battles have summaries of all statistics now.

Version 0.7

5 May 2005:

Added some information about the Passwords in the proper Appendix, included the controls section, introductions of all the main characters, the story and started on the FAQ section. I also filled in some of the FAQ questions.

Version 0.8

7 May 2005:

Continued on writing parts of the Walkthrough that haven't been done yet. I added some more data to the Monster Compendium, added additional data for some of the Boss Battles.

Version 1.0

15 May 2005:

Finally finished the first version of the Walkthrough at last.

Version 1.0a

[First Released Version]

30 August 2005: Uploaded the FAQ after reopening my account again. I added numberings and totals for all the hidden items / chests, thus I found out that I collected 170 hidden items & chests.

Version 1.1

23 February 2006:

Thanks the a few e-mails I've been able to correct some of the mistakes in the FAQ. One of the main issues was that I thought the Mythril Circlet was

dummied whereas it is NOT! Fortunately there are people kind enough out there to notify me about these matters (really, I do respond rather quickly to most e-mails). Other than that there were some small cosmetic changes.

Version 1.2

12 July 2006:

With the aid of some more mails that I received two additional hidden items have been found (thanks to Shadow Revnyx), a glitch in the ultimate transfer password was fixed and the mix up between Power bread and Mint for the hidden cavern in Vale was cleared. I also fixed some more simple typos.

Version 1.3

10 August 2006:

After playing GS2 and writing a walkthrough for it I discovered some things about the class power ups that apply to this game as well. So I revised the Class tables! Also I found out that I forgot to count the Blue Keys and the Red Key from Crossbone Isle and some of the other scenario items to the Hidden Item total. So the number gets increased by seventeen giving a total of 214 Hidden Items & Chests.

Version 1.4

27 August 2006:

Small changes to the lay-out. Added the Hard Nut from the Bilibin Barricade to the hidden item list (forgot to add it). Also added a realistic password for those of you who wish to transfer all the important stuff, but not the game spoiling overpowered statistics.

Version 1.4.5

29 September 2006:

I updated the password section and altered the Maximum password, because I figured out a way to include the GS2 items. These are oh-so much more powerful than the GS1 weapons. Second I also included a Collector password which included about every single artifact that is not obtainable in GS2 (it even included the Ninja Sandals and other Dummied Out item). Other than that some typographical errors are fixed as well.

Version 1.5

18 October 2006:

Added a method for getting the "5x Perfect Bonus" Match in the Lucky Dice game at Tolbi. Using this method you can 999,999 Coins in no time at all. The credits go to Eric Hokenson (also known as PPK on the gamefaq message boards). Included some data about RNG methods as well, since the aforementioned tactic abuses the RNG of this game. See the Stuff section in Appendix F.

Version 1.6

27 February 2007:

Added the Warrior's Helm (located by Jeffrey Ng) and an unknown Vial (found by Kate) in Kalay to the item list. Hence there are 2 new items leading to a cumulative total of 216 items in this game. Also included a strategy for perfect leveling up at the bottom of the Stuff section at the end of the FAQ also on credit of Jeffrey Ng.

Version 1.7

17 March 2007

Nis pat found a new treasure in Tolbi (9 Coins near the entrance of Babi's palace). Jeffrey Ng revealed a secret trick to put ALL your Djinn on standby/set in one go.

Version 1.75

18 June 2007

A small update which speaks about the problem of using the linkage system with GBA SPs. Chris Maka found out about this problem. It turns out that only GBAs with wired link seem to function properly.

Version 1.8

20 November 2007

This update fixes some of the errors in the walkthrough and includes a method to get an infinite supply of Game Tickets for Tolbi's Slot machines.

Version 1.9

22 March 2009:

After some delays all the feedback I received from everybody has been processed. Thank you all for your response! Don't hesitate on sending in any missing / new info or other improvements This FAQ won't die for quite some time. ^_^

Version 1.95

8 August 2010:

Update after some mails about some notes on the Lucky wheel. Also added 3 missed hidden items (2 in Xian and 1 in Bilibin). Also corrected smoke bomb to sleep bomb in Lunpa.

Version 1.99

28 April 2013:

Added two missing Lucky medals (one in Lunpa & one in Tolbi). Reformatted the Tolbi fountain's reward table.

Version 2.0:

11 June 2016:

Added missing sleep bomb (Imil) & Vial (Lunpa fortress). The latter was already in text, but it wasn't mentioned in the short list at the start of the section. It somehow amazes me that there are still things to be discovered after all these years.

=====
Frequently Asked Questions
=====

Q: Is it Djinn or Djinni?

A: Actually both; you see Djinn is plural for Djinni. 'A single Djinni or several Djinn'. That is the question.

Q: How can I use "Growth" Psynergy?

A: The answer to this is pretty simple: You need to have an adept in of the right class in other to use Growth. Equip a Mars Djinni to Isaac or a Venus Djinni to Garet and either one will be capable of using "Growth".

Q: How can I use Whirlwind Psynergy? Ivan can't use it anymore.

A: Put all of Ivan's Djinn on stand-by and he can use Whirlwind again, this is caused by the class differences, similar to the previous question. Take note that Felix and Jenna can use "Gale" as a substitute in their Ninja class for "Whirlwind".

Q: I can't get over the sand streams. The currents are too strong!

A: Use the B button to make Isaac run. While running diagonally against the current and into the direction you want, you can reach the other side without falling down.

Q: Which Djinn/Class combination is the best to use?

A: For most of the game where you have only few Djinn you can best stick to the standard and default combination:

Isaac: All Venus Djinn
Garet: All Mars Djinn
Ivan: All Jupiter Djinn
Mia: All Mercury Djinn

This party is strong and you can use many Djinn and Summons without getting any severe downgrades. After you obtain all 7 Djinn of each type you may want to switch to a combination of different Djinn like:

Isaac: 4 Mercury + 3 Mars => Dragoon
Garet: 4 Venus + 3 Jupiter => Samurai
Ivan: 3 Mercury + 4 Mars => Ranger
Mia: 3 Venus + 4 Jupiter => White Mage

Statistically speaking this is the best balanced and most powerful overall combination, with very powerful mixed Psynergies. However if you use any Djinn at all the downgrades become really terrible.

Also take note how the Djinn are distributed among the characters, you can see that Isaac the Venus Adept (who is strong to Earth and weak to Wind) only has Mars & Mercury Djinn. The same applies to the others. You may want to check the Appendices for more information about Classes and Djinn assignments. Also beware that the mixed setup makes it in some cases more difficult to get Djinn Kills. See Appendix F under Djinn Kill for more information about this matter.

Q: Those stupid monsters won't give me the required item drop I want!

A: Look at the bottom of the FAQ under the Stuff section. There I will explain the tactic of abusing the random number generator of this game in such a way that you can get any(!) rare item drop with 100% guarantee.

Q: Is there a way to put all your Djinn on standby more easily? It is too tedious to do it one-by-one.

A: Well, yes there is actually. Press and hold the "R" button in the Djinn selection screen. Then tap 'select' to set or release all Djinn in one go. No more sore hands! ;) Why this trick wasn't included in the manual eludes me...

Q: I passed the Mogall Forest and can't return to any of the older places. Is it still possible to return to any of the older locations such as Vale, Vault, Fuchin and such?

A: After going through the Lamakan Desert and reaching Kalay there's a small entrance in the mountains to its north. Inside the cavern is a path leading back to the first part of the game. From there on you reach any of the locations prior and including the Mogall Forest.

Controls

Controller

D-Pad

Walk around on the map with your leading character. Take note that you can walk diagonally in this game too! It is also used to select different options if those are available (you know, the usual).

Start

Start the game or in the Field display the Pause Menu

Select

Use it in the field to display Field Commands Menu. Or in the Djinn selection screen hold R then press Select to put ALL Djinn on set or standby in one go.

A Button

Use it to confirm an attack or command. Also used to talk to people in villages, open chests and pick up items when you examine objects.

B Button

Most often the opposite of the A button: Cancel an attack or command. In the field used to run. This can be very handy so use this option well!

Top L Button

Use a direct Psynergy Link attached to the L button in the Psynergy menu. Useful if you need to use a certain Psynergy often like Reveal or Move. On the map you can use this to zoom out a little, so you can see where you headed towards. Inside a battle this can be used to view your statistics and settings for a certain character.

Top R Button

Same as L button, but for another Psynergy you can select independently from the L button. On the world map you can use this to bring the entire world map on-screen. Inside a battle this can be used to view your statistics and settings for a certain character.

In the Djinn selection screen hold R then press Select to put ALL Djinn on set or standby in one go.

Game Selection / Start Menu

This dynamic menu appears when you start up the Golden Sun Game Pack. After you press 'start' at the Title Screen (or right away when it is the

first time you start the game). There are several options here that may change depending on what you can do, at that moment. There are 3 save files in total for you to use. Here are is a brief summary of all the options:

New Game (Light flash from a jar)

This does simply what it says. You start a new game, beginning at the prologue. You do need to insert a name for your leading hero. Isaac is the default name and that is the reference name I will stick to as well. This option only appears if you have at least one empty file. You automatically begin with a new game if you start up the Golden Sun Game Pack for the first time.

Copy (Two papers; one is purple)

Indeed it copies a game save from one slot to another, however if you have 2 empty slots you cannot determine to which slot it gets saved though. This appears only if you have 1 or more empty file.

Erase (A paper with a piece of gum on it)

This erases the selected game from the memory permanently. So be careful when using this option. It only appears if you have at least one saved game.

Continue (Some stairs)

With this you can continue on where you left off the last time you saved. It appears of course only if you have any saved games. With this you can continue on where you left off the last time you saved. It appears of course only if you have any saved games. If you have a damaged save file than you may start from the last sanctum that you visited. But beware that it might be possible that some items are lost, that may cause you to get stuck. Use this option if there is no other way to retrieve the data.

Battle (Two people facing each other)

This brings you to the battle arena, which is actually a mini-game that can be played for fun against a random enemy or you can also compete against a friend in a Linked Battle (Check out the Battle Arena Section below for more information). Your characters (Djinn, Items, Psynergy, Statistics and Configuration) are read from one of the game files before you enter the arena. Any alternations are NOT remembered, this means that if you use an item in the Battle Arena and you continue on the regular game with the same file the item will still be there. This option appears just like continue, erase and copy when at least one Game Save is present, but only after you obtain your first Djinni.

Send (Letter with a magenta stamp on it)

The last option that can be displayed in Golden Sun's Start Menu is the secret Send option. With this you can transfer data from GS to GS: the Lost Age. Check out Appendix F for more information about this Linkage system and how to make this option appear out of the blue.

Pause Menu

While playing the game you can press Start on the field screen in order to bring a small menu up. Here you can do three things, save the game on one of the game slots, put the game in sleep mode so you consume less battery power (if you don't want to switch it off yet) and finally can change the appearance of the window if you like too. Personally I like the default blue or one of the lighter greenish tones.

Field Commands Menu

During regular game play you can enter this menu, when you are in the field. Sometimes the Field Commands Menu appears instantaneously if you examine a peculiar object. This usually hints you that you need to use a specific object from the Inventory. There are several options you can choose between.

Psynergy (figure with a whirl of energy)

Select this to get the menu for Psynergy in which you see and use the Psynergy for each character. Some of the Psynergies can do healing while others like Move and Lift can be used in the field. Just select them and press 'A' to use them right away.

You can also assign a shortcut to 2 Psynergies as well. Stand on the desired Psynergy and press either L or R button to highlight that Psynergy, and press 'A' to confirm that you want to assign that Field Psynergy to the desired button. This way you can use it a lot easier than having to open the entire menu time after time (e.g. "Mind Read" is often required in villages).

Djinn (Venus Djinni)

The Djinn Options may seem a bit complicated at first, but it is not that bad. If you have some trouble however understanding the information about the Djinn you can always press 'Select' in this menu to see additional Help data on this subject. Also when you meet your first Djinni he will also do some explaining on how to use Djinn properly. Therefore I will keep my explanation here rather short. A Djinni can be in either one of the following 3 statuses: Stand-by (white text), Set (red) and Recovery (yellow).

Normally a Djinni is on Set which means you can use him in battle; this can be changed into Stand-by by pressing either Top L or Top R button. The color of the Djinni's name will turn into a red color to mark it on "Stand-by". If a Djinni is on Stand-by it can be unleashed in a Summon (or it can be set again using the Set command) this does more damage than a regular attack. After this happens all Djinn used in the Summon will be assigned to the Recovery status.

In Recovery a Djinni can't do anything other than waiting to recover to the 'Set' status. This happens when you walk around in the field or when you go through the next round in combat, 1 Djinn per turn can be recovered

this way until all Djinn are back in Stand-by again. When a Djinni is in Stand-by or Set mode, they can be assigned to other party members as well. Just select the Djinn with 'A' to highlight it and move it to the desired party member. Of course you can't assign all Djinn to one member so they can only have even amount of Djinn in which case you can only Trade it. In the other case one character may have 1 Djinn more than the other so you can also Give a Djinni next to trading it.

Item (An opened Chest)

This opens the inventory screen where you can see all the items in your possession. A thing I didn't like about the inventory setup is that it is chopped up in 4 parts of 15 items; one for each hero instead of one big inventory. This means that in some cases you will have multiple copies of items roaming over the place. It can be quite annoying sometimes when you want to equip armor to someone whose inventory is already full, meaning that you have to swap items usually more than once. Luckily most common items can be stacked meaning that 1 character can carry up to 30 of the same kind in one space. As displayed you can use the L+A buttons to arrange all items by the default order, the other visible option is the R button which shows you the current equipment for that character.

When you just entered this menu, you can select the inventory of the hero you need by pressing right and left. If you found the required item press A so you can select that item with the cursor. After doing so information appears at the bottom of the screen and you can see six options of which some may be grayed out.

Option	What it does
Use	Allows you to use that item
Give	Give the item to another character
Equip	This only works on weapons and armors of course
Remove	Unequip the weapon/armor if it was equipped initially
Details	See additional detailed information of that item
Drop	Throw the item away permanently. Use this to make room in the Inventory if you really need to, else I'd recommend to sell as much stuff as possible.

Status (Three papers)

In here you can rearrange your party format if you like. Just press L and R to move the individual characters from left to right moving them next to the other characters. If you press 'A' when you select a hero his/her data will appear in the screen below it.

There are three different Status Screens on display. Starting with the Detailed Statistics Screen. Here you can see the Class, Ailment Status, all statistics and the current Djinni for that person (The statistics are described in the next section). Press 'A' again to see the next screen; with a list of Psynergies available. Here you can see all the Psynergy spells that person can use. For each spell there are five things to see here (from left to right): Icon, Name, Psynergy Point Cost, Type and its Range.

For the types we have:

Color	Type (Kind)
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Yellow  Venus   = Earth
Red     Mars    = Fire
Blue    Mercury = Water
Purple  Jupiter = Wind
-----

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The following possible icons for the range are displayed:

Image	No. of Targets	Additional information
	One Target	-
. . .	Up to Three Targets	Center Target has most effect
. . . .	Up to Five Targets	Center Target has most effect
.	Up to Seven Targets	Center Target has most effect
.	All targets	All Targets have equal effect

The last page displayed the current items in the inventory of you character. Take note that you can also see the Elemental properties of some of the weapons. For example the Gaia Blade has a Yellow dot next to it if you display it here. This means that it is a Venus elemental weapon, hence it cause more damage to enemies weakness to earth.

Statistics

Like most RPGs the characters in Golden Sun have statistics that increase by leveling up and equipping weapons and armors. Here's a brief summary of kind of statistics used in GS.

LV - Level

This is overall strength of a character measured on a scale from 1 to 99. Each time you gain enough Experience by battling enemies you go up one level and all your statistics are increased a bit. Sometimes you will also receive a message about a new Psynergy that is learned.

Exp - Experience

As mentioned in the description for Level, experience is used for becoming stronger. The first weak enemies you encounter will only drop 1 Exp, but later on these numbers will increase quite a lot (and even more in Golden Sun: the Lost Age). Take note that the amount of experience you get from an enemy can be enhanced by killing an enemy with a Djinn Unleash of the element type which that enemy is weak for. For example a Grand Golem is weak against Wind. So if you unleash a Jupiter Djinni against it, it will do more damage and if it kills the Grand Golem he will give 133% Experience & Gold (the chance for item drop quadruples too).

HP - Health Points

This number represents how much damage a character can take. If this meter reaches 0 that person gets downed. If all party members are downed you lose the game and have to start over at either the last sanctum or the last save

point (you are however allowed to save the data up to that moment though). So always try to keep these numbers as high as possible using healing spells and/or items. This number can also be increased by eating a Power Bread.

PP - Psynergy Points

- - - - -

Using Psynergy requires energy, and so we have the Psynergy Points which show how much Psynergy a character can use. Each time you use such a spell this meter gets drained a bit. Take note that Psynergy is slowly regained by walking around in the field. Similar to HP, PP can be increased if your character eats a Cookie.

ATK - Attack

- - - - -

This number simply displays how strong your character is physically. The higher this number the more damage direct weapon attacks will cause. It can be increased permanently by devouring an Apple and temporarily in battle by using Psynergy spells like Impact, Angel Spear and others.

DEF - Defense

- - - - -

The amount of defense determines how much damage you take from direct enemy attacks. Of course the higher this number the stronger you are against enemy attacks and the less damage you receive. It can be increased permanently by using a Hard Nut on your character. In battle you can use Psynergies like Protect and Guardian. Note that an attack in this battle system will always do at least 1 point damage.

AGL - Agility

- - - - -

Agility appears to have only one function in battle; it determines who will strike first in a turn. The higher this number is the earlier you can attack, Ivan (Wind Elemental) is very fast and is usually always the first character that may launch initial attack. By eating Mint a character can gain a few points permanently and by using the Djinni Zephyr in battle you can temporarily raise Agility as well.

LCK - Luck

- - - - -

The final statistic used in this game is Luck. It's a bit hard to tell what luck does exactly, but according to the manual the higher this number the stronger you will become against special attacks and the smaller the chance is that you will be affected by an Ailment. Luck is the only statistic that cannot be increased by Psynergies, Leveling up or Djinn Unleashes. The only thing you can do is using Lucky Pepper on a character to increase it by 2 points or setting some of the Djinn may also increase it by 1 or 2. Also some of the stronger and rare armors seem to affect luck as well.

Elemental Power / Resistance

- - - - -

Finally there is the elemental power and resistance that each character has. The initial setup for each character is by default:

Property | Isaac | Garet | Ivan | Mia

Strong | Earth | Fire | Wind | Water

Weak | Wind | Water | Earth | Fire

As you can see the main characters are all strong against one element (the element of their own type) and weak to the opposite element. By setting the proper Djinn to the four characters this may change into a different setting. For example: if we give Mia a few Mars Djinn she will become strong against Fire, but not necessarily weak against water. It depends on the values of all four elements! Check the Status Screen to see these values. For all Elemental Powers and Resistances the maximum limit is a value of 200. The type with the highest value for Resistance is the type against which the ally is strong against, the lowest value is the type against which the character is weak. Some equipment (especially later on) can dramatically change these values. So it would be wise to look at the elemental properties of the armors too, instead of only looking at which armor has the highest Defense value.

Also the same default applies to the Power values, e.g. Isaac can do more damage with earth elemental attacks (be it Psynergy, Djinn Unleash or Summon) and less with wind elemental attacks. Once again these numbers can too be changed by setting the right Djinn / equipping items to your characters.

Ailments

Here I'll describe the main ailments that are used in this game. An ailments is a special status that can be caused by an enemy attack like poison or things like that. Most of the ailments are quite annoying, so try to prevent them as much as possible.

- - - -
Poison
- - - -

The Poison status often is induced by enemy attacks, which cause your character to take about 5 to 10% of Maximum HP damage each following round until he/she is downed. The damage is luckily only little so you may last several rounds without too much injury. Poison also remains active after you leave a battle, if you walk around in the field with a poisoned character it will take damage too. So do be careful with this in the long term. In battle a character will have little green skull floating next to him/her in order to denote this status. Here are some cures:

- Antidote - This item will remove poison for one character
- Cure Poison - The Mercury Psynergy will work on one ally too for 2 PP
- Unicorn Ring - Using this item in battle removes Poison
- Tonic - This Djinni can cure nearly anything for the entire party
- Sanctum - In a sanctum you can also cure poison for some gold
- Die & Revive - Not my favorite method, but it does work

- - - -
Venom
- - - -

Similar to Poison, but this Ailment does a lot more damage, usually like 20% of the Maximum HP. It doesn't occur that often, but it is lethal nonetheless. If you get hit by this you will receive a message that you've been struck with Deadly Poison and it is denoted by little red skull floating over the infected person. Like I said Venom is nearly the same as Poison so the same healing tactics apply:

- Antidote - This item will remove poison for one character
- Cure Poison - The Mercury Psynergy will work on one ally too for 2 PP
- Unicorn Ring - Using this item in battle removes Poison
- Tonic - This Djinni can cure nearly anything for the entire party
- Sanctum - In a sanctum you can also cure poison for some gold
- Die & Revive - Not my favorite method, but it does work

- - - - -
Delusion

- - - - -
A character that is deluded has a higher chance of missing its opponent, although I haven't seen a real significant increase in miss rates it may be annoying sometimes.

- Elixir - This item will cure Delusion for one character
- Fairy Ring - Use this ring in battle works like an elixir
- Restore - Again a Mercury Psynergy will work for 2 PP
- Luck - Sometimes a character can regain its sight by itself
- Tonic - This Djinni can cure nearly anything for the entire party
- Die & Revive - Not necessary since this status isn't that bad all the same
- Battle End - After you finish a battle this status will vanish

- - - - -
Sleep

- - - - -
Some attacks can make a character fall in a vast sleep so they won't be able to fight. Its effect is similar to sting since it has the same property. Sleep is denoted by some "zZz" over the characters head.

- Elixir - This item will cure Sleep for one character
- Fairy Ring - Use this ring in battle works like an elixir
- Restore - A versatile Psynergy will do the job for 2 PP
- Luck - Sometimes a character awakens from slumber just like that
- Tonic - This Djinni can cure nearly anything for the entire party
- Die & Revive - Not necessary since this status isn't that bad all the same
- Battle End - After you finish a battle this status will vanish

- - - - -
Sting

- - - - -
Odd, why they have two different statuses for one and the same effect... At least the effect is identical to Sleep. Regaining from this status is exactly identical to the previous status as well. If an ally is hit by this you can see some yellow angular lines next to that person.

- Elixir - This item will cure Sleep for one character
- Fairy Ring - Use this ring in battle works like an elixir
- Restore - A versatile Psynergy will do the job for 2 PP
- Luck - Sometimes a character awakens from slumber just like that
- Tonic - This Djinni can cure nearly anything for the entire party

Die & Revive - Not necessary since this status isn't that bad all the same
Battle End - After you finish a battle this status will vanish

- - - -

Haunt

- - - -

This is a bit similar to poison, since it can cause somewhat damage. The big difference is that it doesn't do damage every single round, it only happens randomly. Also this ailment can't be cured with conventional ways and above all this ailment doesn't go away after the battle ends.

Tonic - This Djinni can cure nearly anything for the entire party
Die & Revive - It does get rid of the ghost...
Sanctum - In a sanctum you can also cure haunted people for some gold

- - - -

Downed

- - - -

Of all the status ailments this is naturally the worst since it causes a character to fall down and disabling him or her permanently. This happens when either the spirit gets drained (instant kill) or if his/her HP reaches 0. In most RPGs death isn't considered as an ailment, but in GS the game clearly refers to it as Downed hence I included it here in this list. You cannot heal a character in order to undo this status, but you may revive a character using the following:

Quartz & Dew - These Djinn can revive (although it doesn't always work)
Revive - The Venus "Revive" Psynergy can cure this status
Water of Life - Revives and fills all HP
Sanctum - The spiritual can revive in exchange for some gold

- - - - - - - -

Sylphon Seal

- - - - - - - -

This ailment is also known as the more common 'Silence' Ailment, which causes magic spells to be blocked. This means that your character can no longer use Psynergy attacks. It is denoted by a rotating Purple Seal next to the affected character. Unlike the other ailments this one can affect bosses as well.

Luck - A character may regain Psynergy abilities automatically
Tonic - This Djinni can cure nearly anything for the entire party
Die & Revive - Not necessary since this status isn't that bad all the same
Battle End - Once the battle is over the seal is gone

- - - - - - - - - - - - - -

'Predict Downed' / Curse

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I don't know anymore how this status is called in battle, but it appears when you get hit by an attack with in which you can see a candle burning over your character. If it connects you will see 3 big flames and 1 small flame. Each turn a flame is extinguished (big flame is 2 turns), and if all flames are gone the Grim Reaper appears to deliver you the fatal blow, causing Instant Death.

Elixir - According to the game description this should work

- Restore - This will Dispel Grim Reaper
- Die & Revive - That would be silly in this case
- Battle End - Quickly end the battle and the bad omen is lifted

- - - -

Cursed

- - - -

The last status I will note here is the Cursed status. This status only appears later on in the game when you find and equip your first cursed weapon / armor. Cursed weapons are usually quite strong, yet they have the annoying ability to paralyze the character in rounds 2, 5 and 7 (and more) of a battle when he/she is using it.

Also once you equip a cursed weapon you can't take it off anymore, which means that you are stuck to it. This status is attached to the item and even though a sanctum can remove the cursed item from your equipped slot it doesn't dissolve the curse on the item itself. Therefore the cursed item will always remain cursed. There is of course one way to prevent the paralysis; by equipping a Cleric's Ring you can use the weapon / armor without the effect of getting paralyzed randomly. However this still doesn't remove the curse from the item. So the only way to unequip is by going to the Sanctum.

- Sanctum - Removes the item from your equipped slot, but not from the item itself (it remains cursed).
- Cleric's Ring - Cancels the paralysis effect out, but does not remove the cursed item for a character.

Combat System

The battle system of Golden Sun is a 'Turn based' battle system, in which a good strategy much more important, than good timing at pressing buttons. Battles in Golden Sun are almost always random encounter, with the exception of certain events and bosses. All Dungeons/Tower/Caves and the World Map in Golden Sun have an infinite supply of enemies in store for you, the random encounter rate is in my opinion a bit on the high side at some parts of the game. This is annoying especially if you're trying to solve a big puzzle. There may be many battles, but it is not that bad as Tales of Phantasia however which happens to be master of random battles by far to my knowledge (that game is still nice though).

Anyway, when you walk around in the field you may have a chance to encounter a random battle against 1 to 5 enemies at most. You'll hear an enemy growl and the screen flashes to let you know a battle is about to commence. Your characters get warped to the battle arena where they are standing next to each other opposite of the enemies. At the start of each turn there will be 3 options you can choose between:

Battle Options

Fight (Figure with a sword)

If you choose this you can select which attacks you want to use on your

enemy. See below for more information about these battle tactics.

Flee (Running figure)

You can always try to run away in a regular battle. Most of the time this will be successful, sometimes however there will be no escape and you will have to endure the attacks of your enemies without having a chance to strike back. So I recommend not overusing this option. I think you won't need to use it if keep your party maintained, because you can take on most regular enemies without too much effort on reasonable levels.

Status (Three papers)

Before you start combat you may wish to check your statistics and such. You can do this by selecting this option. I myself hardly ever use it, though.

Battle Methods

Take note that you can always go back to the Battle Options by canceling (pressing 'B') in this menu. You can also use this to go back some steps if you reconsider the attack you had assigned to an character.

Attack (figure swinging with a sword)

Use this option for a direct physical attack on 1 enemy with the weapon your character is currently holding. If the targeted enemy gets killed before he/she can land a blow the computer automatically executes the Defend command for that character.

Psynergy (figure with a whirl of energy)

Use battle Psynergy on one or more targets. You will get an additional list of the possible Psynergies that character can use, after selecting the Psynergy you can (in most cases) choose the target on which the spell must be applied to. If this is also a multi target spell the Psynergy will have most effect on the center enemy; the enemy with the biggest Cursor arrow over its head.

The power of the Psynergy is mainly determined by the amount of Elemental Power that you have for that element. You can see the elemental power of each character in the statistics screen; these powers can reach a value up to 200, which is the maximum limit. Also take note that the Psynergy will do less damage if the corresponding Elemental Resistance of the target is higher.

Unleash Djinn (Venus Djinni)

Using this you can unleash the special ability of a Djinni in combat. Most of these attacks are quite strong and useful. Do be careful that after you unleash a Djinni your characters power decreases a bit since the Djinn will go to Stand-by mode. Finally the statistics may drop even more when your class degrades to a lower type, because the Djinni is no longer Set. On the other hand putting more Djinn on Stand-by allows you to use stronger Summon attacks at the start of the battle.

Summon (Tall black creature in a cube)

The summon attacks are truly the most devastating attacks you party members can use. The Summon of a single Djinni on itself is not that strong, but you can use Summons of up to 4 Djinn simultaneously. These Summons are the very strong and if unleashed by a character of the same element they are even more powerful. For example: When Isaac (Venus Adept) summons a Venus elemental Summon he can do more damage than the other three could do.

Item (Opened Chest)

You can use items like Herbs and Elixirs in battle to heal and cure your party members, but also you can use some of the weapons and armors. Since some of these have an ability so you can use them as an item, be warned that Weapons/Armors/Rings you use in battle may break if you use them too often (Sometimes they already break the first time I use them). If this happens the object will become useless and you will have to fix it at one of the Weapon / Armor Stores around the continents.

Defend (Shield)

This option can be used if you don't want a specific character to attack. In Defend mode a character will raise its defense and thus will take less damage. Enemies sometimes do this too and oddly it seems that for your enemy the defend works the entire turn, meaning that they have high defense even before they actually get a chance to defend.

Environmental Elements

Around the world you will come across various puzzles that need to be solved, these puzzles usually consist of making use of the objects that are nearby in your surroundings. Here is a small list of the some of these elements that you may encounter during the extensive travels.

Foliage

These little green bushes look lighter than the average normal looking ones that are in the background. If you use "Whirlwind" or "Gale" on them they may reveal hidden passages or objects.

Pillars / Columns

There are several types of pillars in this game and all of them can be pushed around. Some however serve for other purposes too.

-Tall & Thin pillars

These are roughly twice the length of Isaac and can be used for creating passages on the upper level of a map (climb a ladder first) and you can walk over the tops of these columns.

-Small & Fat pillars

Only a few of these pop up in your adventure. Usually you have to push these into the water so only the top will stick out creating a little bridge Isaac can use to reach the other side of the water.

-Fallen Pillars / Logs

The kind pillars you'll find on the ground are the ones you can push around (if no objects are blocking them). Most of the time you have to push them in a certain order to create the desired path through a maze.

Sphere Boulders

- - - - -

I can only remember 4 or 5 of these appearing in the game. The only way to get past them is by using "Lift" Psynergy which you can obtain in Altin.

Water Puddles / Ice Pillars

- - - - -

Water puddles can be frozen using "Frost" in order to create an icy and tall pillar. These ice pillars can then be melted into little puddles again by placing a heat source next to them like a torch.

Small Plants

- - - - -

In some places you will come across a little plant that animates against a huge wall. These plants can be transformed into long climbing vines if you apply "Growth" on them. Reminder again: in order to get "Growth" give Isaac a Mars Djinn or Garet a Venus Djinn.

Suspicious Marks

- - - - -

If you come across some stones that form a circle, a peculiar lone rock or other odd (out of place) looking configurations try to use the "Reveal" formula Ivan obtains just before traversing through the Lamakan Desert. Also "Reveal" can also be used to make hidden objects (in pots, crates) appear as twinkling little stars! This helps you searching every bit a lot faster.

=====
Main Characters
=====

Isaac - Venus Adept (17 years)

The main character of this game is Isaac; he is born and raised in Vale with his mother Dora and his father Kyle. The people of Vale have always been the protectors of the Elemental stars that are hidden deep within Sol Sanctum to the north of Vale. After the dreadful incident with the boulder on the rainy day Isaac lost his father just as Jenna lost her parents and brother. A few years later Isaac goes with Garet, Jenna and Kraden to Sol Sanctum to find out its secrets. Inside they meet the two people who are their enemies: Saturos & Menardi. They take Jenna and Kraden away, and leave Isaac and Garet behind in the crumbling ruins. After this event they

set foot outside of Vale on their quest to stop the two fiends.

Pros: Being the main character he pretty well balanced

Cons: -

Initial Equipment

Weapon Short Sword
Armor Cotton Shirt
Shield -
Helmet -

Items 1. Herb (2x)

Djinn -

Garet - Mars Adept (17 years)

Born in Vale as well is Isaac's childhood friend. Garet is the grandson of the mayor of Vale. He travels with Isaac right from the start of the game and he usually makes rather dumb comments during the conversations though, but is a good fighter although he is rather slow.

Pros: Physically the strongest member of the team

Cons: He the slowest party member

Initial Equipment

Weapon Short Sword
Armor Cotton Shirt
Shield -
Helmet -

Items 1. Herb (2x)

Djinn -

Ivan - Jupiter Adept (15 years)

This young boy was an orphan found by Master Hammet the merchant of Kalay. Ivan's most useful ability is to read other peoples' minds, which can be handy during some parts of the game. Master Hammet gave the mystical Shaman's Rod (also called the Rod of Hesperia) to Ivan and he seems to have lost it somewhere in Vault a village to the south of Vale. You may have to help him retrieve it, after this Ivan joins Isaac and Garet in their quest. In battle Ivan is rather the opposite of Garet; being fast, but rather weak.

Pros: Very fast chap

Cons: His physical attacks are weak

Initial Equipment

Weapon Wooden Stick
Armor Travel Vest
Shield Leather Armlet
Helmet Circlet

Items 1. Herb

Djinn -

Mia - Mercury Adept (17 years)

The fourth adept to join your party is Miss Mia from ever frozen village called Imil to the far north. She is protector of the Mercury Lighthouse just like Alex who happens to be from the Mercury Clan as well. Mia's greatest asset is her healing abilities. She is capable of healing the entire party with her Wish Psynergy. Other than that her attack is not that bad, but she tends to be a bit slow at the lower levels.

Pros: Great Healing abilities

Cons: She is somewhat slow (but not as much as Garet)

Initial Equipment

Weapon Witch Wand
Armor Travel Robe
Shield Leather Gloves
Helmet Wooden Cap

Items 1. Herb
2. Antidote
3. Elixir

Djinn Mercury - Fizz

Jenna - Mars Adept (17 years)

I didn't know if I should place her here or among the main characters, since she is a playable character too in this game. However she is only in your group for a very short period so I decided to place her here for the time being. Like I said at the introduction of Isaac she lost her parents and her brother Felix after the accident that you will see in the Prologue of the game. Jenna decided to come along with Isaac and Garet to Sol Sanctum, but after she does so she is captured by Saturos and Menardi.

Initial Equipment

Weapon Wooden Stick
Armor One-piece Dress
Shield Padded Gloves
Helmet -

Items 1. Herb (2x)

Djinn -

=====

Other important people

=====

Felix - (18 years)

We don't get to know too much about Felix other than that he was taken away by the river after the accident during the storm with the boulder that also took his parents leaving Jenna behind alone. Saturos & Menardi however rescued him for some reason and he makes his reentrance in Vale again yet he has different ideas about the issue of Alchemy than Isaac.

Kraden - (Too old)

The old man is a scholar who lives on the far west side of Vale. He has studied alchemy for quite some time and has vast knowledge about it, although the long conversations with him seem to be annoying sometimes. Kraden helps Isaac and the others unravel the mysteries of Sol Sanctum, which leads to a series of events that cause a great danger.

Sheba - (14 years)

Even more mysterious than Felix is Sheba, this young girl appears near the end of the game. She is called "Child of the Gods" by the people of Lalivero, because according to the people she fell from the sky as a gift from God. Lord Babi held her hostage for a long time so he could enforce the people of Lalivero to build him his own lighthouse for his own needs.

Babi - (Unknown - Near 150 years)

Somehow the ancient mayor of Tolbi has strange vitality for someone of his unnatural old age. He seems to hold some sort of secret that keeps him kicking around, but lately Babi isn't feeling that well...

Saturos & Menardi

The two main villains of this game are both Mars Adepts with great power. They tried to invade Sol Sanctum, but the defense mechanism in the Shrine prevented them to enter and that also caused the chaos that one day which meant the demise of Jenna's parents and Felix. After the prologue they return to the Sanctum and take Jenna and Kraden hostage, Felix also travels along with Saturos & Menardi although he doesn't seem to mind it as much as the other two.

Alex

The last person noteworthy is Alex. He appears the moment Jenna is taken hostage by Saturos. For some reason he has allied with the villains and betrayed the Mercury Clan as it was his duty to protect the Mercury Lighthouse just like Mia.

=====
Story (Taken from the Instruction Booklet)
=====

A forbidden power is unleashed...

Nestled away at the foot of Mount Aleph, the most sacred peak on the continent of Angara, rests a quiet village called Vale. For ages, the elders of this remote community have been the caretakers of Sol Sanctum - an ancient temple on the mountain's slope that for eons has guarded the seal on the ancient science of Alchemy.

Now, that seal has been broken. A mysterious figure is attempting to release the powers of Alchemy upon the world, a power so great that one who wields its full force can attain any of his heart's desires = countless riches, endless life, even the power to destroy the world. Once the combined power of the four elements - Earth, Water, Wind and Fire, which together make up all matter - is unleashed, the world will fall to its knees before the one who wields it. If this horrible fate is to be averted, a brave soul must now arise!

=====
Walkthrough
=====

Beforehand

At the registry it is possible to give all main characters from the game a new name. Normally you can only rename Isaac, but if you like you can change the other names by pressing the following button combination. I will keep to the default names myself to make the walkthrough clearer. The code to do this works as following:

Rename - Garet, Ivan and Mia:

When you get to rename Isaac at the beginning of a New Game press 'Select' 3 times.

Rename - Jenna, Felix and Sheba:

When you are renaming Mia press the following button combination:

Up, Down, Up, Down,
Left, Right, Left, Right,
Up, Right, Down, Left and Up.

Now press 'Select' and there you go.

Prologue: The Disastrous Day

--Vale--

Hidden Items: 0 (total hidden items / chests: 0)

-

Monsters:

Bat, Vermin, Wild Mushroom (All are the "Weak" Versions of that enemy)

At the very beginning of the game young Isaac is awakened by his mother Dora. Outside its raining and storming, so your mother dons you in a simple tunic. You can answer either "Yes" or "No" to all the questions, since that won't affect the game in any other way. This goes for all conversations except for really important ones, but I will tell you in advance about those.

Downstairs Isaac and his mother are warned about the boulder by Isaac's father Kyle. It turns out to be that the village has to be evacuated and everybody must head to the plaza at the southern part of town. After some more talking Dora sends Isaac out to find some shelter in the plaza. Unfortunately at the moment you walk (or run using "B" button) down a boulder falls right in your path blocking the way down. So go north until you find a red haired boy pulling a little package. After telling him to drop his stuff and save his own life he joins your party. This is Garet he will accompany Isaac through most of the game.

Walk around (there's only one path possible) and as soon as you go over the bridge a small cut-scene is displayed. It shows four people trying to stop a huge boulder from falling down by using their "Psynergy" - a type of magic used in this world - to levitate and hold it in its position.

Walk towards the west part of the village and go to the most upper part. Here you'll see an injured man who thinks that he is about to die. This part is optional and doesn't get you anything, but you can let him live or die by telling him what to do. Very strange indeed! Head down the stairs and go around the corner to find yourself trapped in the first battle of the game. Kill the single Vermin which should not be too difficult since you get a head start. After exiting this battle the Background Music changes a bit, walk on to automatically come across the next battle versus a single Bat. After this go to the right and continue on your path. Two Wild Mushrooms appear so dispatch of those as well. Then go down, since the path behind the bridge is blocked by a boulder for now.

The next scene shows how a few people (including Dora) try to save a young boy named Felix who seems to be drowning in the current. He plays an important role in the events in the future so remember him. After some time Felix can't hold on any longer and let go of the pole he was holding after a few seconds he comes back to the surface, but he can't hold on much longer. The four people decide that his sister Jenna must go to the plaza to get some help. Your mother also tells you to help her out by going to the plaza again to find help for the drowning Felix. Once you're over the bridge another fixed battle commences. Continue on and head down as soon as you enter the next part of the village, since there isn't anything to do around here.

At the bottom of the village Jenna and a strong guy join you, so hurry back to Felix. Once you're back the moment you walk down to save Felix the boulder falls down taking Felix and his parents and Isaac's father along with it. You can talk to the characters here, but that has no effect so go back to the village on the right and Garet will follow you.

Next you will hear two mysterious people talking about the fury unleashed by Sol Sanctum (as the BGM suspects they are not very kind people). Since you were accidentally eavesdropping the two decide that you must forget everything you heard. They help you forget by fighting you, thus the battle commences.

Boss: Mystery Man & Mystery Woman

Mystery Man

HP: 3000	ATK: 63	AGL: 9	Weak: Water
PP: 260	DEF: 22	LCK: 40	Strong: Fire
Special: Fireball, Heat Flash, Eruption			
Exp:	0		
Coins:	0		
Item:	-		

Mystery Woman

HP: 2600 ATK: 50 AGL: 13 Weak: Water
PP: 300 DEF: 20 LCK: 40 Strong: Fire
Special: Death Size, Nova, Flare Wall
Exp: 0
Coins: 0
Item: -

Of course you're way too weak to beat the Mysterious couple, so don't bother just let yourself get clobbered for this time. Even if by some fluke you manage to beat both of them up you get 0 exp, 0 coins and the game continues on as if you lost (I've tried this with some codes by changing both their HPs to 0).

The two people leave town abandoning the Isaac and Garet which are both knocked unconscious for the moment. The intro screen pops up and the game continues on 3 years later with the actual story.

1. The Ancient Power of Sol Sanctum

--Vale--

Inn:

6 coins

Hidden Items: 13 (13)

Antidote - Check Barrel in Jenna's Grandparents home
Nut - Use "Catch" on the tree above the destroyed home of Jenna
6 Coins - Vase in home above Isaac's place
3 Coins - Vase in most upper home on the Eastern part of town
Smoke Bomb - Vase in home one plateau lower than the previous one
Herb - Box in the lower left home on Eastern part of the village
1 Coin - Barrel upstairs Inn
Elixir - Jar in the upper Jar outside to Kraden's Home
5 Coins - Jar inside Kraden's Home
Herb - Given by Garet's sister during the farewell
Catch Beads - Given by Isaac's nephew during the farewell
Vial - Jar inside Shack to the east*
123 Coins - Barrel inside Shack to the east*

Chests: 1 (14)

Power Bread - Use "Whirlwind" on the bush behind the Weapon/Armor Shop

* = opens up after completing Sol Sanctum

The town looks peaceful again and Jenna walks towards the home of Isaac. He is repairing the holes in the roof together with his mother. Jenna walks farther upward and meets up with Garet who is training intensely to become stronger by training his Psynergy. After some talking all four meet up near Isaac's house and after even more talking you can go to visit the old scholar Kraden, his cabin located near the upper western part of the village (Near the guy who thought he was going to die in the Prologue). Garet and Jenna join your party and now you can go to anywhere (well... nearly anywhere) you like in Vale.

Before continuing on it might be a good idea to get some better equipment from the shop here in town. Two long swords and Travel Vests for Isaac and Garet would be nice. You can also buy some new equipment for Jenna, but not

too much, since she will leave your party pretty soon. After talking to some of the people you will hear about a group of men who have entered town quite recently. They are described and considered as quite rude, since they did not pay a visit to the mayor. Inside the inn you can find one of those guys. He hides his face behind a mask and trying to make a conversation with him leads to nothing. You better let him be.

The most northern path leads to Sol Sanctum, but first you must meet up with Kraden so go one screen left near the upper bridge. Here you will find the two mysterious people from the other day three years ago. They are talking about Kraden as well, after a while they decide to let your group go this time and also you get to hear their names: He is "Saturos" and the woman is called "Menardi". After this conversation the puppies that were blocking your path earlier on have mysteriously disappeared (as if you noted that anyway).

Go to Kraden's cabin where you will automatically talk with him. He's pondering about matters that are lighter than air, but after some sentences he'll make you; Isaac the leader of the party and joins in too after picking up some items inside. Proceed towards Sol Sanctum and be careful not to be seen by the adept that hides behind the tree. He will walk around in a set path and you can easily get past him, when he wanders off behind the small shrine.

--Sol Sanctum--

Hidden Items: 8 (22)

Mythril Bag (4x) - Get them from Kraden
Venus Star - Get it from the Venus Elemental Statue
Mercury Star - Get it from the Mercury Elemental Statue
Jupiter Star - Get it from the Jupiter Elemental Statue
Mars Star - Get it from the Mars Elemental Statue

Chests: 3 (25)

Small Jewel (2x), Herb

Monsters:

Amaze, Bat, Slime, Vermin, Wild Mushroom (All are the "Weak" Versions)

In every dungeon/cavern you will come across random battles so be careful, also in this dungeon you'll come across weaker versions of the 5 enemies listed above! See appendix B for the complete Monster Compendium.

Your first dungeon starts off with a small puzzle room right away. Isaac can only jump over gaps that are one space in width so take the rightmost path to continue on through the corridor to the second Jumping puzzle. Take the middle path and collect the Small Jewel from the chest, then head back to the center part of the jumping tiles (the island made of 3 squares) and take the path on the right. Here you can check the relief of the Minotaur that is missing one eye. Coincidentally you just found an eye, so check the relief then you can open your inventory and 'use' the Small Jewel on the Minotaur. This will open the door at the end of the left path, hence go back, jump over the gaps towards the left and walk through the doorway.

In this room Kraden comes out and tries to find the hidden path, but the old geezer fails. Isaac on the other hand can find it by pushing the left and right most statues, however the left statue reveals only a dead end since the statue in the room behind it cannot be moved. So take the right path and walk around the mini-maze to find the second Small Jewel from a chest. Directions are hardly needed here, but the chest can easily be found by following the left path and the exit door can be found by taking the

path to the north from the central junction.

Once again Kraden comes out and tells you that you need to use your Psynergy to find the correct path. Use "Move" Psynergy on the 2 left-most statues to reveal a Minotaur and a doorway leading to another dead end. Better use the Small Jewel on the Minotaur here too causing a pathway to open behind the right-most statue. Take that path and follow the left route and you'll find a chest with an Herb. Go up the middle to reach the central chamber of the Sanctum bearing the Sun's Crest in the middle. They all figure out that Saturos and Menardi are thieves trying to rob the Sanctum of its riches and so they decide to find out what lies further on in the Sanctum.

After some more talking Kraden stays behind and explores the room by himself. Go up stairs and you can either go down or upwards. The lower path only leads to a Psynergy Stone that replenishes all PP (Psynergy Points). Walk to the north, then head to the left, place the three statues onto the corresponding spots (Use "Move" Psynergy to place the middle on its correct position). This triggers a small mechanism that allows you to move the other four in the right chamber. Kraden comes back after moving the first one to talk some more. As you notice the Moon changes into Sun and vice versa, opening the path to the final room. Unequip Jenna here since she will leave your party very soon, so you can at least sell the items that would be lost otherwise. Kraden joins you again, then check the crack in the wall from which the light beam appears. A portal will open up leading to the very essence of the Shrine.

The sacred room the foursome stumbled upon contains the four elemental stars of the four elements of which all matter consists. They are: Earth - Venus, Fire - Mars, Water - Mercury and Wind - Jupiter. After some more talking again, you have to get the elemental stars because Kraden is too frail to get to them by himself. In order to do so he gives Isaac 4 Mythril bags. So take the upper right path towards the Venus Star, next head upwards for the Mercury Star and back to the Central Island since you can only get the Jupiter Star. Something strange happens; Saturos and Menardi show up again! It turns out that the elemental stars are what they were after too and also they have tagged along the stranger with the mask. Menardi asks the guy to remove his mask and he turns out to be none other than Felix!

After some bargaining Isaac and Garet decide to bring them the Elemental Stars, just after Garet takes off to deliver them a blue haired guy appears. His name is Alex and he takes the stars over in Saturos' name from Garet. Isaac still has to collect the Mars star, so go back to the Central Island and take the right upper path. Head left and you can put the Mars Star in the final Mythril bag. After removing the final Elemental Star the Sanctum becomes instable, hence Saturos and the others (including Kraden and Jenna as hostages) leave Isaac and Garet to their own faith that is without collecting the Mars Star.

A Cyclops Rock appears which is referred to as the "Wise One", tells them about the elemental Djinn that have started to appear again and the purpose of the Elemental Stars. They are meant to ignite the flames of the four corresponding Lighthouses which will unleash Alchemy upon the entire world (Up to now alchemy is only known to the people of Vale and few people who are adept to it). The Wise One can no longer hold the volcano from erupting and teleports our heroes to a safer place. You might as well use "Retreat" to get out Sol Sanctum at once. Once the Eruption takes place a huge amount of Psynergy Crystals are send into the world, these crystals upset the current balance and mean extra work for you to clear up (but later more on

that).

--Vale--

Upon returning from the Sanctum they tell the Great Healer of the village about the events that have happened. He asks if Isaac is willing to undertake this Mission Impossible together with Gareth. If you choose "No" here and you exit the sanctum you will receive a message that the world will be destroyed and you get a Game Over screen. Then you'll have to start over in the sanctum, so answer "Yes" to keep things short.

Finally it is determined that Isaac and Gareth will save the world from destruction, by finding the location of the lighthouses. Still not even the Great Healer knows what they should do when they get there. His only advice is to seek out for the elemental Djinn.

Preparations are made for the final goodbyes and you receive an Herb and Catch Beads from Gareth's sister and Isaac's nephew. After everybody said 'Farewell' you can leave the village and explore the world. Take note that you can now equip the Catch Beads to learn the Psynergy "Catch". You can use this to get the Nut from the tree in the west part of Vale mentioned earlier.

2. Solving the Burglaries in Vault

--World Map - Vale--

Djinn:

Venus - Flint

After setting foot outside Vale you will immediately catch up with a little spark that is hovering around on the map. This is the first Djinni you encounter on your travels. His name is Flint; even if you decline all his offers he will still join your party anyway. He gives a brief explanation of how the Djinn System works, so take note or just mash buttons to get past the messages.

Go over the small bridge on the right and head south towards a small village. Upon entering the village you will see a caravan under command of Master Hammet leaving for Kalay; however they seem to get stuck near the second bridge, for the bridge to Kalay is broken and they are attacked by still falling Psynergy Rocks from the eruption at Sol Sanctum earlier on. So they have no other choice than to go north towards Lunpa. You can visit Lunpa too, but other than "Catching" a Nut from the tree there is nothing to do. Lunpa is a town that is closed to any kind of foreigners.

--Vault--

Inn:

12 coins

Hidden Items: 6 (31)

Sleep Bomb - Barrel at right part of the Item Shop

Nut - Box just outside Mayor's Home

7 Coins - Jar inside home closest to lower village entrance

4 Coins - Barrel inside the home in center of Vault

Mint - Box on the left part on the main floor in the Inn

Bone - After beating the Bandit's team talk to the lady in the inn
(the only way to get rid of it is giving it to the dog)

Djinn:

Venus - Sap (You can't reach him, until you passed the Lamakan Desert)

According to the people of Vault, there have been many burglaries lately, yet no one knows who stole the items and where they are hidden. After wandering around you come across the mayor's residence. Inside there is a young boy who seems to be in trouble. This boy is named Ivan and possesses a strange power that you will notice as soon as you talk to him. He tells you about Master Hammet's stolen Rod and asks you to help him find it back. Ivan then joins your party and advises Isaac to use his Mind Read Psynergy to find the whereabouts of the rod. Although Ivan comes along with you, he won't leave the village until he has found the rod. If you do Ivan stays behind.

Inside the Inn you will find two suspicious people, in order to have Ivan "Mind Read" them you will need the help of Garet and Isaac too. Try to trap one of them between the left most bed and the wall, after doing so Ivan will automatically read his mind and obtains all the information Isaac and the other need. The stolen goods should be located somewhere in the Inn, so better start looking. Once you're outside you'll notice that the guy obstructing the ladder to the broken roof is gone. Climb the ladder and check out what's going on inside.

Inside the Inn's attic there is a single crate that needs to be moved with the use of "Move" Psynergy. In the next room, you'll find the stolen goods and a man who has been kept prisoner here for some time. After releasing his ropes the bandits from Lunpa come charging in. Time for a Mini-Boss Battle!

Mini-Boss: Bandit and Thief(2x)

Bandit

HP: 260 ATK: 46 AGL: 20 Weak: All
PP: 0 DEF: 8 LCK: 3 Strong: -
Special: Uses 'Herb' / 'Smoke Bomb', Glowers Ferociously
Exp.: 36
Coins: 46
Item: Bandit's Sword

Thief

HP: 110 ATK: 42 AGL: 9 Weak: All
PP: 0 DEF: 5 LCK: 1 Strong: -
Special: Uses 'Herb', 'Glowers Ferociously' / 'Intimidated' (Skip Turn),
Defend
Exp.: 15
Coins: 32
Item: -

I recommend focusing all attacks on the Bandit, then taking on the others. Ivan's and Garet's Psynergies do quite well here. Also unleash Flint with Isaac several times, and don't forget to heal when necessary. It shouldn't be too difficult to win this battle, since human enemies are weak to all elements.

After their defeat the mayor comes in, takes away the bandits, puts them in jail and all the stolen goods are returned to their rightful owners including the Shaman's Rod Ivan was looking for. The mayor tells Ivan that Master Hammet is taken hostage in Lunpa by Donpa. For now there is nothing they can do about it, so they'll wait until Donpa makes his move. The Mayor also requests Isaac to come to his home then he leaves the others behind.

At last Ivan can claim the rod back and thanks Isaac for his help and leaves off too. Before you leave Vault go and see the mayor to obtain some Water of Life from him. After everything is safe and sound again you can leave Vault. Better head east to the Goma Cave Entrance.

--Goma Cave Entrance--

Jump over across the little river and move the two pillars in order to continue on. Try to move the third one and Garet comes to the conclusion that it won't work without removing those leaves. Suddenly Ivan reappears, gives a demonstration of his "Whirlwind" Psynergy and joins your party permanently. You can also backtrack to Vale and use the "Whirlwind" to open up a little cavern behind Vale's shop. Inside that cavern is one chest with a Power Bread in it. Anyway, move the pillar and cast "Whirlwind" on the foliage to open the entrance of the Cavern.

--Goma Cave--

Chests: 1 (32)

Lucky Medal

Djinni:

Mars - Forge

Monsters:

Ghost, Skeleton, Slime, Will Head, Zombie

The route is pretty strait forward here, jump over the water stream, go south, down the stairs and to the far right. Put the pillar in its place and talk to the guy if you like. Go back to the left, jump over the water near the bottom and follow the path. Go up the stairs again and move the tall pillar on the right so that you can jump next to it, then walk down and use Move to push the small fat pillar into the water one floor below. You can also collect the Lucky Medal from the chest on the right side.

Go back down from here and use the newly created path to continue on to the right, since you put the pillar in its place just a few minutes ago the path to the Fire Djinni is opened. Touch him to start a battle:

Mars Djinni: Forge

HP: 172 ATK: 45 AGL: 22 Weak: Water
PP: 14 DEF: 9 LCK: 6 Strong: Fire
Special: Flare, Blast, Escape
Exp.: 28
Coins: 85
Item: -

This battle shouldn't provide any difficulty as well. Just make sure you use the most powerful attacks and Flint to get the job done fast, because most Djinn tend to leave the battle early by fleeing. If this happens you must reenter the room so the Djinni is back in its position and try again, until you are successful.

After collecting Forge, the man below you commends you and leaves the scene. Jump back, go through the doorway and head up towards another small pillar. Push it off ramp into the water and jump onto the platform it was located on, run along the path leading up to find the exit and the village of Bilibin close by.

3. Kolima's Curse and the Salvation

--Bilibin--

Inn:

21 Coins

Hidden Items: 7 (39)

- 5 Coins - Jar outside home next to the Inn
- Hard Nut - Barrel inside home next to the Yellow Statue in Town
- Herb - The jar just outside Sanctuary
- Nut - "Catch" it in the tree to the left of McCoy's Mansion
- Smoke Bomb - Barrel lower Left corner on 2nd floor of McCoy's
- Elixir - Barrel near chimney on main floor of McCoy's
- Antitdote - Barrel in the house just to the left of the entrance

Djinni:

Jupiter - Gust

At the entrance of the little town is an odd looking tree sprout. If you "Mind Read" it you will find out that a human soul is trapped inside. Further on other people tell about that tree being a person that came back cursed from the woods of Kolima and other people talk about the fountains of the Mercury Lighthouse to the North near Imil and its sacred Hermes' Water that flows there. As you might suspect from this there are two possible ways to go:

- Go East to Kolima Forest to find out what is causing the curse

OR

- Go North towards the Mercury Lighthouse

Of course you need to do both of them, but going to Kolima first is a bit easier since the enemies are somewhat weaker. On the other hand going to the Mercury Lighthouse will introduce you to the fourth Adept of your party right away. The choice is yours! I'll stick to the original route so I'm going to Kolima Forest.

Also take note that there is a Jupiter Djinni hidden in Bilibin, go south from the Sanctuary (walking over the pillar tops) all the way around Bilibin until you reach a suspicious bush. Use Whirlwind on it and enter the cave behind it. Move the yellow statue that you find down here and collect the Wind elemental Djinni: Gust.

3.A Investigating Kolima Forest

Head north towards McCoy's Mansion and then talk to the guard on the right. After a conversation he permits you to enter the mansion and you can go on audience with "zee big boss" of this place: McCoy. Walk up to find yourself in McCoy's room. This McCoy guy seems to talk with a strange accent, but never mind that. He declines Isaac's offer because in his eyes they are nothing but mere children, after this scene the guard does give some sort of hint that you do not need the key to get past the barricade built on the east near Kolima... Better head for the barricade yourself then.

--Bilibin Barricade--

Hidden Items: 1 (40)

Hard Nut - Get from the girl after rescuing her from the water as a tree after beating Saturos AND before healing Tret. Cannot be done afterwards!

The moment you get here you'll see the feeble wooden construction which seems to be the barricade. Use "Move" Psynergy on the left crate to get past the barricade. Note how three trees are peculiarly stacked up next to the river, they will feature in one of the little side-quests later on, but for now go east towards Kolima.

--Behind Kolima Barricade - World Map--

Hidden Items: 1 (41)

Turtle Boots

After passing the barricade you have the chance to collect the Turtle boots if you head left after the barricade. Somewhere in the middle of the forest area at the end of the long small island you can find the boots by checking the ground. They are not that useful, but collectors may like them. After you did this go head east towards Kolima.

--Kolima--

Inn:

N/A (32 Coins after you break the Curse)

Hidden Items: 4 (45)

Apple - Upper left barrel of the 6 clustered in right corner

Herb - Left Barrel just outside lowest tree home

Lucky Medal - Jar highest level of the Inn

7 Coins - Jar highest level of Weapon/Armor Shop

Djinni:

Venus - Granite

After entering Kolima Isaac and the other find out that all the residents have been changed into trees. They also notice the sparkling stuff that is lying around, and then all three characters (or four if you got Mia already) get attacked by some energy flow and they fall down. Soon they notice the sparkles falling down from the skies, this is what must have cursed all the villagers. Somehow because Isaac and the others are Adepts they have some sort of barrier that shields them from the harm the sparkles do, thus saving their lives. Then the voices of Tret and Laurel - the two tree spirit - are heard, Tret is upset that the villagers took their axes to his brethren and in his madness he cursed all of Kolima. Laurel pleas to Isaac that he reawakens the softer side of Tret once more and Isaac accepts that task.

After the cut scene you can see a Venus Djinni (Granite) on the right side of the screen next to a tree home, but you can't reach it or can you? Enter the home from the back and go downstairs and follow the path in the cavern below, eventually you'll reach the Venus Djinni. Granite will join your party without any fuzz. Leave the village and head for Kolima Forest to the north.

--Kolima Forest--

Hidden Items: 1 (46)

Nut - Second screen up a tree to the left of the first log

Chests: 1 (47)

Fur Coat

Monsters:

Drone Bee, Rat, Rat Soldier, Troll

Head to the upper left corner and push the left most log into the water and cross the gap. Walk on to the left to the next screen. Push the first log to the left, walk down past it, then push the lower left log down, but don't move the third one. Follow the path to find the third log pushing puzzle. Note that there is a Nut here, which you can "grab" from the tree.

For the logs you have to move the first one left, go up, around the log and push it back to the right, push the lowest horizontal log down, the upper one up and finally the first (vertical) one again to the left. This log falls in the riverbed and keeps on floating so you can jump over it and continue on to the next screen. The solution for getting the chest with the Fur Coat on the right goes like this from the initial setting:

Flip the switch here at the bottom of the field.

Push:

Both horizontal logs -> up
Upper vertical log -> right
Left horizontal log -> down
Lower vertical log -> right
Right horizontal log -> down
Lower vertical log -> Left

Flip the switch a second time

Collect the Fur coat

The solution for reaching the exit from the setting of the "Fur coat" is simple:

Flip the switch here at the bottom of the field.

Push:

Both horizontal logs -> up
Upper vertical log -> left
Left horizontal log -> down

Flip the switch a second time

Continue to the next screen

On the next screen you will find Laurel and Tret. The conversation with Laurel tells you that Tret can't be saved. However "Mind Reading" her gives you the information that Tret can be saved by the sacred Hermes' Water from at the fountain of the Mercury Lighthouse. If you try to talk to Tret you'll notice that his bad personality takes over before you can make any contact with the real him. The only thing you can do is climbing up the vine.

--Tret Tree--

Chests: 2 (49)

Healing Ring, Nut

Djinn:

Jupiter - Breeze

Monsters:

Creeper, Drone Bee, Gnome, Rat, Rat Soldier, Spider, Troll

Boss:

Tret

In the first room there is nothing else to do, but climbing upwards to the second. The second level has some leaves over the spider webs on which you can only jump once, so think about your actions ahead. The left exit is a

dead end. Jump on the leaves from the lower left corner toward the right. Keep close to the middle path and climb up the vine so you can reach the third level. You can use the leaf to reach the chest in the middle here; it contains a Healing Ring. Doing this however does force you to fall down one level, so backtrack again and use the leaf again to reach the vine at the top of the screen. Exit the next interior level using the exit at the bottom of the screen, then go right and climb the vine, before entering the tree again you can also get a Jupiter Djinni if you take the upper branch just outside.

Jupiter Djinni

HP: 243 ATK: 79 AGL: 42 Weak: Earth
PP: 22 DEF: 20 LCK: 7 Strong: Wind
Special: Flash Bolt, Ray, Plasma, Whirlwind, Wind Slash, Escape
Exp.: 88
Coins: 100
Item: -

This Djinni tends to flee sometimes, so try to stun it with Ivan's Witch Wand (Stun Voltage Unleash). Take note that Ray can do quite some damage so keep you HPs up at all time. Other than that there shouldn't be much to it, shortly after beating this Wind elemental Djinni he joins your party under the name of Breeze.

After leaving or collecting the Djinni enter the up most room here from the right and you can collect a Nut from the chest here. Since it is a dead end the easiest way to backtrack is to fall down one of those leaves. This time take the left exit and follow the lower branch to find a vine here as well. Climb it and enter the up most room from the left, once inside fall down the center leaf that is located below broken leaf. This means you will have to jump on it twice, after falling down five times you will come face to face with Tret (I wonder how Isaac survives a fall from 4 stores high). Better heal, save and set your Djinn right before starting the battle. After a few words with Tret the battle starts.

Boss: Tret

HP: 710 ATK: 89 AGL: 30 Weak: Fire
PP: 36 DEF: 27 LCK: 28 Strong: Wind
Special: Growth, Sleep Star, Thorn, Quake
Exp.: 226
Coins: 700
Item: Potion

Better use Forge and the other Djinn to make yourself stronger after that Summons like Ramses and Atalanta can do quite some damage too. Tret's attacks are not that strong, but dealing 700 damage can take a few rounds if you're party levels are pretty low. If you have visited the Mercury Lighthouse already and met up with the Water Adept this battle should be easy. Tret does use Sleep Star quite often which can put some of your character to sleep. Nonetheless you should come out victorious without too much damage.

After beating up the 'evil' side of Tret he regains his senses and becomes kind again. Then again his rage and this battle have exhausted him so much that he can no longer save the people of Kolima. As you already heard from Laurel you need that holy water from the Mercury Lighthouse. So we'll have to go back to Bilibin and then we need to head north towards Imil.

3.B The Healer and Guardian of the Mercury Lighthouse

In order to get to Imil and the lighthouse we have to go north from Bilibin over the little bridge, then go west over another bridge and keep on going west until you reach a cavern.

--Bilibin Cave Entrance--

At the entrance of the screen you can see a small plant growing against the wall. You can make this plant grow a lot bigger by using the "Growth" Psynergy on it, however your character can only learn this Psynergy only on certain classes. The easiest way to learn Growth is to give Garet at least one Venus Djinni or Isaac at least one Mars Djinni. This way you can enter the Cavern from a higher level.

--Bilibin Cave--

Chests: 4 (53)

Elven Rapier, Vial, Psy Crystal*, Water of Life*

* = only reachable after Mogall Woods (see Chapter 8)

Monsters:

Ghoul, Gnome, Ooze, Troll

If you entered the cavern from the higher level by using "Growth" on the small plant outside, you can easily grab the Elven Rapier from the chest. Also there is an interesting formation of rocks near this chest. However you need "Reveal" Psynergy to find a hidden entrance which means that Isaac needs to backtrack sometime in the future. For now fall down and walk left.

Here you are back at the start again, keep on heading to the left route until you reach an intersection go right here and you will reach a different room with some icy pillars. Near the end you can move the right torch down and right to melt the final Ice Pillar creating a puddle of water. Jump over this puddle and continue on. At the end there is a chest containing a Vial. Head toward the exit and walk around the icy fields, until you reach the frozen village of Imil.

--Imil--

Inn:

24 coins

Hidden Items: 4 (57)

Lucky Pepper - Look in the oven inside the Inn

9 Coins - In the jar outside home upper level of town

Lucky Medal - Upper left grave near the Sanctum

Sleep Bomb - In a barrel on left side within the blacksmith shop

Chests: 2 (59)

Vial - Above the first home (See comments below)

Empty bottle - First house from the southern entrance

Djinni:

Mars - Fever

Talking to the people in this village gets you information about a woman named Mia who is the healer of this village. Since many people have gotten ill after a group of travelers can from the south, Mia is very busy now.

You can find a Mars Djinni by moving the snowman in the northern part of town to the left and then enter the slippery ice part from the Sanctum on the left. Slide in the following directions from here on to find the cavern with the Djinni: RULULURULURU. You can see that the snowman will help you reach the cavern in the very last part of the sliding process.

--Imil Falls Cave--

Inside the cavern Mars Djinni Fever joins you without a fight. You should have two Djinn of all but the water type.

--Imil--

Also you can reach a chest by following this route from the same starting point: RULULURULDLUR for another Vial.

On with our quest. After talking to most of the villagers and the two children in the sanctuary Mia will show up in the first home where you found the Empty Bottle. After seeing her heal the old man she mumbles something about Alex and leaves for the Lighthouse. Now you can leave for the Mercury Lighthouse.

--Mercury Lighthouse--

Chests: 4 (63)

Nut, Psy Crystal, Psynergy Armor, Smoke bomb

Djinni:

Mercury - Fizz, Mercury - Sleet

Monsters:

Mimic, Cuttle, Harpy, Lizard Man, Mauler, Siren

Boss:

Saturos

At the entrance you will meet Mia again (only after meeting her in Imil), but she can't continue on because there is a statue in her path. Use "Move" Psynergy to get rid of the first obstacle, also Mia seems to be able to see your Psynergy which means that she is an Adept too! Then Mia opens the barrier by using "Ply" and enters it, you'd better do the same thing so it's time to enter the first Lighthouse.

Inside attack the Lizard Man so Mia can continue on in the Lighthouse. She thanks you and leaves again, continue on you can take either left or right passageway since they end up at the same path in the next room. Keep heading up and take the stairs, here you'll find Mia again and another obstacle that blocks her path. If you "Mind Read" her here you'll find out that she's hesitating to believe that Alex has started to turn bad... Just use "Move" on the blue statue over the pit to open the path for Mia once again after some more talking she decides to come along with your party. As a bonus she already has a Mercury Djinni: Fizz as a pet!

Continue on until you reach another puzzle room. Push the first pipe in its place and continue (there is only one path) and push the pipe from the other side into its original position. You can of course backtrack a bit to get the chest with the Psy Crystal, in any case proceed on to the next room. Jump over the gap, don't go down the ladder, but walk around the entire room. Push the pillar in its position which should only take half a minute. Fall down the slide and go through the doorway that is recently opened. Slide down again and you will stand right in front of the goddess.

Jump over the gap onto the hands of the big statue, set "Ply" to either L or R button and use it on the Statue. This should activate the cross tiles,

these tiles allow you to stand on water for a few steps. Jump back on the tile just below to find out that you can jump on the water four times. Go up one room and jump over to the very right side towards the exit.

Here you find yourself in a room with three waterfalls. Open the chest on the very right to find out that it is the very first Mimic in the game! Mimics are imitations of Treasure Chests that look exactly identical, the moment you open them the creature attacks you. The nice thing is that when you beat it the treasure from the chest is ALWAYS automatically dropped in battle.

Mimic

HP: 468 ATK: 120 AGL: 51 Weak: Fire
PP: 24 DEF: 33 LCK: 8 Strong: Wind
Special: Debilitate, Psy Drain, Sleep, Wind Slash
Exp: 164
Coins: 178
Item: Water of Life

Walk into the right most Waterfall jump over the water to find a chest containing a Psynergy Armor on the other side. Go back, walk up to the big central room with several jump tiles in the water and step up the first jump tile in the middle. Work your way around the room counter clockwise, you should be able to get to the upper right corner using the tiles without too much effort, just stay close to the right wall.

After this event you can also collect the Smoke bomb by going right instead of down at this point, if you collect this bomb however you have to work your way around the room a second time. Head down two rooms and you'll find yet another room with three waterfalls. Enter the middle one, head up two rooms, push the pipes into their corresponding places (starting at the back) and the previous room will fill up with water. Jump over the water and ascend the stairs 3 times and here is yet another pipeline puzzle room to be found.

Walk down the path in the very back of the room, push the pipe to the left (this will move the statue one space to the left). Let Isaac walk back, push the pipe to the right, (moves statue down) then to the left a second time. Before going back to the left again push the horizontal pipe down, then head back and push the vertical pipe for the last time to the right. This will cause the statue to fall down one floor allowing you to place on top of the switch. After passing that doorway push the third statue from the left aside to collect a Nut from the chest in the backroom, go back to the previous room and move the lone statue on the right side. Go up one room and push another pipe into position allowing you to continue on.

Here there is a room with many waterfalls located next to each other. Enter the fourth of the right to find a Mercury Djinni inside this one however does require you to do battle.

Mercury Djinni

HP: 290 ATK: 107 AGL: 58 Weak: Fire
PP: 20 DEF: 24 LCK: 9 Strong: Water
Special: Drench, Froth Sphere, Prism, Tundra, Escape
Exp: 130
Coins: 151
Item: -

Continue on to the left and follow the passageway and at the end of it enter the last waterfall. Move the statue with Psynergy and continue on until you reach a room with a single blue statue and a rainbow over the waterfall. Use Ply on this statue and the waterfall will magically reverse into streaming upwards.

--Mercury Lighthouse Aerie--

Cure all your wounded people, Set/Reset all Djinn if you like and collect the Psynergy Stone to completely fill all of your Psynergy power. Jump over to the center of the Aerie and your party will notice that the lighthouse as already been lit up. After some talking the group of Saturos shows up, Saturos tells Menardi to leave for the Venus Lighthouse as he will deal with Isaac and the others.

Boss: Saturos

HP: 1200 ATK:: 113 AGL: 51 Weak: Water
PP: 160 DEF: 35 LCK: 40 Strong: Fire
Special: Eruption, Fireball, Heat Flash (Delude)
Exp: 331
Coins: 800
Item: Psy Crystal

Saturos is naturally the strongest adversary you face up to this moment (unless you count the Mystery Man as well). If we take a look at his special attacks then Eruption and Fireball can cause quite some damage, whereas Heat Flash (simply a Delude Psynergy) isn't that bad. I recon you use the Mercury Djinni Sleet in the first round, because Saturos is weak to water and Sleet can also lower Saturos' Attack power. You may wish to unleash the other Djinn as well. Don't waste Garet's PP on Fire Psynergies since Saturos has a very high resistance to it. The best strategy is to attack with Mia's Djinn or unleash the level 2 Mercury Summon: Nereid on him. Isaac can do some healing if it is really necessary, but I don't think that this battle should prove to be too difficult as well. Saturos may have a lot of HP, but he doesn't have real killer attacks.

After Saturos' defeat Alex shows up to explain why Saturos was defeated so easily, as a Fire Adept the Mercury's watery environment drained him of his powers. Also Alex just tried to stall some time to heal Saturos and after some more talking before they leave you behind. Mia also decides to join you in your quest to beat Saturos and Menardi to the Venus Lighthouse, before you leave you better fill up your bottle with the sacred Hermes water that flows once again from the fountain (the shop in Imil are now opened too and you can buy a Blessed Ankh Artifact there).

--Bilibin Barricade (Optional)--

=====

WARNING: THIS IS A ONE-TIME EVENT ONLY!!! It cannot be completed after you heal Tret so you MUST do it now!

=====

You can perform a small side-quest at the Bilibin Barricade. You will see the three trees again, only now one of them has fallen into the river. Walk into the shallow water just below the other fallen tree. Use "Move" Psynergy on the tree in the water stream. Once you've cured Tret you can receive a Hard Nut from the woman that was the tree back then (Don't get any silly ideas about this, pervert).

--Kolima Forest--

Go back to (if you visited the Mercury Lighthouse before going to Kolima) Tret and cure him with the Hermes' Water. After this happens Tret is finally restored to his old friendly self and will free all the people that have been turned into trees by the curse. Tret then tells you that he was struck by falling rocks the other day and that caused him to get very upset, whereas Laurel who was hit as well became very sad. It turns out to be that the Psynergy Rocks emitted by Sol Sanctum were the cause of all the problems. After some more talking Laurel tells you that the animals of Kolima Forest have turned into monsters; this would explain why you had to fight monsters in nearly every place. After doing this you can continue to the bridge to the south-east of Kolima as well and Isaac can collect a reward from McCoy as well.

--Bilibin - McCoy's Home (optional)--

Chests: 1 (64)

* = Technically speaking 4, but you can only collect 1 of them
(See below).

After talking to that weird man again he is so 'generous' you can pick one treasure from the four chests in the basement. So the guard shows you the way and Isaac follows him into the basement. Here are 4 reachable chests that are arranged like this:

```
  |1||2||3||4|  
  ヽ ヽ ヽ ヽ
```

1 = Vial

2 = Potion

3 = Psy Crystal

4 = Water of Life

None of them are really spectacular, but the fourth chest is probably the most valuable in terms of money. Oh well, at least Isaac gets a reward at all.

--Kolima Bridge--

After breaking the Tree Curse the guy at the opposite side of the river will lower the drawbridge for you. From here on you can go straight to the cursed woods (see chapter 5) or complete an optional side-quest that is not necessarily required in the Fuchin Temple (see chapter 4).

4. Fuchin's hidden power; the Art of "Ki" (Optional)

--Fuchin Temple--

Hidden Items: 1 (65)

Unicorn Ring - Check jar next to Nyunpa's home

The environment of the temple looks very foreign; more or less very eastern. Talk to the people at the foot of the temple and you will find out that Mogall Forest sprouted from the soil in just 1 night, this is of course very unnatural so indeed the power of the fallen Psynergy Rocks are the blame of this. Enter the cabin at the top of the waterfall and talk to Master Nyunpa using "Mind Read" Psynergy to get permission to enter the

trial at the base of the waterfall. Note that you can't enter the menu with the 'A' button, because you will talk to Nyunpa when you are so close to hom. In order to overcome this problem use 'Select' or assign a shortcut key to "Mind Read".

--Fuchin Falls Cave--

Hidden Items: 1 (66)

Dragon Eye

Chests: 2 (68)

Arctic Blade, Orb of Force

Djinni:

Jupiter - Zephyr

Monsters:

Mimic, Bone Fighter, Dirge, Mole, Spirit

At the beginning you can read a tile that gives a hint about the solution of the cavern. Use the right wooden pole to ride across the water to the other side. Here awaits a chest for you. However this is not a regular chest but a Mimic so start another battle.

Mimic

HP: 506 ATK: 133 AGL: 57 Weak: Fire

PP: 26 DEF: 36 LCK: 10 Strong: Water

Special: Debilitate, Psy Drain, Sleep, Briar

Exp: 190

Coins: 207

Item: Game ticket

Go back and use the left log to reach the next room, jump over the water and you'll reach the upper right corner. From here on you can go two ways for now take the left path since right leads to a dead end at this moment. Also the doorway up ahead leads to another dead end, hence go left even further, up the stairs and follow the route through the dark room. Actually the invisible path on the right can be traversed so try that if you like, that would make completing this quest a lot faster/easier. Descend another stairway to find yourself in another room with a log in the water, use it and follow the path on the left to get over the water with another log. You are back in the first room although you entered it from the left, use the log to go over to the other side.

In the next room you'll see a Jupiter Djinni on the right side of the room, to get there walk down using the log, then place the vertical log against the left wall and use the horizontal to go back to the previous location. Now you can use the single pole in the water and the vertical log to get the Jupiter Djinni.

Jupiter Djinni

HP: 314 ATK: 115 AGL: 68 Weak: Earth

PP: 25 DEF: 26 LCK: 9 Strong: Wind

Special: Flash Bolt, Plasma, Storm Ray, Wind Slash, Whirlwind, Escape

Exp: 150

Coins: 176

Item: -

After Zephyr joins your party, go down, use the log and get up the next doorway. In the next room go to 2 horizontal logs and move one upwards, take the upper vertical log and go to the left, use the other horizontal

one to reach the doorway in the middle of the staircase. In the room below you can find a Dragon's Eye lying openly on the little table. Go back and take the stairway on to the north. Follow the path and place the eye in the appropriate place of the dragon statue. This will make the shadow of an invisible path on the ground visible. All you have to do backtrack all the way to the left entrance of this room. Walk over this invisible path (don't worry; you can't fall off) and read the tablet that speaks of the power of "Ki" that is placed in the chest. Open it and you can obtain this Orb of Force, equip it right away to any character that has room in his/her inventory. Note that this is the only Psynergy in the game that is not aligned to any elemental; it's Neutral!

--Fuchin Temple--

After returning from the dungeon, you get a message that master Nyunpa is awaiting you. He tells you that you can use "Force" Psynergy on the tree stumps to find your path through the Mogall Forest. You also get some various other words of wisdom too for free.

5. Monkey Business in Mogall Forest

--Mogall Forest--

Hidden Items: 1 (69)

Nut

Chests: 2 (71)

Apple, Elven Shirt

Djinni:

Venus - Quartz

Monsters:

Ape, Bone Fighter, Dirge, Death Head, Mole, Spirit

Boss:

Killer Ape

With or without the Orb of Force you can continue on, although with the orb you can more easily find the correct path yourself. From the entry go down two screens and if you use "Force" on the tree stump on the left an Ape will appear and attack you. Further on you can push the vertical log to the right, the horizontal down, the vertical left and finally the horizontal one upwards. Use "Catch" Psynergy to get the nut from the tree if you like. Move up and use Force again on the tree stump to see a monkey showing you the route or just go right 2 times.

Here are 2 tree stumps, use "Force" (or not) on them and from one of them a Monkey will show up running in to a path leading south, the other goes east. The eastern path leads to a chest with an Apple inside. The southern path leads to another log pushing field. Use "Move" on the small rock to push it backwards, then push the log down so you can move on. Next move the horizontal log down, the vertical log left, horizontal log up and finally the vertical log to the left so it falls into the water. Venus Djinni Quartz can be found at the bottom of the screen here too; he will put up a fight before joining you.

Venus Djinni

HP:	349	ATK:	127	AGL:	76	Weak:	Wind
PP:	25	DEF:	28	LCK:	9	Strong:	Earth

Special: Briar, Earthquake, Gaia, Mad Growth, Spire, Escape

Exp: 172

Coins: 201

Item: -

You can use "Force" on the tree stump in the middle and then on the left stump to find out the route, or I could just tell you that it's left. Next there are three tree stumps to be found, the right one contains an Ape that will attack you. The middle one has an Ape that goes down and the right one awakens an Ape that flees to the left. Also if you go north here you can find a Psynergy Stone.

First we take the left route which gives us a chest with an Elven Shirt after completing a really simple puzzle. Just move the rock a few times until there is enough room to push the log to the right. Equip it to either Garet or Mia, because they are normally so slow and will get a huge boost from it. Go back and head one screen down, here you have to do nearly the exact same thing and use force on the tree stump if you like so a monkey will jump over to the lower stump. Walk around the other logs on the left and push them so that the last tree stump will fall down into the river (there is only one way to move them so it should be easy). Use "Force" again to see a monkey leaving via the south entrance. So go down and you will find a lone stump in the middle of the field, you can already hear some sounds coming from it. This noise doesn't sound too good, but you have to continue on. Time for a boss battle:

Boss: Killer Ape

HP: 1000 ATK: 156 AGL: 94 Weak: Fire
PP: 35 DEF: 97 LCK: 26 Strong: Wind
Special: Bind, Debilitate, Ransack, War Cry, Douse
Exp: 460
Coins: 1500
Item: Douse Drop

This boss is statistically nearly Saturos' equal so if you were able to beat him, the Killer Ape should be easier since you have better equipment now. Just use the Djinn followed by a summoning of the most powerful Summons you have and the Ape is gone, before he even has the chance to hurt you.

After beating the Killer Ape you get a Douse Drop. This seems odd to me since Mia can already use "Douse" Psynergy. Head down towards the exit for Xian on the World Map.

6. Altin's Extraordinary Flood

--Xian (Optional)--

Inn:

40 coins

Hidden Items: 4 (75)

Elixir - Barrel inside small home in the middle of Xian

Lucky Medal - Jar outside upper left corner Mulberry Orchard

Sleep bomb - Jar in the left house that is grown into the wall

Antidote - Barrel in Master Feh's School

Djinni:

Mercury - Mist

The people of this village are very good at Kung Fu and creating Silk garbs. If you disturb the water carrying woman she will drop the water and creates a small puddle of water, when you make her drop the water one space next to the right wall you can use "Frost" Psynergy to get to the Mercury Djinni that is located there. This Djinni named Mist and he joins without a fight.

At the most upper part of Xian you can find the Kung Fu School of master Feh. If you don't have the Orb of Force you can leave for Altin right away. On the other hand if you do have you can trigger a small cut-scene inside, use "Force" Psynergy while standing on the white line to make the big tree trunk fall down. After you do this the door at the bottom will unlock, open and a girl named Feizhi comes outside together with Master Feh. Feizhi will leave for Hsu, since she sensed that he is in danger.

Feh will then give a small explanation between the difference of "Ki" and "Chi". Also at the entrance of town Feizhi will await you if you used Force on the wooden pole inside the training school.

--Xian World Map--

Djinn:

Mars - Corona

To the far north of Xian (You can see Kolima village at the top of the screen here) there is a lone island and on this field you may encounter the wild Mars Djinni: Corona.

Mars Djinni

HP: 355 ATK: 144 AGL: 76 Weak: Water
PP: 24 DEF: 41 LCK: 8 Strong: Fire
Special: Fireball, Flare Wall, Mad Blast, Nova, Volcano, Escape
Exp: 173
Coins: 210
Item: -

--Alpine Crossing--

Chests: 1 (76)

Power Bread

Just located to the west of Xian you will come across the Alpine crossing before entering Altin. If you met Feizhi before she will appear here too, but there's not much to do here. The only thing you can do is create an Ice Pillar from the water puddle and using "Growth" Psynergy on the little plant to make it grow bigger (give Isaac a Mars Djinni so he learns "Growth"). Go up and walk to the lower right corner where you can find a chest with a Power Bread. Isaac and companions can head for the north exit towards Altin.

--Altin--

Inn:

48 Coins

Hidden Items: 2 (78)

Nut - Barrel in home accessible after receding water once

9 Coins - Barrel in weapon shop after draining water completely

Upon entering the town you can easily see that it is entirely flooded. The first villager explains to you that water spewing creatures have caused the town to get flooded, of course it is up to you to solve this problem. Talking to other people learns you that Altin is usually dried out so much that there is hardly any water which makes it even more odd for a flood. Later on you'll discover that the Psynergy Crystals have caused the Guardian Statues of the inner shrine in Altin to become alive. Use Move on the first statue here and you can enter a cavern.

--Altin Peak--

Hidden Items: 1 (79)

Frost Jewel - Receive it from the first Living Statue

Chests: 6 (85)

Cookie, Dragon Shield, Lifting Gem, Lucky Medal, Psy Crystal, Vial

Djinni:

Mercury - Spritz

Monsters:

Mimic, Bone Fighter, Calamar, Dirge, Rat Fighter, Slime beast, Tarantula

Boss:

Hydros Statue

A Psy Crystal is located in inside a red chest around here. That's all you can do here so go back outside.

--Altin--

Descend the ladder and walk on further to the south; at the bottom of the screen you can see a blue creature spitting water. As you approach it, it moves 'slowly' into the mines.

--Altin Peak--

Inside the cavern you can watch as the creature jumps over the pit. Chase and watch it fleeing again, chase once more and you'll have to do battle against it. Of course I don't have to tell you that this creature is weak to Fire and strong against Water. Just use you Djinni and summons to take it down quite fast (it has about 500 HP). I don't know why, but you get a Frost Jewel for your efforts. Again this is strange, because you can use "Frost" already with Mia.

--Altin--

As you come outside again, it is clear that the water level has dropped a bit. You can follow the mine-cart tracks into the second level of the cavern.

--Altin Peak--

Follow the tracks as far as possible since the other paths all lead to dead ends, when you reach the end follow the left path. Near the mine cart hit the switch so the arrow points east, enter the cart itself and you'll run into the next living statue. Fight it and the water level drops again, backtrack to the beginning of the cave, but don't go outside. (You cannot yet reach the chest that lies behind the door on the right here). Enter the passageway in the upper left corner, climb down the ladder and continue on. In the next room follow the lower left path and flip the switch so it points left, head back and go right. Enter the cart, enjoy the ride, get out and follow the upper left path.

Mimic

HP: 579 ATK: 160 AGL: 51 Weak: Fire
PP: 32 DEF: 44 LCK: 12 Strong: Wind
Special: Debilitate, Psy Drain, Sleep, Shine Plasma
Exp: 241
Coins: 267
Item: Game Ticket

Go a few steps back and follow the lower route. In the next room use Frost on the water puddle before climbing the ladder then proceed to the next chamber. Use Frost on the pillar in the center of the lower level of the room, climb the ladder to the left of it, enter the mine-cart and collect the Dragon Shield from the chest at the end of the ride. Go back and climb the other ladder, change the switch and do another mine-cart ride. Now you can completely backtrack towards the entrance.

--Altin--

All the water in the town has been drained at last. This allows you to buy new Armors and Weapons (although I have to say that most of these items are rubbish). Enter the mines from the lowest level for the last part of this semi-dungeon.

--Altin Peak--

Follow the path to the right until the tracks come to an end, then go south and open a chest on the left side of the screen containing a Lucky Medal. Keep on running through the corridor on the right until you reach a big room with a Mercury Djinni near the entrance, go right here, move the pillar and freeze the puddle to create a new path. Climb the ladder due north and freeze the puddle there too, hit the switch, go to the mine-cart and enter it twice. Now you will be very close to the Mercury Djinni which will fight you before aligning with you.

Mercury Djinni

HP: 361 ATK: 140 AGL: 84 Weak: Fire
PP: 27 DEF: 32 LCK: 10 Strong: Water
Special: Drench, Froth Sphere, Hail Prism, Ice Horn, Tundra, Escape
Exp: 190
Coins: 226
Item: -

With Spritz on your side you should be able to use Wish (Mia has 4 Mercury Djinn now, which makes her a Cleric) which restores HP for all party-members! Use the Mine-cart to get back, go to the left past the frozen pillar, freeze the other puddle as well, climb the ladder and follow the path using the newly created pillars to exit this room. From here on follow the path and navigate past all the small rocks until you reach a sign at the top. Use Force on it to strike the pillar, but if you don't have the orb of Force, Gareth will come out and kick the pillar by himself.

After doing so a huge boulder appears luckily Isaac will run automatically following the correct path into safety. Climb down the gap that is created just a few seconds ago, down here no random enemies appear so you can freely regenerate you PP if you want. At the end of the corridor there is a bigger Living statue; the so called Hydros Statue. You may want to equip your fur coat here, since that protects against water attacks!

Boss: Hydros Statue

HP: 1300 ATK: 156 AGL: 62 Weak: Fire
PP: 80 DEF: 53 LCK: 30 Strong: Water
Special: Drench, Froth Sphere, Ice Horn, Restore, Tundra, Water Blessing
Exp: 496
Coins: 2400
Item: Lucky Medal

The Hydros Statue is basically a bigger and stronger version of the Living Statues you encountered before. It is resistant to water so Mia does best to keep as much Djinn as possible on Stand-by. This way she can use Wish which cures the entire party. Of course you may want to use Sleet or Mist, but return them to Stand-by again.

So your main attacks are with Isaac and Garet. A level 3 Mars Summon; Tiamat should dispatch the Hydros Statue quickly, also Cybele can do a nice amount of damage on this boss. In order to use Cybele after 2 rounds set Quartz to Set before the battle (you probably don't need to revive anyway). All of the Hydros' attacks are Water based which means that equipping the Fur Coat is actually a good idea even though it is a bit weaker.

After beating the Hydros Statue it turns into a real statue again and disintegrates right in front of you. Open the chest behind it, collect the Lifting Gem and equip the gem in order to lift those brown sphere-shaped rocks you've come across earlier. Head towards the entrance (follow the southern path) and you will find one of these boulders that can be lifted; so use "Lift" Psynergy. Enter the crevice and take the far left branch, move the statue and open the chest for a Vial. Head back and take the central path use lift again and you will finally reach the exit of the cavern.

Note: You can backtrack here as well and go to the room where you fought the second Living Statue, climb down the stairs on the right side of the chamber and you can find another chest by using Lift on the boulder. Inside the chest is a very rare PP increasing Cookie.

7. Revealing the Mirages of the Lamakan Desert

--Lama Temple--

Hidden Items: 2 (87)

6 Coins - Check jar inside Hama's Home
Water of Life - Chest; Use "Reveal" on the lone rock

There isn't much to do around here so head up to the only building around. Inside you will find Master Hama meditating. She is a Jupiter Adept just like Ivan and will teach Ivan Revealer Psynergy, Hama also seems to know more about the fate that has befallen Felix. Feizhi comes charging in and tells Hama that is was able to foresee the event of Hsu getting trapped by a boulder. This seemed odd to Hama first, even though she taught Feizhi to learn Psynergy, she'd never thought it would actually succeed so well because Feizhi isn't an Adept. Then Feizhi explains that she was hit on the head by a falling rock a few days again (the same day as Sol Sanctum's Eruption). This explains everything and after some more talking Hama and Feizhi will leave the scene to rescue Hsu.

healing or attack with the Djinn over again. Since Mia will be attacking in this battle Isaac has to do some healing if necessary.

After beating the Manticore simply follow the path behind him to find yourself in a cavern corridor with an exit that leads to the World Map.

--Lamakan Desert West Exit (World Map)--

Djinn:

Venus - Vine

To the north west of the Lamakan Desert Exit there is a small island which contains Venus Djinni 'Vine'. The location may be a bit hard to find sometimes, but he is definitely around here somewhere.

Venus Djinni

HP: 421 ATK: 175 AGL: 91 Weak: Wind
PP: 30 DEF: 45 LCK: 10 Strong: Earth
Special: Briar, Clay Spire, Gaia, Mad Growth, Quake Sphere, Escape
Exp: 230
Coins: 277
Item: -

The attacks of this Djinni are stronger than those of the previous Djinn, but with only 421 HP an escape is the only thing you need to worry about. After this Vine joins your party and with 4 Venus Djinn you should be able to summon the power that be: Judgment!

From here we can do some backtracking since Isaac and the other have learned some new Psynergies and the bridge to the north is repaired (the one that was broken at the time Master Hammet tried to go to Kalay), but first perhaps take a visit in Kalay to get some new weapons and armors.

--Kalay--

Inn:

60 Coins

Hidden Items: 6 (98)

Nut - Barrel in right room of Hammet's home
Sleep Bomb - Jar behind the armor store
Nut - Use "Catch" on a Nut hanging in the tree near east exit
Elixir - Barrel in the basement of the Inn
Smoke bomb - Oven in most eastern house
11 Coins - Barrel in the home in the lower right corner
Vial - Check the northernmost jar in the graveyard

Chests: 1 (99)

Water Jacket - Left room of Hammet's home

If you exit the town via the north exit you will trigger a cut-scene where Isaac and the other meet up with Lady Layana; Master Hammet's wife. She tells some things about Ivan's origin and the use of the Shaman's Rod. After all of this she asks of you not to save Hammet, but to continue on with your own quest. At this moment it is not possible to save Hammet, but we will do that in later on in the game.

In Kalay itself there isn't much to do right now. The only thing I can think of is that you can climb up the upper right building and move the statue to find the entrance to the Kalay Tunnel.

--Kalay Tunnel--

Hidden Items: 1 (100)

Nut

Chests: 6 (106)

200 Coins, Apple, Lucky Medal, Potion, Sleep Bomb, Spirit Gloves

Djinn:

Mars - Scorch

Inside this place move the statue to the left and climb down the drained water pool, climb up the on the other side and touch the Mars Djinni and Scorch joins for free. Here is the moment where you should have 16 Djinn; 4 of each kind. This means that all Summons are ready to be called at your disposal! Later on we can come back here to collect the chests and hidden item, but for now continue on with the story or do some backtracking.

8. Some Backtracking (Optional)

That's all Isaac can do here for the time being. Below follows a short description of the things you can do if you back track your steps to the north. Some of the following backtracking parts are not really that helpful, but if you wish to explore every corner of this game you may wish to complete the following parts.

These can be taken individually (and in any order) you like, but I would like to recommend that you do at least the first two since they both give you a Djinni as reward. Isaac can also find an extra Psynergy in Vale Cave as well.

8.A Vale Cave & Gareth's Family

--Vale (Optional)--

In Vale you can go back to Isaac's Mother or Gareth's folks if you like, there is nothing you will get in return of doing so, but some people find it nice that the game has these kind of details. You get to hear quite a long dialog. If you don't feel like it, then don't go inside the home of Gareth's parents. Gareth will introduce Mia & Ivan and some other non important business will be handled.

Next to Kraden's Cabin (where that Guy was 'dying' at the beginning of the game) is a boulder that be lifted using "Lift", behind it is a dungeon that has a Djinni as reward.

--Vale Cave--

Chests: 2 (108)

Halt Gem, Nut

Djinni:

Jupiter - Kite

Monsters:

Fighter Bee, Ghost Mage, Mad Vermin, Ravager

At the entrance go left, use revealer to make a hidden pole visible, continue on to the left, walk up and move the right crate into the water. Walk over the crate and head down, go through entrance and obtain the Nut from the chest. Go back to the previous room and move the left crate two the right 2 times. The crate will fall in the water and you can jump on over to the log behind it. Walk to the other side of the water pool, jump off and enter the passage behind it.

Walk around and go down to the next room, roll both logs into the water, fall down and move the horizontal log upwards. Use it to reach the other side and continue on. Open the chest to collect the Halt Gem and equip it on someone, walk down and the Jupiter Djinni will get scared. Follow him and use "Halt" Psynergy on him to catch him, without doing combat Kite adds his power to yours. That's all there is to do in Vale.

8.B Vault Cave

--Vault (Optional)--

You can get a Venus Djinni here that you may have seen here before. First ring the bell at the watch tower to wake up the sleepy head. Then use Reveal on the 6 gravestones to open up a passageway down below.

Talking to the mayor also has influence later on it Golden Sun: The Lost Age, so I recommend you do that. He will tell you that the prisoners have escaped into the world. (You will meet them again if you link the game to GS:TLA)

Also you can get a worthless bone from a woman in the inn (You'd better not get any ideas about that too!). You can use this for the dog close to the gravestones so he gives you a hint where to search for the entrance... nuff said. Use "Reveal" near the six gravestones and you'll automatically find the entrance.

--Vault Cave--

Chests: 1 (109)

Vambrace

Monsters:

Mimic, Cave Troll, Death Cap, Fighter Bee, Gargoyle, Ghost Mage, Ravager

You can go down one screen and the either left or right. Before we continue I would like to remind you about ringing the bell again, or else we have to go through this cavern twice. For the Djinni won't appear at the end, if you didn't ring the bell on the north side of Vault. The right branch contains a fake chest in the shape of a Mimic.

Mimic

HP: 690 ATK: 156 AGL: 89 Weak: Fire
PP: 42 DEF: 56 LCK: 13 Strong: Wind
Special: Debilitate, Psy Drain, Sleep, Sonic Slash
Exp: 321
Coins: 356
Item: Vial

The left path leads up to two torches and one peculiar tile with a fire crest on it. Place the left torch on it to open the gate which comes together with a small fanfare for some reason. Head up and use Whirlwind on the bush to open a doorway to a lone chest that has a Vambrace inside.

Freeze all but the most right puddle to create a path to the next room. Descend and ascend the stairs, go one room up and activate the switch. This drains the water from the room and transports it to the basement level below preventing you from going back the way you came, so you need to clear it from the other way around.

Go back downstairs, head down, go down again, walk up to the next puzzle and move the lower torch as following. Push it up 1 space, 3 spaces to the right (push just after the drop lands on the tile to your right, 2 up, then push it to the far left avoiding the water drop near the middle. Move the other pillar out of the way. Once it is somewhere else, push the pillar with the flame 1 down, 2 left, 2 up and 3 to the right (avoiding the water drops again). Finally push it upwards onto the tile with the flame crest. If for some reason the flame is extinguished go back to the previous room and enter again. Somehow the flame is relit again.

After you placed the Flame pillar on it spot it opens the gate with a nice little tune (again), continue on and ascend the stairs, do it again on the left side of the next room, head down, go down the ladder and go through the door you just opened with the switch. Jump over the gap, climb the stairs go right, ascend the stairs and run towards the exit. Outside Venus Djinni Sap joins you without a hassle. I don't know but it seems that Venus Djinn seems tend to be less aggressive.

8.C The hoard in Lunpa

--West Lunpa Cave (Optional)--

You can enter Lunpa if you like, although there's nothing to do right now; You can't save Hammet yet, the salespeople won't sell you any armor or weapons, but you can collect some of the hidden items in town itself. So if you like enter Lunpa via the West Lunpa Cave (north-east of Vale). Use Frost on the water puddle beneath the half closed gate, this opens it up and you can enter Lunpa.

--Lunpa (Optional)--

Inn:

Not open yet

Hidden Items: 5 (114)

Nut Use "Catch" on the tree in front of the south entrance

Sleep ball Check upper left gravestone

Vial Barrel weapon/Armor shop's attic

Nut Barrel outside most eastern home

Lucky Medal Wooden box inside most eastern home

Chests: 6 (120)

44 coins, Antidote, Elixir, Lucky Medal, Smoke bomb, Water of Life

As you can see most of Lunpa is sealed off, you can however open up a secret cavern. Use Reveal on the rock near the upper exit. Freeze it with Frost, climb the ladder on the left and walk around town until you reach a

dead end. Use reveal and touch the sprinkle on the wall, this will open up a secret cave. There are six chests inside, just as listed above.

8.D Minor Treasure in Bilibin Cave

--Bilibin Cave--

First enter the cave as usual and use "Douse" on the little fire in the second room, then go to the spot where you found the Elven Rapier and use "Reveal" on the northern wall, this shows that there is a path behind it. Use Douse on the little fire to remove it, continue on to find two chests (mentioned earlier) containing a Psy Crystal and some Water of Life. It's hardly worth the effort, but who cares...

--'Insert Isaac's Current Place here'--

Time to go back to Kalay, where we strayed away from our main story!

9. An entertaining Journey from Kalay to Tolbi

--Kalay--

I don't know if you did all the backtracking, but I will continue where I left off before starting Chapter 8. After talking to Lady Layana (or not), talk to the people in the Inn and try to exit Kalay via the west exit. Another 'small' cut scene will appear where a group of tourists leave off for the carnival and the Colosso event in Tolbi. You'd better follow them to the west, because Tolbi will be our next stop as well!

--Kalay Docks--

Hidden Items: 1 (121)

Boat Ticket - Buy it from the vendor inside the only building

Djinn:

Venus - Ground (We can reach this one only after the boat trip)

After viewing the scene where Gareth thought he saw the ocean in the Karagol Sea (Which is technically not an ocean) go inside the only building around and buy some tickets for the boat ride. At the top of the screen you can see a lone Djinni sitting at edge of the dock. You can't reach from this side, so go back when you have reached the other side of the Karagol Sea. Talk to the man on the left and give him your tickets in order to enter the boat.

--Tolbi-bound Ship--

Hidden Items: 4 (125)

23 Coins - Wooden box in Passenger's Room

Anchor Charm - Barrel in Crow's Nest

Lucky Medal - Barrel in the ship's hold

Nut - Jar inside the Captain's Cabin

Boss:

Kraken

Walk around on the ship and you'll automatically participate in several dialogues. A little anchor charm is supposed to guard the ship from any harm and the captain won't leave if it's not on the boat. Then you see a suspicious guy walking into the "cap'n cab'n", if you try to investigate it he comes outside and swears that he didn't do a thing (right...). There's a Nut hidden in the Jar inside the cabin, a Lucky medal in a barrel down the stairs on the center part of the ship and 23 coins in the passenger room.

Climb into the Crow's Nest via the ladder against the main mast and collect the Anchor Charm from the barrel. Walk into the passenger room and you'll overhear a conversation between some of the passengers. When you return the charm to the captain you'll get caught in another conversation, at the end you'll be able to give the charm to the captain and we are set to go to Tolbi. But first you do need to show yourself to the rowing crew below the passenger compartment. After this we can really leave, at last! Of course what's a nice trip without some excitement; you will have to fight through four different stages in order to reach your destination. The first 3 are very easy, that still leaves the Kraken since a simple tactic won't work on him.

Round 1: 3 Man o' Wars

Not soon after the ship has left the docks some monsters start to appear and go straight for the oarsmen (As if they were trained to do this). One of the men gets hurt and you have to battle the three creatures that invaded the ship. This is not a hard battle so just fight this first round against the three "Man o' War". After the battle pick a character that you think replaces the oarsman best. Note there is a possibility that your selection will get you to Crossbone Isle instead of Tolbi. The people you have to select for this are:

1. Nearly bald brown haired man
2. Bald, old, gray haired man
3. Young man in the back of the room
4. Girl with light brown hair and a light green dress

Round 2: Lizard Fighter + 2 Rabid Bats

Once again the ship is invaded. This time you have to fight a Lizard fighter and two Rabid bats. It shouldn't be too hard to beat these goons. So select another oarsman/woman. Check the list above if you wish to go to Crossbone Isle first.

Round 3: Virago + 2 Man o' Wars

Yep, the same thing going on as before... This is getting a bit lame. Just fight the Virago and two Man o' Wars. I am not going to describe this battle since it's Easy, Peasy. After the battle you will have to select another oarsman/woman. See the list above if you want to travel to Crossbone Isle.

Round 4: Kraken

This is a lot more of a challenge. The gigantic Kraken is quite strong so don't underestimate him. Here's a strategy for beating this oversized Squid:

Boss: Kraken

HP: 2400 ATK: 216 AGL: 94 Weak: Fire
PP: 44 DEF: 60 LCK: 21 Strong: Water
Special: 'attack 2x', Dark Blessing, Drench, Froth Sphere, Ply,
 Poisonous Beating, Spinning Beat, Water Blessing
Exp: 711
Coins: 5200
Item: Water of Life

I found this one of the harder battles in the game, especially since I wasn't expecting a strong enemy all of a sudden after all those wimps. Therefore I am going to give a more detailed strategy. My idea would be putting Quartz on stand by already before the battle, then as the battle starts:

Isaac: Granite
Garet: Scorch
Ivan: Kite
Mia: Mist

This will most surely mean that the Kraken will get either stunned or falls asleep. The second round:

Isaac: Sap or Flint
Garet: Forge
Ivan: Breeze & Zephyr
Mia: Reset Mist (with 4 Mercury Djinn she can use Wish)

Also water attacks are not that strong so for this battle she can do the healing or use Mist once again the next round. Depending on the actions and the damage the Kraken inflicts on you. You can choose to be offensive or defensive (you should have 3 Venus & Jupiter Djinn on Set now). If you get the feeling you can take him out by summoning then do so, just subtract all damage from the 2400 HP the Kraken has and it is easy to predict when this squid goes down.

Kaja comes to you and commends you on your effort and for the last time he asks you to pick an oarsman. Finally choice the lucky person and you'll soon reach either Tolbi (skip the next part) or if you succeeded in creating an UNbalanced party like the example above Crossbone Isle.

--Crossbone Isle (Optional)--

Talk to the two warriors Ouranos and Sean on the main deck and they will ask if you want to explore the shore. Answer "YES" here and you are allowed to go to Crossbone Isle right away. Check Appendix: B for more information on Crossbone Isle, since you're party doesn't have all Psynergies you can only reach the 3th floor (and the beginning of the 4th floor). This doesn't matter because we can go back here later on, so return to the ship after collecting the items you want and the crew changes the rowing setup so they ship eventually reaches Tolbi.

--Tolbi Docks--

Hidden Items: 2 (127)

35 Coins - Box upper right corner of the dock
Potion - Chest upper left corner of the dock; use the crates

After everything is settled the ship reaches the docks and you can disembark. Use Move Psynergy on the two crates to create a passage to the far corner of the docks' field. Move the left crate twice and the other once. Ascend the stairs to your right and jump over the crates to reach a chest with a Potion. Other than this there isn't much to do here. You might as well exit the docks and head for Tolbi, but first we are going to collect a mighty fine Venus Djinni: Ground.

--World Map - Near Tolbi--

Or go west over the bridge and keep on following the path to the east to reach the docks of Kalay via the northern route. This will bring you to the next Venus Djinni he surrenders right away and is named: Ground. By the way: Doesn't it seem odd to you that your journey with the boat made the Karagol Sea look like a vast ocean, whereas you can simply run from east to west in 10 seconds... Very weird!

--World Map - Far west of Tolbi--

Djinn:

Mercury - Hail

Another Djinni can be reached by walking around near the far west fields of Tolbi. This one is usually very easy to find so it shouldn't be too hard to get a battle against him:

Mercury Djinni

HP: 466 ATK: 207 AGL: 116 Weak: Fire
PP: 46 DEF: 48 LCK: 16 Strong: Water
Special: Drench, Froth Sphere, Hail Prism, Ice Horn, Tundra, Escape
Exp: 279
Coins: 340
Item: -

As with most world map Djinn make sure he doesn't run away, or else you have to walk around that place for an even longer time. So using Djinn that can stun and such are always welcome in the very first round. After you beat this Djinn (it only has little over 450 HP) Hail will join you in your quest.

--Gondowan Cave--

Chests: 2 (129)

Apple, Lucky Medal

Monsters:

Dirty Ape, Kobolt, Rat Warrior

There is a Cavern near the far east of Tolbi. Going through this cavern creates a shortcut between Tolbi and Kalay so this may come in handy. Follow the left path from the entrance and jump on the poles in the water to reach a chest with a Lucky Medal. The chest at the top of the screen has an Apple. Continue on the right, in the next room move the short and big pillar to the left into the water creating a shortcut to the previous room. Move the long pillar on the right into the water as well and continue on

10. Disappearance of Tolbi's Mayor

--Tolbi--

Inn:

No Vacancies (Fully Booked)

Hidden Items: 9 (138)

- Power Bread - Chest use "Reveal" on the gravestones to the left
 - Hard Nut - Jar basement of Babi's; Alchemists
 - Vial - Barrel in small home near the northern exit
 - 9 Coins - Wooden barrel near Babi Palace's entrance (in Tolbi still)
 - Corn - Get from Merchant in town*
 - Lucky Medal - Barrel in room 2nd floor of the armor/weapon/item shop
 - Lucky Medal - Barrel top room in south east corner Babi's Palace
 - Lucky Medal - Jar behind most eastern home
 - Lucky Medal - Barrel in the upper right room of the Inn's basement*
- * = after Colosso Event

Djinni:

Mars - Ember

Before doing anything here you can get to a Mars Djinni, by walking back under the entrance arc and the moving along the right wall towards a small plant. Use Growth on it (give Isaac a Mars Djinni) and climb the vine, use Frost on the water puddle and backtrack to the Inn and go over the frozen pillar and you'll reach the Mars Djinni. Ember comes along with you right away.

When you try to walk to the north-west exit you are stopped by two guards who ask if you have seen a missing person. That guy is Babi as the Guards explain and he's been missing for quite a while now. If you enter the palace and head up towards Babi's room you'll overhear a conversation between two people. They speak of Babi's disappearance and the Altmiller Cave to the north of town. Walk around in Babi's place and you can even enter the tribunes of the Colosso to see qualifying rounds for the Gladiators. In one of the room is a young girl that appears to be held hostage by Babi for some reason.

Also there are three mini-games that can be played in Tolbi: Lucky Dice, Fountain of Tolbi and the Slot Machine. The latter two can give you valuable armors and other stuff that can be equipped. Also note that the shirts you win in the slot machine can be worn underneath the regular armor so you can wear both at the same time! Here's a description of the mini-games you can play here in Tolbi.

Fountain

In the center of Tolbi's Square you can find a small fountain. Talk to the guy in front of it and you are allowed to go near the fountain itself. The goal of this game is pretty simple: Turn your back to the fountain and throw a coin or a Lucky Medal in it, and see where it lands. Throwing in coins is rather useless since you hardly get anything back for it:

Coins

Center Circle: 20 Coins
1st Circle: 10 Coins

2nd Circle: 2 Coins
 3rd Circle: 1 Coins
 Outer Circle: 0 Coins
 Outside: 0 Coins

Lucky Medals

Reward	Bull	1st	2nd	3rd	4th	Out
Assassin Blade	X	X				
Burning Axe		X		X	X	
Grievous Mace					X	X
Spirit Armor	X			X		X
Kimono				X	X	X
Cocktail Dress		X	X			X
Earth Shield	X	X	X			
Battle Gloves				X	X	X
Guardian Armlet			X	X		X
Glittering Tiara			X	X		X
Adept's Helm	X	X	X			
Ninja Hood				X	X	X
Potion					X	X
Psy Crystal					X	X
Water of Life					X	X

I am not entirely sure how the choice for each specific item is determined, when you throw in a Lucky Medal... I would like to point out that it is impossible to miss, since you always get an item. For the real collector it may be hard to get at least one of each item, if you are a real collector though. It could also have something to do with the number of time you hit a Turtle or a Crab, but I cannot confirm this. There is an infinite supply of Lucky Medals, since the Orc Lord (we'll meet him later on) has the Lucky Medal as Dropped Item. So you can try indefinitely if you really want to.

 Lucky Wheels - Slot Machine

Next to the entrance of the Inn is a staircase that leads to a room above it. Inside you can participate in the Slot Machine Mini-game. This is actually one of the more interesting ways to spend your time, at least try to get some shirts and boots for these are very handy. The shirts can be worn underneath your regular armor, so be sure to equip them anyway even if they may appear to be a bit weak. Also the Hyper Boots have the ability to increase the chance your weapon does an Unleash (if the weapon has one in the first place), these unleashes are quite important since those attacks are very strong.

You can either spend 1, 2, 3 or 4 tickets at once. It would be a waste to spend 4 tickets in one turn, since you can easily get an item if you play a little strategically (I can say this out of own experience that 2 tickets is more than enough usually). Walk up to the slot machine and press A to

start playing.

After the first turn select the group you want that has the most aligned items already. For example if you want to win either any Ring, Shirt or Boot then look at which row has the most of either of these items (e.g. has the greatest chance). Lock those Slots including the Slots on which the row has a Moon (Moon is a "Joker" that counts for anything) and pull the lever again and hope for some good results, then go for that type for the next 4 rounds. 9 out of 10 times I can get the desired prize this way.

Boots	Shirts	Rings	Star/Heart	Moon
Fur Boots	Mythril Shirt	Adept's Ring	Vial	Anything
Quick Boots	Running Shirt	Sleep Ring	Water of Life	
Hyper Boots	Silk Shirt	War Ring	Potion	

Note that it is even possible to get more than one item using this method. I once managed to win some boots and a shirt with another row. Theoretically this would mean that you can earn up to 7 prizes, but I think it is impossible to pull this off in practice without hacking the game.

If you run out of Game Tickets you can sell or buy some equipment, but the more Game Tickets you obtain the higher the value of your purchase needs to be in order to get a game ticket. You can however get Game Tickets for a relatively cheap price by doing the following.

Additionally, each time you reset the GBA the first item you win cannot be either Hyper Boots or Mythril Shirt. Also game does not reward you with the same prize in a row. Thus after getting the first boots / shirt you have 50-50 chance of getting Hyper boots / Mythril shirt for the next time if you get the a win in the category boots or shirts respectively. Lastly, because the RNG is highly time dependent (in frames) it's impossible to generate a decent RN strategy to fool the game. To get infinite amount of game tickets see the Extra appendix for a trick.

Lucky Dice

Inside the small tent (Marked with a Dice on the front) you can play the Lucky Dice Mini-Game. The idea here is that you either match up the same dice or you throw the dice in such a way they land on the same area on the table. This is called a pair.

- Single Match: 1x your bet (No loss / Profit)
- Double Match: 2x your bet
- Triple Match: 3x your bet
- Quadruple Match: 5x your bet

This game doesn't give you any prizes other than coins, but there is a strategy by PPK (Eric Hokenson) that allows you to get the grand prize of 5x Perfect Bonus by following these steps:

Step 1 - Save in the lucky dice hut. I prefer saving right in front of the NPC who gives you the dice.

Step 2 - Soft OR hard reset the game. For those who don't know a soft reset in holding down A+B+Select+Start and a hard reset is simply

turning off the system then turning it back on.

Step 3 - Load your file and get your dice.

Step 4 - The lucky dice game should start with the perfect bonuses as x3 as a 2 and the x5 as a 1. Move the hands all the way up till they won't go any higher then toss them. You should get a "Two Pair!" of 3,3,2,2.

Step 5 - The perfect bonuses should be x3 a 2 and x5 a 3. Throw the dice straight that means DON'T move the hands leave the D-Pad alone just toss. You should now get a "One Pair!" of 3,6,3,5.

Step 6 - The perfect bonuses should now be x3 a 6 and x5 a 4. Move the hands all the way down this time and toss. You'll get a "One Pair!" of 4,2,1,4.

Step 7 - Perfect bonuses should be x3 a 4 and x5 a 3. Move the hands all the way down again and toss the dice. You'll now get a "Perfect!!!" of 3,3,3,3 which you see is the x5 perfect bonus.

You can continue playing or quit Lucky Dice. It's possible to extend the Perfect Bonus strategy a second round after this. Just do the following upon winning the first round:

Step 8 - Don't exit out. Instead, continue throwing.

Step 9 - First, throw straight (don't touch the D-pad).

Step 10 - Press all the way down and throw,

Step 11 - Go all the way up and throw

Step 12 - Finally go all the way down and throw.

- - - - -
In short: To get two perfects in a row it's:
Up, Straight, Down, Down, Straight, Down, Up, Down.
- - - - -

Get your money, save, hard or soft reset, and then repeat this method again and again to max your coins which is pretty trivial if you fought a lot of monster to begin with.

Okay, let's continue on with the plot. Like I said before the Altmiller Cave and the disappearance of Babi seem to have some connection, so check out that cavern to the north.

--Altmiller Cave--

Chests: 3 (141)

Cookie, Mystic Draught, Vial

Djinni:

Jupiter - Squall

Monsters:

Mimic, Clay Gargoyle, Dread Hound*, Foul Dirge, Gnome Mage, Golem,

Mad Mole, Wight, Worm

* = Rarely drops Prophet's Hat

Inside walk according to the given path and the room will start becoming darker. After 2 rooms you come to a big room with a Mimic on the right side.

Mimic

HP: 767 ATK: 227 AGL: 104 Weak: Fire
PP: 48 DEF: 63 LCK: 15 Strong: Wind
Special: Debilitate, Psy Drain, Sleep, Nettle, Curse
Exp: 374
Coins: 415
Item: Water of Life

Keep on following that path and near the middle of the room you will come across a mysterious and invisible person lying on the ground. This person seems to have been exhausted so much that he cannot move and therefore asks Isaac and Co. to get the draught that will rejuvenate him that is located down the bottom of the cavern. Mia asks whether there is a pharmacy down there and the figure replies to that witty comment. He tells that at the end of the cave there are 5 rocks aligned, you must then rotate the rocks on the left and right sides. If you turn these in the right order some lights will appear. Turn the rocks according to those lights and the path will open up to the draught. The rocks are ordered like this:

Blue	Green	White	Yellow	Red
γγγγγγ	γγγγγγ	γγγγγγ	γγγγγγ	γγγγγγ

Just before you leave he also tells that the draught is on a table behind those stones. Go down the stairs and take the upper route to find a chest with a Vial. The lower route leads to the next room, there's no need for directions since you can't get lost here even though it's dark around here. In the next room go to the north and ascend the stairway, move the first log to the right, the lower horizontal one up, freeze the puddle and push the last two logs back into their original direction. The Icy pillar will stop them so you can get past them from both directions, move the upper horizontal log down and you can reach the Jupiter Djinni which will do battle with you.

Jupiter Djinni

HP: 481 ATK: 205 AGL: 120 Weak: Earth
PP: 40 DEF: 45 LCK: 14 Strong: Wind
Special: Blue Bolt, Plasma, Storm Ray, Wind Slash, Tornado, Escape
Exp: 295
Coins: 352
Item: -

Squall joins you move the pillar on the right into the pit and jump over it to reach the next room. Follow the upper wall here and you'll reach a chest with a Cookie inside. Head back to the right and follow the wall on the right and after a long walk the exit to the next room will become visible. Leave the logs as they are and walk down, ascend the stair and go around the room. Fall down the edge, move the log to the left enter the passage, the next room contains those five rocks the guy from earlier on spoke about. The five lights appear and start to rotate around a few seconds until they stop with the blue one at the top. Hit the corresponding rock. The order is blue, green, white, yellow & red, but just in case you forget it you can also use "Reveal" to display the colors as well. In the

chest behind the newly created path you'll find the mystic Draught.

Backtrack to the shadowy figure lying on the ground and give him the Draught. He becomes visible and it turns out to be none other than Babi. After a small conversation about an ancient civilization called Lemuria Babi's Guards come in and escort him out. Just before Babi leaves he invites them to the Colosso's main event. Exit the cave and head back for the Colosso by exiting Tolbi via the central north entrance.

11. Of Gladiators and Glory

--Colosso--

To most of the others displeasure Isaac will have to enter the battlefield alone, although the other three can help Isaac out by using their Psynergies in the field. I'll explain this later on.

In the main hall you can talk to all of the seven other Gladiators, here's a list of all of them. Not that it is very useful, but take a look at it anyway. It turns out to be that the three Gladiators you are going to fight were not even the highest ranked Gladiators!

Rank	Name	Color
1st	Morgan	Blue
2nd	Azart	Orange
3rd	Galahad	Purple
4th	Satrage	Green
5th	Dekka	Light Blue
6th	Navampa	Magenta
7th	Buford	Black
8th*	Isaac	n/a

* = Improvised

One of the guards gives a tour through the first arena. He explains that getting to the center of the stage gives you a better piece of equipment. Don't bother too much with the items along the way since they are simple healing items. Also Unleash Venus Djinni Sap in Battle against the Gladiators will heal most of your wounds and inflicts damage all the same, making healing items rather useless. Listen to the descriptions of each stage and place one of the adepts according to which Psynergy fits bet to help Isaac, here my set up for the first round. Here's what your party members can do:

Round 1:

Chests: 3 (144)

1st: Nut

2nd: -

3rd: Oil Drop

4th: Nut

"Lend a Hand" Party Member Help per Stage:

Stage Character What to do

1st: Gareth Use "Move" on the Central Pillar
2nd: Ivan/Mia Use "Douse" to fill the bucket (Need Douse Drop equipped)
3rd: Ivan Use "Growth" (if Ivan has a Venus Djinni)
4th: - No help possible

So put either Ivan/Mia in either 3 or 4 since she can't help this round, unless you gave Ivan a Venus Djinni so he can use Growth in the 3rd part. This however means that Isaac will be weakened and the gain is very minimal so I would say not to use this. Too bad you can't use Halt on the Operator Guy...

Talk to the guard so you can go back and stand on your circle to start the event. You should have plenty of time in this first round so don't worry too much about the other guy, in fact if you used help in the first two stage you can pick up all three items without worrying about getting in too late! In order to get the Nut in the fourth stage you'll need to do the following for the most efficient route:

- Move Vertical Log Right
- Walk around the pool
- Move Horizontal Log Down
- Walk back to the vertical one
- Move Vertical Log Left
- Climb down ladder
- Collect Nut
- Move Vertical Log Right
- Exit

The moment you reach the middle Isaac will automatically pick up the strongest (upper) shield if that is available. Once both warriors reach the middle the battle commences.

Battle: Azart

HP: 450 ATK: 206 AGL: 62 Weak: All
PP: 0 DEF: 2/20 LCK: 9 Strong: -
Special: Use 'Oil Drop' / 'Nut', Defend
Exp: 0
Coins: 0
Item: -

Take note that Azart will have more defense if you let him collect get to the center first; his defense will be 20 instead of 2. Since Azart has only 450 HP you can use 4 Earth Djinn and Summon Judgment to beat Azart right away, easy as pie. After the battle Isaac will be healed miraculously! If you manage to get go down in battle you'll be automatically transported to the bedroom of Babi's little palace, where the game continues on with the story line.

Round 2:

Chests: 3 (147)

1st: -

- 2nd: Nut
- 3rd: -
- 4th: Smoke Bomb
- 5th: Nut

"Lend a Hand" Party Member Help per Stage:

Stage Character What to do

- ```

```
- 1st  Garet     Use "Move" on the middle pillar
  - 2nd  Ivan     Use "Halt" (equip Halt Gem) on the operator guy
  - 3rd  Mia     Use "Frost" on the left puddle (right puddle is useless)
  - 4th  -       No help possible
  - 5th  Garet     Use "Force" on the log from the right

Garet has two options here, either use Move in the First Stage or Force in the 5th Stage. Using Force in the 5th saves you a lot more time than using Move in the first, but the choice is up to you. BTW with the first stage I mean the stage closest to the entrance to the Main Hall.

Talk to the guard again and do your best to reach the middle as fast as possible. The time limit is fairly tight even with all the assistance you get from your friends, so don't waste too much time on the useless items anyway. Here are some extra hints for some of the fourth stage: Isaac has to slide down the middle part or else he has to start over again, of course you could use growth (if Isaac has a Mars Djinni) to minimize the climbing time in this stage, but that doesn't really help you at all.

The hero will automatically pick up the strongest armor up that is still there. After both fighters reach the middle the battle starts just like in the previous round, note that if you collected any items in the previous round you can use them here too!

-----

Battle: Satrage

-----

```
HP: 570 ATK: 228 AGL: 73 Weak: All
PP: 0 DEF: 6/28 LCK: 12 Strong: -
Special: Use "Smoke Bomb" / "Nut", Defend
Exp: 0
Coins: 0
Item: -
```

Use the same fighting strategy on Satrage that you used for Azart to beat him, Use Djinn (use Sap for the last unleash) and unleash the wrath of Judgment to finish Satrage off. Also just like in the other round Satrage will have more defense if you let him pick up the better armor. After the battle Isaac will be miraculously healed again! If you go down here the game continues on as if you'd won, but you won't get the Lure Cap and a special event in the Lost Age won't take place either.

-----

Round 3:

-----

- Chests: 4 (151)
- 1st: -
  - 2nd: Smoke Bomb
  - 3rd: Nut
  - 4th: Smoke Bomb
  - 5th: -

6th: Sleep Bomb

"Lend a Hand" Party Member Help per Stage:

Stage Character What to do

```

1st Mia Use "Frost" on the hidden puddle below the elevator
2nd Garet Use "Move" on the pillar and push it to the RIGHT
3rd Ivan Use "Halt" on the Operator (need Halt Gem)
4th - No help possible
5th Ivan Use "Force" on the Log (need Orb of Force)
6th - No help possible
```

Same strategy as with the previous field, don't bother too much with the chests. Ivan can do field 3 or 5, but the third with Halt gives a bigger time saver. Also the last field will take quite some time so look carefully at the field to find the quickest possible path when you get instructions.

If Isaac has a Mars Djinni in his Inventory he can use "Growth" on the plant in the 4th field. This can save some time, but that also means your fight with Navampa will be harder for your class will become weaker with a Mars Djinn among your Venus Djinn. Although it is possible to reach the middle with collecting all the chests it is hardly worth all the fuzz, so ignore them and go strait to your target!

If you manage to get in first you'll pick up the upper weapon (Claymore) and fight a weaker Navampa, if he gets first you'll have to face his stronger form.

-----  
Battle: Navampa  
-----

```
HP: 820 ATK: 232/274 AGL: 84 Weak: All
PP: 0 DEF: 54 LCK: 16 Strong: -
Special: Use "Smoke Bomb" / "Sleep Bomb" / "Nut", Defend
Exp: 0
Coins: 0
Item: -
```

This battle goes nearly the same way as the other two, but be careful he is somewhat stronger than the previous two. Since he has 820 HP one Judgment by itself isn't enough to finish him. Of course it is no problem if you lose this fight, but you won't get the Lure Cap and no additional treasure in GS:TLA. After beating up Navampa Isaac is totally exhausted and collapses right away, while your own partners are making only silly comments, instead of helping him.

--Babi's Palace--

Hidden Items: 2 (153)

Lure Cap - Get it from Babi if you beat the Colosso event  
Cloak Ball - Get it from Babi after he goes to bed

After waking up in Babi's place, listen to the conversation again and jump out of bed by pressing Left. Go up to Babi's room and Babi gives you the Lure Cap if you bested Navampa and then read or skip through the very very VERY looonng conversation. It comes down to this:

Babi prolonged his life to unusual old age by drinking that Mystic Draught. Babi explains that the Draught comes from a hidden place called "Lemuria". This Lemuria is a bit like what we would call Atlantis; an old and lost civilization. He once went there when he was sailing with Lunpa

during the "Great Flood" (indeed that villain who founded the village Lunpa close to Vale).

Because Babi is running out of his draught he needs to acquire some new, so he sent out many ships to find Lemuria again which is located somewhere in the open ocean. All the ships came back without ever finding the place, for it seems to be the mist and the ever changing currents make it impossible even for the most accomplished sailor to navigate through. Therefore Babi has started building on his own Lighthouse similar to that of the Venus Lighthouse. Using the beacon from this immense tower a ship could have fixed point which it focus on in order to navigate through these current and find Lemuria once again. However this didn't work out as well as planned up to now; Babi is running out of Draught and the lighthouse isn't finished at all. Fortunately for him he met Isaac and the other who are Adepts. As Babi tells he left Lemuria with a Lemurian ship that he was able to guide with the little Psynergy that he learned during his stay over there. He needs Adepts capable of using Psynergy to use the ship and since Isaac and the others are the only who can do this he requests them to go to Lemuria on his behalf.

A bit later the Venus Lighthouse becomes the topic of the conversation, You go to the south to solve the riddles of the Venus Lighthouse and Iodem will help you on your way to that place. He will meet up with you on the Gondwan Bridge to the south of Tolbi. Babi goes to bed and follow him (No, not like that), try to pick up the Cloak ball next to his bed and you can borrow it for a while. This item will be very useful to you later on so don't forget about it (I know it is easy to miss).

---

## 12. Rescuing Master Hammet (Optional)

---

After you get the Cloak Ball go east through the Gondwan Cave we already passed (if you followed my instructions) then head north towards the cave next to Lunpa.

--West Lunpa Cave--

Perhaps you've already been to Lunpa when backtracking as suggested in chapter 8, but now we can save Master Hammet with the use of the Cloak Ball. Use "Frost" on the water puddle beneath the half closed gate, this opens it up and you can enter Lunpa.

--Lunpa--

Head up and stand in the shadows near the left side, equip the Cloak ball to any character and use the "Cloak" Psynergy (Stay in the shadows or else you will uncloak).

--Lunpa Fortress--

Hidden Items: 1 (154)

Vial

Chests: 6 (160)

Power Bread, Mythril Cirklet, 100 Coins, Elixir, Lucky Medal

Djinni:

Mercury - Tonic

Monsters:

Brigand, Kobolt, Rat Warrior, Vile Dirge

Boss:

Toadonpa

Once inside follow the upper right route and stay cloaked (So don't go into the light). Head up to the stairs, cloak again and keep going north. You can go to the small room in the back here too. There an old man and a Vial in one of the Barrels here. Cloak again, and go down to the next room. (Keep cloaking every time you come from an entrance) Wait for the guard to pass by and then go down. Take note of the locked door on the left side; after we get the Cell Key we can use it on this door to get four treasures: Mythril Circlet (the most powerful Circlet), 100 Coins, Elixir, Lucky Medal. In the next room follow the path and go upstairs.

Run up as soon as the guards turn around, wait in the middle and do it again for the second part, follow the path and eventually there are three guys with red caps. These guards won't set you out but will fight you. After their quick defeat continue further on to east. Here's another guard, dispatch of it swiftly and enter the room above to find Donpa asleep. Go south, carefully run past the moving guard here (the guard comes back half way!), go down again, use "Catch" on the key and fight the next guard. Note that you can't enter the menu via the 'A' button, when you are close to the locked door so use 'Select' or assign a shortcut key to "Catch". Go downstairs twice use "Whirlwind" on the bush, use "Reveal" on it too and then press the hidden switch on the left.

Enter the doorway, go to the upper-left corner, use "Whirlwind" on the bush here for another hidden entrance. Go inside open the middle cell for a chest with a Power Bread, continue on to the south, go through the cell door and push the large crate into the gap to the south. Go west and use "Whirlwind" & "Reveal" once more to open the secret passage. After this point you will find Master Hammet, but also the devious Dodonpa. He sends his Toadonpa pet after you. It's time for another boss battle although Toadonpa isn't really hard.

-----  
Boss: Toadonpa

-----  
HP: 2800      ATK: 266      AGL: 82      Weak: Fire  
PP: 0      DEF: 52      LCK: 18      Strong: Water  
Special: Dark Blessing, Rotten Blood, Sticky Poison, Trash,  
          'regenerate 80 HP'  
Exp: 999  
Coins: 3200  
Item: Psy Crystal

You could try to Summon Rush this Boss by setting 4 Djinn of each type and using Summon all 4 in the first round. This way you can nearly beat the Frog in one go, although it won't be enough. Use some more Attacks / Psynergies / Unleashes and the toad is squashed. Don't worry about his regenerating abilities for 80 HP nearly nothing compared to the damage you can inflict against him.

-----  
Toadonpa falls on it back and Dodonpa gets trapped under his own disgusting pet! Isaac and the others save him, yet he still keeps low to the ground. A little later Donpa comes in and solves all the problems. It seems to be Donpa spoiled his son Dodonpa too much as a son, so will make up for that now and sets everybody free again and the shops sell the weapons and armors again. However some of the henchmen inside the fortress are still loyal only to Dodonpa so Isaac, Master Hammet and the others still have to sneak out.

--West Lunpa Cave--

Upon exiting the cavern Master Hammet spots Bunza (one of Hammet's soldiers) who is trying to enter Lunpa to trade with them even though they are hostile people. He has a wagon nearby that makes it easier for Hammet to escape from Lunpa without having to deal with all of Dodonpa's men. You can also get a free ride to Kalay if you choose for that option. Perhaps you want to stay behind, since you still have to collect Mercury Djinni: Tonic from Donpa. In order to stay behind you have to answer: No, Yes, Yes if Garet asks you to go or not to go.

--Lunpa Fortress--

If you visit old Donpa again, he'll let you into the back room, here you can find another Mercury Djinni named Tonic. This Djinn joins your party for free and above all the abilities of Tonic can be very handy in the more difficult Boss battles as he can cure any ailment for all party members, when he is unleashed in combat.

--Kalay Tunnel Entrance--

Hammet goes towards his palace using the secret entrance in order to avoid contact with any of Dodonpa's men that may be around in Kalay. Then Bunza takes you to the entrance of Kalay where you find the end of the line and disembark the wagon.

--Kalay--

Now that Hammet went through the secret entrance you can backtrack the path he used in the sewers for some extra items. Go to Hammet's palace and enter the room on the right, go down the stairs and go up (the locked gates are now open). Also you can get another small cut-scene if you go to Lady Layana and Master Hammet's room. Hammet will hint you that you should take the Shaman's Rod to Hesperia; the continent west of Angara (remember that name well).

--Kalay Tunnel--

Open the four chests to obtain a Sleep bomb, Lucky Coin, Potion and 200 Coins. Move the statue in front of the waterfall to create a new passageway, freeze the puddle down drained lake and then you'll find some Spirit Gloves. Head north go up the stairs, follow the left path, go up two more stairs and collect the Apple from the chest in the cavern. Walk outside and lastly collect the Nut from the tree. Slide down the slope and that's it.

-----  
13. Crossing Suhalla Desert  
-----

After saving Hammet (or not saving Hammet) you can go south from Tolbi to the Gondowan Bridge. Enter it and you will meet Iodem who will join your group to help you cross Suhalla Desert. Continue on to the east after the bridge and Isaac and friends reach Suhalla.

--Suhalla--

Inn:

72 Coins

Hidden Items: 4 (164)

- 5 Coins - Jar just below the entrance of the town
- Smoke Bomb - Oven in the small home; an oven in the desert?!?
- Lucky Medal - Jar next to shrine, jump over the water behind it
- Hard Nut - Chest farther on to the left from the Lucky medal

Enter the house in the lower right corner and Iodem will come forth and talks to the two injured men on the beds. They start to speak about a woman named Sheba, she turned out to be the sole reason why the villagers of Lalivero aided in building Babi Tower. They also tell that you can stop cyclones with water, make a mental note of that. There is not much else to do here so either stay at the Inn or leave for the desert to the east.

--Suhalla Desert--

Chests: 3 (167)

Virtuous Armlet, Lucky Medal, Cookie

Djinni:

Mars - Flash

Monsters:

Mimic, Tornado Lizard, Brutal Troll, Magicore (drops Aura gloves), Roach, Stone Soldier, Harridan, Tempest Lizard

Boss:

Storm Lizard

From the start go right and listen to Iodem's advice. Make sure you have "Douse" (You should have a Douse Drop or Mia) Psynergy and use that on the cyclone the moment you get caught. Doing this will force you to do battle with a Tornado Lizard which drops over 600 experience points, which is quite a lot (a combination of Flint/Sap, Scorch, Smog/Squall and Hail should finish one in one round) Continue on and open the chest for a Virtuous Armlet.

Go back and take the left path use the Douse Psynergy again on the cyclone for a fight and continue on. In the lower part of the screen is a chest with a Mimic, but first you need to take out one of the storm lizards to get there.

-----

Mimic

-----

HP: 997     ATK: 303     AGL: 139     Weak:     Fire

PP: 60     DEF: 94     LCK: 17     Strong: Wind

Special: Debilitate, Psy Drain, Sleep, Curse, Condemn, Ice Missile

Exp: 669

Coins: 547

Item: Water of Life

Head for the lower right corner and fight another Tornado Lizard head south and go toward the next screen. Here are three paths you can choose from the right one leads to a chest with a Lucky Medal, the left one a cookie and the center for the path to the next field.

Near the stairs that lead to the lower part of the level use Reveal on the left side to make a pillar appear, jump over the pit and head down the left towards stairs. Here you'll find your next Mars Djinni: Flash; this one will put up fight before he surrenders so here goes.

-----

Mars Djinni

-----

HP: 592     ATK: 253     AGL: 151     Weak:     Water

PP: 52 DEF: 65 LCK: 17 Strong: Fire  
Special: Eruption, Fireball, Fiery Blast, Flare Storm, Nova, Escape  
Exp: 460  
Coins: 445  
Item: -

Enter the cavern if you like and you'll end up near a big tornado. This is the Tempest Lizard if you DON'T beat him and you can actually get a free ride to Crossbone Isle. I recommend you do this later on after you learn the final Psynergy in the Venus Lighthouse or else you will have to backtrack several times, but feel free to go if you like. Alternatively, you can beat him for training purposes. He gives even more exp and coins than the Storm Lizard plus he always returns after you exit the desert and come back to this place.

-----  
Tempest Lizard  
-----

HP: 3000 ATK: 295 AGL: 114 Weak: Earth  
PP: 45 DEF: 94 LCK: 26 Strong: Water  
Special: 'attack 2x', Impact, Storm Ray, Sonic Slash, Tempest, Ward,  
Wing Stroke  
Exp: 1360  
Coins: 6400  
Item: Potion

I'll continue on with the plot here right now. Go back to the other stairway and walk around in the desert, Isaac will automatically catch up with another big tornado. Use douse as always and now you have to fight the Storm Lizard. Although if you run a very efficient route you can actually outrun the tornado to the exit! This is one boss you are not necessarily forced to fight.

-----  
Boss: Storm Lizard  
-----

HP: 2900 ATK: 291 AGL: 112 Weak: Water  
PP: 42 DEF: 86 LCK: 22 Strong: Wind  
Special: 'Attack 2x', Impact, Sonic Slash, Storm Ray, Tempest, Ward,  
Wing Stroke  
Exp: 1300  
Coins: 6100  
Item: Psy Crystal

This guy isn't that tough; he's actually weaker than the Tempest Lizard. Use the same tactics as with the Tornado Lizards to beat him. Of course boosting your statistics a bit by releasing some Djinn may be wise, even though this Lizard isn't as hard as it seems.

-----  
Near the exit of the Suhalla Desert Iodem appears again, he asks what could have happened to Sheba. Then they decide to continue on to the Venus Lighthouse and Lalivero. Our next stop will be the Venus Lighthouse!

-----  
14. The Riddles of the 2 Lighthouses  
-----

--Suhalla Gate--  
Chests: 1 (168)

Mint

Monsters:

Nightmare, Gnome Wizard, Cannibal Ghoul, Horned Ghost, Mole Mage, Goblin

Djinni:

Mercury - Dew

Iodem will appear again as you get close to the two fallen guards that appear here. They tell about the Felix's group who has just passed by, they're very near to the Venus Lighthouse so Isaac must hurry on. On the next screen fall down the very first slide to find a chest with some Mint at the bottom. Then fall down the third slide from the left on the next screen in order to reach the Final Mercury Djinni: Dew.

-----  
Mercury Djinni  
-----

HP: 654      ATK: 281      AGL: 172      Weak:    Fire  
PP: 59      DEF: 77      LCK: 19      Strong: Water  
Special: Deluge, Froth Sphere, Glacier, Ice Horn, Hail Prism, Escape  
Exp: 606  
Coins: 484  
Item: -

--Gateway Cave (optional)--

You can enter the cavern on the right here to get an extra cut-scene further on, but this is not necessary. The cut-scene shows Iodem using a Black Orb on the shipwreck, Iodem thought that this might have been a Lemurian ship, but it is not so he takes the Orb back and you can leave for Lalivero now once more.

--Suhalla Gate (east)--

Here Isaac finds a nearly dead soldier, he tells about a group of traveler that passed by here just a while ago after saying this he evaporates. Continue on and the Venus Lighthouse will be in sight!

-----  
13.1 Venus Lighthouse - Dead End!  
-----

--Venus Lighthouse Entry-

Lots of injured people are lying around, surely Saturos and Menardi have been here already. Mind Read the second guard here and he will speak about an Alchemist who served Babi: Kraden. One of the Scholars tells you that the Venus Lighthouse finally opened up, which means Saturos and the others have passed by here quite recently. Another guard tells you that the boy in the group started glowing just before the lighthouse started to open. This means that Felix opened the doorway, however only a Venus Adept could do such a thing... Enter the lighthouse so you can grab some more items.

--Venus Lighthouse (Base Section)--

Chests: 2 (170)

Carry Stone, Lucky Cap

Monsters:

Earth Golem, Goblin, Horned Ghost, Nightmare

Inside walk the fallen scholar tells you that Kraden made the villains



stop killing everybody. Go up one room and examine the wall, it says:

"If ye seek to climb Venus Lighthouse, first seek the power within. To obtain this power, see with the eyes of truth. Then the way shall open. But the path I reveal is not the beginning. The true beginning lies down ancient pathways on distant soils."

Use "Reveal" on this wall in the middle to make a stairway visible, use it and obtain the Carry stone. Equipping this learns you Carry (Note: Now you are ready to tackle Crossbone Isle although you can do that after going through Lalivero as well).

Go back upstairs and follow the left route until you find yourself stuck with a gray square stone, use Carry on it to move it out of the way. Head through the next entrance go up, use Reveal right away, go up another set of hidden stairs and walk up to the big statue. Stand in front of it and some magic happens and a path is opened, if you talk to it again a different path is displayed. This has influence on the route you take, but they both end up at the same goal.

You can go back and follow the right path jump over the tile in one of the rooms on the right side (using the left route) and find some more stairs and the end you can find a chest with a Lucky Cap. Use "Retreat" right away to exit the Lighthouse, since you can't continue on using this path. You have reached a dead end here. Take the right exit at the Venus Lighthouse Entry and go to Lalivero.

-----  
14.2 Babi's Tower  
-----

--Lalivero--

Inn:

100 Coins

Hidden Items: 5 (175)

Psy Crystal - Check Stone pillar in center of town

Lucky Medal - Barrel in left room of the 1st floor in the Inn

Antidote - Barrel in the item shop

Water of Life - Jar atop the item shop

Black Orb - Get it from Iodem after you light the Venus Lighthouse

Chests: 1 (176)

Warrior's Helm

Djinni:

Mars - Torch

At the entrance of Lalivero are even more soldiers that have been slain. After talking to these as well go to the shop to buy some stronger equipment (They have a lot of new Artifacts here). Enter the lower left home ascend the ladder and jump over to the wall on the left. Walk around the town, climb down the vine and collect the Warrior's Helm. Isaac's Ultimate Helm!

Enter the weapon shop, climb up to the roof and make your way to the Djinni atop the Inn. The last Mars Djinni is called Torch; Garet's Collection should be complete now. Continue up to the north for Babi's Lighthouse.

--Road to Babi's Lighthouse--

Hidden Items: 1 (177)

Lucky Pepper

From the start go right, move the rock to the left and use Carry on it twice to create a path to the chest on the upper level for a Lucky Pepper.

--Babi's Lighthouse Entry--

Just outside in front of the entrance go down the stairs on the left side. Move the pillar one space to the left and go upstairs again. Move the pillar on the right side of the Lighthouse to find another entrance leading down. Go down the stairs and also move this pillar to the left here so you can pass by. Climb the ladder at the end and use "Growth" on the plant outside. Go up the vine and fall down the slide inside the lighthouse on the second level.

--Babi's Lighthouse--

Djinni:

Jupiter - Luff

Monsters:

Chimera Mage, Ice Gargoyle, Nightmare, Manticore King

If you went inside Babi's Tower using the path I described you can reach another one of those Djinn here. Inside go down another slide and you'll meet the final Jupiter Djinni in this game: Luff.

-----  
Jupiter Djinni  
-----

HP: 688      ATK: 302      AGL: 177      Weak: Earth  
PP: 62      DEF: 85      LCK: 21      Strong: Wind  
Special: Blue Bolt, Destruct Ray, Shine Plasma, Tornado, Wind Slash, Escape  
Exp: 677  
Coins: 506  
Item: -

After getting Luff fall down the slide, go up the two left stairs then slide down the upper slide and you'll go past the locked door on the basement level (you can actually open it now, by walking through the south entrance). Here Isaac & Iodem reach Faran and after some talking about Sheba and Lavilero. Iodem stays behind and will let you travel on under the lighthouse. Use "Reveal" to find a hidden switch that allows you to open the door in front of you. Head up and follow the path behind it to reach the Tunnel Ruins.

--Tunnel Ruins--

Chests: 2 (179)

Asura's Armor, Oracle Robe

Monsters:

Chimera Mage, Manticore King, Skull Warrior, Wild Gryphon, Willowisp

Inside walk up to the huge statue that should be activated by your visit to the Venus Lighthouse previously. If you haven't been there you'll have to backtrack to the Venus Lighthouse right away and activate the Statue (see section 14.1).

Go down one screen and move one pillar to the right so path is created on the upper layer to get past the wall here (why are there two pillars here

if you only need 1?). Continue on down and here you will notice a difference if you walked up to the statue in the Venus Lighthouse once or twice. Either left or lower path will be opened, either path leads to a strong armor and the same exit. If you want to have both armors you have to go through it twice which means more backtracking. So I suggest you take both paths if you have enough time (and you should have). You can use "Retreat" to speed up returning to the start of the Tunnel Ruins.

--Left Path--

Move the two pillars down and left in order to create a new passageway to the next room. In this next room use Whirlwind on the hidden left pillar twice then bring it down by using move. Move it all the way around to the right and do so the same for the upper right pillar so you can pass on to the next part. Use Whirlwind once again, go past the next corridor and use the two right blocks in combination with "Carry" Psynergy on the right elevator to make the left rise up. Head down, take the left path and cast "Reveal" on the statue to make a chest appear. Pick up an Oracle Robe and go back so you can take the right route.

--Lower Path--

Move the water pillar onto the water crest and the platform rises up, do the same for the other after using "Douse" on it. Follow the right path in next room to find an Asura's Armor. Go back and take the other route, move the small pillar into the correct spot and use Douse and Frost to create a path to the next room.

--After the Left/Lower Path--

In the next room there is a simple Colored Statue Puzzle; "Mind Read" the statues to figure out the pattern. Of course instead of thinking you could just look at this picture, it should look something like this:

```
R B
 O
G V
```

R = Red B = Blue  
O = Orange G = Green  
V = Violet

Go through the door and you'll make it past the dead end you saw earlier on. You're now in the last part of the last dungeon in this game: Venus Lighthouse - Upper layer!

-----  
14.3 Venus Lighthouse (Revisited)  
-----

--Venus Lighthouse (Upper Layer)--

Chests: 3 (181)

Dragon Scales, Gaia Blade, Thunder Crown

Monsters:

Boulder Beast, Chimera Mage, Fenrir, Grand Golem, Manticore King, Recluse, Skull warrior, Thunder lizard, Willowisp

Boss:

Saturos & Menardi

Ultimate Boss:  
Fusion Dragon

-----  
Note that all the rare "Item Drops" are listed in the monster compendium next to all other data for each monster, so just search for the monster or the item's name (use CTRL+F).  
-----

If you go up the left stairs from this initial room and you can return to the lower level of the Lighthouse. Continue on, go up the middle path, after that take the far left passageway, Carry the block into the pit, continue on to the next room (across the Sand Slide; walk diagonal up left).

-----  
If you have troubles getting to the other side of the Sand Slide try to Run (hold B) diagonally against the current; the net effect will be that you will move horizontally!  
-----

Go down the lower path to find a Cursed Thunder Crown (equip if you like after obtaining Cleric's Ring). Head back and use the path to find a room with three sand falls on your left. Go through the most right one, hop over the rocks via the left side to the south exit. Behind this room is a very simply puzzle, just move the block with the vertical stripe into the hole to continue on. Hit the button and use the newly created path to go back to the main room.

You'll notice that the Sand slides have shifted. Enter the door to the far right that was previously unreachable, use Move on the left pillar, head north, push upper pillar to the left, go back, jump over to that pillar and ascend the stairs. For the next ball course puzzle slide the two corner piece into either left or right two holes and the horizontal slide into the upper or lower other hole. Should be simple to do without making a mistake, continue on and to the upper left corner of the following sand slide room, go through the south passage first and collect the Dragon Scales behind the right sand fall. Behind the left sand fall is the path to the next puzzle where you have to use Carry to get two blocks onto the left elevator. Press the button in the next room and use again the newly created path to get back to the room of the three slides of which two are filled with sand now, this allows you to reach the lowerleft corner exit.

Go to the lower left corner door, proceed on and take a careful look at the shifting Sand maze to find a path to the lower right corner. Here is the most powerful sword available for Isaac in this game the: 'Gaia Blade'. This is Isaac's ultimate Weapon and the Unleash does a huge amount of damage. So equip it right away. Run to the upper left exit and follow the path to the right to find the final slider puzzle. First move the left corner piece (next to the vertical slide) into the upper left hole, move the piece farthest to the right into the gap beneath the previous one, place the third corner piece in hole 5 squares down. Finally push the strait vertical piece into the slide in the lower right corner and the door will open for you. Press the third button and use final path to return to the '3 slides' room. Go through the door in the upper right corner and continue on very final room.

If you want to go back and do something else do it now! This is the point of... "No Return", you can still save later on, but after you fall down the slide here you can't get outside of Lalivero anymore!!! Slide down the gap

here and you'll land on a small floating platform similar to the one you saw at the Mercury Lighthouse. Yes, you are transported to the Venus lighthouse Aerie! Let's go on to the last part of this game.

-----  
15. The Final encounter: You shall not light the Beacon!  
-----

Once Isaac & Co. reach the top of the Venus Lighthouse they finally meet up with the other group (Where they just waiting for you to show up?). You'll hear Menardi speaking about lighting the Venus Lighthouse Beacon at last. Saturos is there as well together with that young girl you may have met before at Babi's Palace the other day. Menardi then says that all that remains is the Jupiter Lighthouse as lightning Mars is easy, so after that it should be a cakewalk for them. Felix shows up as well, Menardi however seems to be upset since she ordered them to go to the ship docked at Idejima (The ship you found together with Iodem if you went there, remember). They talk about this girl Sheba, she seems to be the key to opening the Jupiter Lighthouse as she is a Jupiter adept just like Ivan. It seems to be that Felix is having an argue with the other two member. He is traveling along Saturos and Menardi for some time now, yet he isn't trying to reach the same goal after all. After some talking the game goes back to Isaac and his group they decide that it is time to attack now, while the others are busy arguing. BTW: here's my final set-up for this battle:

|        | Isaac          | Garet           | Ivan           | Mia           |
|--------|----------------|-----------------|----------------|---------------|
| Weapon | Gaia Blade     | Wicked Mace     | Swift Sword    | Crystal Rod   |
| Armor  | Asura's Armor  | Storm Gear      | Feathered Robe | Oracle's Robe |
| Shield | Spirit Gloves  | Mirrored Shield | Spirit Armlet  | War Gloves    |
| Helmet | Warrior's Helm | Thunder Crown   | Lucky Cap      | Jeweled Crown |
| Shirt  | Mythril Shirt  | Mythril Shirt   | Mythril Shirt  | Silk Shirt    |
| Ring   | any Ring       | Cleric's Ring   | any Ring       | any Ring      |
| Boots  | Hyper Boots    | Hyper Boots     | Hyper Boots    | Hyper Boots   |

Of course you may want to change some of them for Running Shirts / Quick Boots if there are any weak members in your party. Also one of Those Kikuichimonjis for Ivan would work out nice too.

=====

WARNING: This is the last point where you can save! If you have any unfinished business make sure you do it now. Once you start the battle against the upcoming boss you will not be able to save, other than an unplayable "Clear Data" file for the Password.

=====

Walk over to the central part of the Aerie and the 8 of them have some more argue, until Saturos tries to make a deal. He mentions the rod of Hesperia and Ivan hands over the Shaman's Rod (it was cluttering your inventory anyway) after a while, hoping to see that Sheba and Felix are freed. Of course Saturos doesn't let Sheba go, he had only said that he wouldn't hurt Sheba. He never mentioned releasing her, so they decide that it is quite enough and thus the battle between the two members of the Fire Clan and the four Adept begins!

-----  
Boss: Saturos & Menardi  
-----  
Saturos

HP: 3000     ATK: 409     AGL: 160     Weak:    Water  
PP: 260     DEF: 140     LCK: 50     Strong: Fire  
Special: Fireball, Heat Flash, Eruption  
Exp: 3000  
Coins: 3600  
Item: -

#### Menardi

HP: 2600     ATK: 389     AGL: 220     Weak:    Water  
PP: 300     DEF: 134     LCK: 50     Strong: Fire  
Special: Death Size, Nova, Flare Wall  
Exp: 3000  
Coins: 4200  
Item: -

Menardi is the faster and the weaker (in HP) of the two so I recommend starting to focus your attacks on her. After one of them is gone the other should be even easier to beat. Remember that they are weak to water so Boreas is the Summon you need, but with 4 Mercury Djinn on Stand-by Mia can't use "Wish" anymore, so don't make any hasty decisions. Also Judgment and the others do fair amounts of damage as well. A very important note that I would like to make is that after this battle the true battle has yet to begin, therefore don't use too many Djinn because you'll be needing them the next battle against the ultimate boss.

-----

After the two are defeated Felix doesn't want stop his quest, he seems to have other reasons to light the beacons. Suddenly Saturos comes back to life. He may be weakened, but he's still there and so is Menardi. The two tell Isaac that the Venus Lighthouse's Beacon will restore their powers and so they throw in the Elemental Star after all. Now that the beacon is lit you'll have to face the true might of the Northern Fire Clan. The two of them unite into one being: The Fusion Dragon!

-----

#### Ultimate Boss: Fusion Dragon

HP: 5000     ATK: 439     AGL: 190     Weak:    Water  
PP: 500     DEF: 150     LCK: 50     Strong: Fire  
Special: Outer Space, Drain Fang, Dragon Diver, Evil Blessing  
Exp: 0  
Coins: 0  
Item: -

If you managed to beat Deadbeard on Crossbone Isle this battle shouldn't cause much trouble. If you had a difficult time with the previous battle this is going to get hard though.

First start by unleashing any Level 4 Summons if you have those; the elemental power of a character will increase greatly after doing this making all the attacks that follow a lot stronger. If possible try to not to unleash too many Mercury Djinn, since "Wish" is one of the key healing Psynergies. Mia may need to use "Restore" to remove evil spirits as well, so mainly attack with the other 3 characters. Also don't hesitate to use Fire Based attacks to which the dragon may be resistant to; those attacks can still do quite a lot of damage nonetheless.

Of all his attacks Outer Space and Dragon Diver are probably the most dangerous ones, therefore have Mia use "Wish" or Djinni: Spritz to heal all members. Granite and Flash are very useful in this battle as well, since they can divide the damage you receive in that turn by a factor ten.

Don't use the psyphon seal on this enemy as it has no effect (i.e. Fusion Dragon doesn't use any psynergy spells!).

---

After you finally manage to beat this enemy the epilogue of this game begins. There isn't much to do, but you have to go through it in order to create a save game for sending your data to Golden Sun: The Lost Age.

---

Epilogue: What happens next?

---

--Venus Lighthouse (Continued)--

After the last battle you'll see that Saturos and Menardi will take a suicidal Death plunge into the same hole where they threw the Venus Star. That is the last the world will see of Saturos and Menardi. However this doesn't end the game at all. Felix is going to continue where the villains left off, he's going to light the other two lighthouses. Garet asks Felix why he insists on lighting the beacons up, but Felix answers that there is no time to discuss this issue now.

All of a sudden the Venus Lighthouse's Beacon starts to illuminate. As the beacon starts glowing a great amount of energy is released and it is so much that it tears the lighthouse apart. The entire group falls unconsciously on the ground and Felix is in trouble too. Sheba fell off the edge by the earthquake and can barely hold on to the edge. Felix tries to rescue her, but is too late and Sheba 'slides' (that's one odd way off falling) down the edge. Felix won't accept to let it end this way and dives in after her.

Isaac makes his first sentence in the game, he says: "!!!". I thought he was a total mute as most RPG / Adventure heroes tend to be (just think of Link in the Legend of Zelda). The other allies start to awaken again and the Lighthouse restores itself to its original form. According to Ivan Felix jumped into the sea after Sheba did so, but according to the world map there is no sea around (doesn't this seem a bit weird?). They then remember about Jenna, who was left behind at Idejima. After hours of searching they give up and go back to Lalivero.

--Lalivero--

Faran and Iodem are inside Faran's home as well, they start having a conversation with Isaac and the others. It turns out to be that Felix, Sheba, Jenna and Kraden have disappeared! The continent of Idejima was torn loose from Gondowan after the Venus Lighthouse lit up. After some more talking about Sheba and Adepts Isaac and the other want to take of for the next step in their adventure, but Iodem asks them to wait outside, you can do so or walk away in which case Iodem comes outside anyway.

Iodem talks about Lemuria again, he gives you the Black Orb and permission to enter the shack on the north-west part of Lalivero. Garet mentions the ship at Idejima being Saturos' Ship, but there is no time and no way to confirm that now. Talk to the guard in front of it and he'll allow you in. Enter it and walk to the left, go up the pier and use the Black Orb at the end to enter the Lemurian Boat docked there. After everybody makes their final farewells to the player, they step aboard the boat and leave. Their next goal is to find Lemuria and finding Jenna! At least that is what you

would think, that would happen... But we'll find out in GS:TLA. Now the credits you must endure. After those you are asked to save your data into a "Clear Data" File, which can be used for the "Golden Sun: The Lost Age" connection. If you say yes such a file will be created, this also means that you can no longer use it (other than to do a battle in the battle arena).

--Idejima--

After the ending titles you will see a final cut-scene featuring Kraden and Jenna. They are lying on the ground pondering about thing this that will happen. It appears to be that they are not alone at this moment, Alex is there too. He guides them to the other side of the island where they find Felix and Sheba. Alex must have saved them out of the water (quite possible seeing him as a Mercury Adept). The screen fades out and Golden Sun has reached its ending, if you want to find out what happens after this moment you'll have to play sequel to Golden Sun.

```

Total Regular Hidden Items / Chests 181
Total Crossbone Items / Chests 43 +

Grand Total 224 (found up to now)

```

```
=====
```

GAME FINISHED!!!!

```
=====
```

To be Continued  
~ Golden Sun: The Lost Age ~  
  
(See you in the next Walkthrough)  
=====

```
=====
```

## Appendix A: Djinn & Classes

```
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```

```

```

### 1. Djinn Descriptions

```

```

In Golden Sun there are 28 Djinn you can find throughout the continents. Most of them are quite easy to find, while others may prove to be more difficult to locate. Here's a list of all Djinn sorted by element and the moment you can find them in-game.

There is one remark that has to be made here; the statistic boosts of the Djinn may differ from the values given here, this is so because higher classes affect the statistics relatively (e.g. in percentages). Simply put this means that the upgrades may vary a bit. All the statistic upgrades



were checked using "Base Class" for each character, for more information on that topic see the following paragraph. The exact Djinn locations can also be found in the FAQ, just search for the Djinni's name with "Ctrl+F" in most Windows based Text Editors / Viewers.

#### The Djinn List

##### Venus Djinn

| Name    | HP | PP | ATK | DEF | AGL | LCK | Location            | Ability                |
|---------|----|----|-----|-----|-----|-----|---------------------|------------------------|
| Flint   | 8  | 4  | 3   | -   | -   | -   | Vale (WM)           | Swift Strike           |
| Granite | 9  | -  | -   | 2   | 2   | 1   | Kolima              | Reduce Damage          |
| Quartz  | 10 | 3  | -   | -   | 3   | -   | Mogall Forest       | Revive Downed Ally     |
| Vine    | 12 | 4  | -   | 3   | -   | 1   | Lamakan West (WM)   | Lower enemy AGL        |
| Sap     | 10 | -  | 3   | -   | -   | 1   | Vault               | Hit & Drain enemy HP   |
| Ground  | 9  | 3  | -   | -   | 3   | -   | Kalay Docks         | Enemy must skip a turn |
| Bane    | 12 | -  | 4   | -   | -   | -   | Crossbone Isle (B7) | Hit & Venom Enemy      |

##### Mars Djinn

| Name   | HP | PP | ATK | DEF | AGL | LCK | Location       | Ability               |
|--------|----|----|-----|-----|-----|-----|----------------|-----------------------|
| Forge  | 10 | -  | 2   | -   | 2   | 2   | Goma Cave      | Raise Allies' ATK     |
| Fever  | 12 | -  | 3   | -   | 1   | -   | Imil           | Delude Enemies        |
| Corona | 12 | 3  | -   | 3   | -   | 1   | Xian (WM)      | Raise Allies' DEF     |
| Scorch | 8  | -  | 3   | -   | -   | -   | Kalay Tunnel   | Stun Enemy            |
| Ember  | 9  | 4  | -   | 2   | 2   | -   | Tolbi          | Recover Allies' PP    |
| Flash  | 14 | 3  | -   | 2   | -   | -   | Suhalla Desert | Reduce Damage         |
| Torch  | 9  | -  | 3   | -   | -   | 1   | Lalivero       | Hit Through Enemy Def |

##### Jupiter Djinn

| Name   | HP | PP | ATK | DEF | AGL | LCK | Location       | Ability                  |
|--------|----|----|-----|-----|-----|-----|----------------|--------------------------|
| Gust   | 9  | -  | 2   | -   | 2   | -   | Bilibin        | 1 or 2 Wind Attacks      |
| Breeze | 12 | 5  | -   | 2   | -   | 1   | Tret Tree      | Raise Allies' Resistance |
| Zephyr | 11 | 3  | -   | -   | 2   | 1   | Fuchin Temple  | Raise Allies' AGL        |
| Smog   | 9  | -  | 3   | -   | -   | -   | Lamakan Desert | Delude Enemies           |
| Kite   | 8  | 3  | -   | -   | 3   | -   | Vale Cave      | 2 Attacks Next Turn      |
| Squall | 10 | -  | 5   | -   | -   | -   | Altmiller Cave | Stun Enemy               |
| Luff   | 11 | 5  | -   | 2   | -   | 1   | Babi's Tower   | Seal Enemy's Psynergy    |

##### Mercury Djinn

| Name   | HP | PP | ATK | DEF | AGL | LCK | Location           | Ability                |
|--------|----|----|-----|-----|-----|-----|--------------------|------------------------|
| Fizz   | 9  | 4  | -   | 3   | -   | -   | Mia's Pet          | Recover ally's HP      |
| Sleet  | 12 | -  | 3   | -   | -   | 1   | Mercury Lighthouse | Lower Enemy ATK        |
| Mist   | 11 | -  | 4   | -   | -   | -   | Xian               | Make Enemy Fall Asleep |
| Spritz | 8  | 4  | -   | -   | 3   | -   | Altin Peak         | Recover allies' HP     |
| Hail   | 9  | -  | 4   | -   | -   | 1   | Tolbi West (WM)    | Lower Enemy DEF        |

|       |    |   |   |   |   |   |                 |                      |
|-------|----|---|---|---|---|---|-----------------|----------------------|
| Tonic | 10 | 3 | - | 2 | - | 2 | Lunpa Fortress  | Restore all ailments |
| Dew   | 13 | 4 | - | - | 4 | - | Suhalla Gateway | Revive Downed Ally   |

(WM) = World Map

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## 2. About the Summons

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There are 16 Summon in Golden Sun, each representing a spirit for a certain element. All the Summons of the same level are equal in strength, but because of the elemental resistances of the monsters you oppose this may seem different. Many believe Meteor or Judgment is the strongest Summon, but this purely depends on the enemy you battle against. This game has many enemies weak to fire, so naturally fire based attacks will work pretty good.

---

### Summons Table

---

| Djinn     | Spirit   | Djinn     | Spirit  |
|-----------|----------|-----------|---------|
| 1 Venus   | Venus    | 1 Mars    | Mars    |
| 2 Venus   | Ramses   | 2 Mars    | Kirin   |
| 3 Venus   | Cybele   | 3 Mars    | Tiamat  |
| 4 Venus   | Judgment | 4 Mars    | Meteor  |
|           |          |           |         |
| Djinn     | Spirit   | Djinn     | Spirit  |
| 1 Jupiter | Jupiter  | 1 Mercury | Mercury |
| 2 Jupiter | Atalanta | 2 Mercury | Nereid  |
| 3 Jupiter | Procne   | 3 Mercury | Neptune |
| 4 Jupiter | Thor     | 4 Mercury | Boreas  |

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## 3. Class & Psynergy Effects

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Next to these effects assigning a Djinni to a character may change his/her class level. In some cases these changes can create huge statistic upgrades and stronger Psynergy Spells, however in some cases the class may actually downgrade a character so experiment yourself to find out which classes are most suitable. Of course the clean sweep with all Djinn assigned to the characters with the same elemental is a good combination. Actually it seems to be the only good combination, whereas assigning 1 Djinni of another type to the list breaks up the entire set-up weakening the character to the lowest class possible. Later on however when you have more Djinn more interesting combinations take place. Here's a list of all the Class levels that each character can reach.

A word about the notation here:

- "x|y" means all number of Djinn between x and y. For example: 3|5 means either 3,4 or 5 Djinn of that kind.



|    |              |    |              |
|----|--------------|----|--------------|
| 2  | Quake        | -> | Quake        |
| 4  | Earthquake   | -> | Earthquake   |
| 6  | Spire        | -> | Spire        |
| 7  |              |    | Gaia         |
| 10 | Cure Well    | -> | Cure Well    |
| 13 | Ragnarok     | -> | Ragnarok     |
| 14 | Quake Sphere | -> | Quake Sphere |
| 19 |              |    | Revive       |
| 20 | Clay Spire   | -> | Clay Spire   |
| 24 |              |    | Mother Gaia  |
| 26 | Potent Cure  | -> | Potent Cure  |
| 42 | Stone Spire  | -> | Stone Spire  |
| 54 |              |    | Grand Gaia   |

Mars Series

---

| lvl | Brute & Ruffian |    | Savage - Berserker |
|-----|-----------------|----|--------------------|
| 1   | Growth          | -> | Growth             |
| 6   | Blast           | -> | Blast              |
| 7   |                 |    | Spire              |
| 9   |                 |    | Impair             |
| 12  | Mad Growth      | -> | Mad Growth         |
| 13  | Planet Diver    | -> | Planet Diver       |
| 16  | Nova            | -> | Nova               |
| 17  | Haunt           | -> | Haunt              |
| 19  |                 |    | Revive             |
| 20  |                 |    | Clay Spire         |
| 23  |                 |    | Debilitate         |
| 24  | Curse           | -> | Curse              |
| 28  | Wild Growth     | -> | Wild Growth        |
| 29  | Condemn         | -> | Condemn            |
| 40  | Supernova       | -> | Supernova          |
| 42  |                 |    | Stone Spire        |

Jupiter Series

---

| lvl | Apprentice & Illusionist |    | Enchanter & Conjurer |
|-----|--------------------------|----|----------------------|
| 1   | Delude                   | -> | Delude               |
| 5   |                          |    | Impact               |
| 6   |                          |    | Ward                 |
| 6   | Gaia                     | -> | Gaia                 |
| 9   | Weaken                   | -> | Weaken               |
| 11  | Astral Blast             | -> | Astral Blast         |
| 14  | Sleep                    | -> | Sleep                |
| 17  | Haunt                    | -> | Haunt                |
| 21  |                          |    | High Impact          |
| 22  |                          |    | Resist               |
| 24  | Mother Gaia              | -> | Mother Gaia          |
| 25  | Enfeeble                 | -> | Enfeeble             |
| 31  | Drain                    | -> | Drain                |
| 39  | Psy Drain                | -> | Psy Drain            |
| 54  | Grand Gaia               | -> | Grand Gaia           |
| lvl | Shaman                   |    |                      |



Other Series

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| lvl | Ninja        |
|-----|--------------|
| lvl | lvl          |
| 1   | Gale         |
| 4   | Punji        |
| 6   | Fire Bomb    |
| 7   | Mist         |
| 8   | Thunderclap  |
| 12  | Death Plunge |
| 15  | Punji Trap   |
| 16  | Cluster Bomb |
| 18  | Typhoon      |
| 21  | Shuriken     |
| 26  | Thunderbolt  |
| 31  | Annihilation |
| 36  | Punji Strike |
| 40  | Carpet Bomb  |
| 44  | Hurricane    |
| 50  | Thunderhead  |

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| lvl | Samurai       |
|-----|---------------|
| lvl | lvl           |
| 3   | Guardian      |
| 5   | Demon Spear   |
| 6   | Rockfall      |
| 8   | Lava Shower   |
| 10  | Magic Shell   |
| 12  | Dragon Cloud  |
| 15  | Protector     |
| 18  | Demon Night   |
| 21  | Angel Spear   |
| 22  | Molten Bath   |
| 24  | Rockslide     |
| 27  | Magic Shield  |
| 33  | Helm Splitter |
| 40  | Quick Strike  |
| 48  | Magma Storm   |
| 54  | Avalanche     |

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| lvl | Dragoon          |
|-----|------------------|
| lvl | lvl              |
| 2   | Blast            |
| 4   | Thorn            |
| 5   | Cure Cure Poison |
| 6   | Avoid            |
| 8   | Wish             |
| 10  | Mad Mad Blas     |
| 11  | Cutting Edge     |
| 13  | Restore          |
| 16  | Ply Well         |
| 17  | Briar            |
| 22  | Wish Well        |
| 27  | Fiery Blast      |
| 34  | Pure Ply         |
| 36  | Nettle           |

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Mars Adepts - Jenna & Garet (Base Class: Flame User & Guard)

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| Class             | Req. Djinn |     |     |     | Statistic Change ('-' = No Change, 100%) |      |      |      |      |      |  |
|-------------------|------------|-----|-----|-----|------------------------------------------|------|------|------|------|------|--|
|                   | Ven        | Mar | Jup | Mer | HP                                       | PP   | Att  | Def  | Agl  | Lck  |  |
| Venus Series      |            |     |     |     |                                          |      |      |      |      |      |  |
| Brute             | 1          | 0   | 0   | 0   | -                                        | 70%  | 120% | 90%  | 110% | 70%  |  |
| Ruffian           | 2 3        | 0   | 0   | 0   | 120%                                     | 80%  | 130% | -    | 120% | 70%  |  |
| Savage            | 4          | 0   | 0   | 0   | 140%                                     | 90%  | 140% | 110% | 130% | 70%  |  |
| Barbarian         | 5 7        | 0   | 0   | 0   | 160%                                     | -    | 150% | 120% | 140% | 70%  |  |
| Berserker         | 6          | 1   | 0   | 0   | 180%                                     | 110% | 160% | 130% | 150% | 70%  |  |
| Jenna Mars Series |            |     |     |     |                                          |      |      |      |      |      |  |
| Flame User        | 0          | 0   | 0   | 0   | -                                        | 120% | -    | -    | 120% | 90%  |  |
| Garet Mars Series |            |     |     |     |                                          |      |      |      |      |      |  |
| Guard             | 0          | 0 1 | 0   | 0   | 110%                                     | 80%  | -    | 110% | 70%  | -    |  |
| Soldier           | 0          | 2 3 | 0   | 0   | 130%                                     | 90%  | 110% | 120% | 80%  | -    |  |
| Warrior           | 0          | 4 5 | 0   | 0   | 150%                                     | -    | 120% | 130% | 90%  | -    |  |
| Champion          | 0          | 6 7 | 0   | 0   | 170%                                     | 110% | 130% | 140% | -    | -    |  |
| Jupiter Series    |            |     |     |     |                                          |      |      |      |      |      |  |
| Page              | 0          | 0   | 1   | 0   | -                                        | 120% | 110% | -    | 120% | 90%  |  |
| Illusionist       | 0          | 0   | 2 3 | 0   | 120%                                     | 130% | 120% | 110% | 130% | 90%  |  |
| Enchanter         | 0          | 0   | 4 5 | 0   | 140%                                     | 140% | 140% | 120% | 140% | 90%  |  |
| Ascetic           | 0          | 0   | 6 7 | 0   | 120%                                     | 140% | 120% | 120% | 140% | 120% |  |
| Conjurer          | 0          | 1   | 6   | 0   | 170%                                     | 160% | 150% | 130% | 150% | 90%  |  |
| Mercury Series    |            |     |     |     |                                          |      |      |      |      |      |  |
| Swordsman         | 0          | 0   | 0   | 1   | -                                        | 90%  | 110% | 110% | 90%  | 120% |  |
| Defender          | 0          | 0   | 0   | 2 3 | 120%                                     | -    | 120% | 120% | -    | 120% |  |
| Cavalier          | 0          | 0   | 0   | 4 5 | 140%                                     | 110% | 130% | 130% | 110% | 120% |  |
| Ascetic           | 0          | 0   | 0   | 6 7 | 120%                                     | 140% | 110% | 120% | 140% | 120% |  |
| Luminier          | 0          | 1   | 0   | 6   | 170%                                     | 130% | 140% | 140% | 130% | 120% |  |
| Other Series      |            |     |     |     |                                          |      |      |      |      |      |  |
| Ninja             | 3          | 0   | 3   | 0   | 160%                                     | 140% | 150% | 120% | 170% | 90%  |  |
| Samurai           | 4          | 0   | 3   | 0   | 190%                                     | 130% | 150% | 140% | 140% | 95%  |  |
| Dragoon           | 0          | 3   | 0   | 3 4 | 160%                                     | 130% | 140% | 140% | 110% | 120% |  |

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Venus Series

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See Venus Adepts "Mars" Series (are identical)

Mars Series (Jenna)

---

| lvl | Flame User  |
|-----|-------------|
| lvl | lvl         |
| 1   | Flare       |
| 6   | Flare Wall  |
| 18  | Flare Storm |

Mars Series (Garet)

---

| lvl | Guard & Soldier | Warrior & Champion |
|-----|-----------------|--------------------|
| lvl | lvl             | lvl                |
| 1   | Flare           | -> Flare           |
| 3   |                 | Guard              |
| 4   | Fire            | -> Fire            |
| 6   | Flare Wall      | -> Flare Wall      |
| 8   | Volcano         | -> Volcano         |
| 9   |                 | Impair             |
| 12  | Heat Wave       | -> Heat Wave       |
| 14  | Fireball        | -> Fireball        |
| 15  |                 | Protect            |
| 18  | Flare Storm     | -> Flare Storm     |
| 22  | Eruption        | -> Eruption        |
| 26  |                 | Debilitate         |
| 36  | Inferno         | -> Inferno         |
| 48  | Pyroclasm       | -> Pyroclasm       |

Jupiter Series

---

| lvl | Page & Illusionist | Enchanter & Conjuror |
|-----|--------------------|----------------------|
| lvl | lvl                | lvl                  |
| 1   | Delude             | -> Delude            |
| 3   |                    | Guard                |
| 5   |                    | Impact               |
| 6   | Ward               | -> Ward              |
| 8   | Volcano            | -> Volcano           |
| 9   | Weaken             | -> Weaken            |
| 11  | Astral Blast       | -> Astral Blast      |
| 14  | Sleep              | -> Sleep             |
| 15  |                    | Protect              |
| 21  |                    | High Impact          |
| 23  | Eruption           | -> Eruption          |
| 25  | Enfeeble           | -> Enfeeble          |
| 31  | Drain              | -> Drain             |
| 39  | Psy Drain          | -> Psy Drain         |
| 48  | Pyroclasm          | -> Pyroclasm         |

---

| lvl | Ascetic    |
|-----|------------|
| lvl | lvl        |
| 1   | Slash      |
| 6   | Ward       |
| 8   | Volcano    |
| 9   | Plasma     |
| 10  | Wind Slash |
| 18  | Bind       |
| 22  | Eruption   |
| 24  | Resist     |



- 26 Shine Plasma
- 30 Sonic Slash
- 33 Drain
- 41 Psy Drain
- 48 Pyroclasm
- 50 Spark Plasma

Mercury Series

---

| lvl | Swordsman    | Defender        | Cavalier        |
|-----|--------------|-----------------|-----------------|
| 1   |              | Ply             | -> Ply          |
| 2   | Blast        | -> Blast        | -> Blast        |
| 3   | Guard        | -> Guard        | -> Guard        |
| 5   | Cure Poison  | -> Cure Poison  | -> Cure Poison  |
| 6   |              | Avoid           | -> Avoid        |
| 8   |              |                 | Wish            |
| 10  | Mad Blast    | -> Mad Blast    | -> Mad Blast    |
| 11  | Cutting Edge | -> Cutting Edge | -> Cutting Edge |
| 13  | Restore      | -> Restore      | -> Restore      |
| 15  | Protect      | -> Protect      | -> Protect      |
| 16  |              | Ply Well        | -> Ply Well     |
| 22  |              |                 | Wish Well       |
| 28  | Fiery Blast  | -> Fiery Blast  | -> Fiery Blast  |
| 30  | Break        | -> Break        | -> Break        |
| 34  |              | Pure Ply        | -> Pure Ply     |
| 46  |              |                 | Pure Wish       |

| lvl | Ascetic      |
|-----|--------------|
| 1   | Douse        |
| 5   | Cure Poison  |
| 6   | Prism        |
| 8   | Volcano      |
| 9   | Wish         |
| 12  | Drench       |
| 13  | Restore      |
| 20  | Hail Prism   |
| 22  | Eruption     |
| 24  | Wish Well    |
| 30  | Deluge       |
| 34  | Break        |
| 46  | Pure Wish    |
| 48  | Pyroclasm    |
| 52  | Freeze Prism |

Other Series

---

See Venus Adepts "Other" Series (are identical)

---

Jupiter Adepts - Ivan (Base Class: Wind Seer)

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Req. Djinn                      Statistic Change ('-' = No Change, 100%)

| Class          | Ven | Mar | Jup | Mer | HP   | PP   | Att  | Def  | Agl  | Lck  |
|----------------|-----|-----|-----|-----|------|------|------|------|------|------|
| Venus Series   |     |     |     |     |      |      |      |      |      |      |
| Seer           | 1   | 0   | 0   | 0   | 90%  | 130% | 90%  | 90%  | 110% | -    |
| Diviner        | 2 3 | 0   | 0   | 0   | 110% | 140% | -    | -    | 120% | -    |
| Shaman         | 4 5 | 0   | 0   | 0   | 120% | 150% | 110% | 110% | 130% | -    |
| Enchanter      | 6 7 | 0   | 0   | 0   | 140% | 140% | 130% | 120% | 140% | 90%  |
| Druid          | 6   | 0   | 1   | 0   | 150% | 170% | 130% | 130% | 160% | 90%  |
| Mars Series    |     |     |     |     |      |      |      |      |      |      |
| Pilgrim        | 0   | 1   | 0   | 0   | 90%  | 120% | 90%  | -    | 120% | 120% |
| Wanderer       | 0   | 2 3 | 0   | 0   | 110% | 130% | -    | 110% | 130% | 120% |
| Ascetic        | 0   | 4 5 | 0   | 0   | 120% | 140% | 110% | 120% | 140% | 120% |
| Enchanter      | 0   | 6 7 | 0   | 0   | 140% | 140% | 130% | 120% | 140% | 90%  |
| Fire Monk      | 0   | 6   | 1   | 0   | 150% | 160% | 140% | 140% | 160% | 120% |
| Jupiter Series |     |     |     |     |      |      |      |      |      |      |
| Wind Seer      | 0   | 0   | 0 1 | 0   | 80%  | 140% | 80%  | 90%  | 130% | 110% |
| Magician       | 0   | 0   | 2 3 | 0   | 90%  | 150% | 90%  | -    | 140% | 110% |
| Mage           | 0   | 0   | 4 5 | 0   | 110% | 160% | -    | 110% | 150% | 110% |
| Magister       | 0   | 0   | 6 7 | 0   | 130% | 170% | 110% | 120% | 160% | 110% |
| Mercury Series |     |     |     |     |      |      |      |      |      |      |
| Hermit         | 0   | 0   | 0   | 1   | 80%  | 140% | 80%  | 90%  | 130% | 120% |
| Elder          | 0   | 0   | 0   | 2 3 | 90%  | 150% | 90%  | -    | 140% | 120% |
| Scholar        | 0   | 0   | 0   | 4   | 110% | 160% | -    | 110% | 150% | 120% |
| Savant         | 0   | 0   | 0   | 5 7 | 130% | 170% | 110% | 120% | 160% | 120% |
| Sage           | 0   | 0   | 1   | 6   | 150% | 180% | 120% | 130% | 170% | 120% |
| Other Series   |     |     |     |     |      |      |      |      |      |      |
| Medium         | 3   | 0   | 0   | 3   | 130% | 170% | 120% | 120% | 150% | 90%  |
| White Mage     | 3   | 0   | 0   | 4   | 150% | 180% | 130% | 130% | 150% | 120% |
| Ranger         | 0   | 3 4 | 0   | 3   | 130% | 160% | 120% | 120% | 160% | 120% |

Venus Series

| lvl | Seer & Diviner | Shaman & Druid |
|-----|----------------|----------------|
| 1   | Cure           | -> Cure        |
| 2   | Bolt           | -> Bolt        |
| 3   | Growth         | -> Growth      |
| 5   |                | Ward           |
| 6   | Flash Bolt     | -> Flash Bolt  |
| 12  | Mad Growth     | -> Mad Growth  |
| 10  | Cure Well      | -> Cure Well   |
| 18  | Bind           | -> Bind        |
| 19  |                | Revive         |
| 22  | Blue Bolt      | -> Blue Bolt   |
| 23  |                | Resist         |
| 26  | Potent Cure    | -> Potent Cure |
| 29  | Wild Growth    | -> Wild Growth |
| 31  | Drain          | -> Drain       |

39 Psy Drain -> Psy Drain

---

| lvl | Enchanter    |
|-----|--------------|
| lvl | lvl          |
| 1   | Delude       |
| 5   | Impact       |
| 6   | Gaia         |
| 9   | Weaken       |
| 11  | Astral Blast |
| 14  | Sleep        |
| 17  | Haunt        |
| 20  | Curse        |
| 21  | High Impact  |
| 22  | Resist       |
| 24  | Mother Gaia  |
| 25  | Enfeeble     |
| 31  | Drain        |
| 39  | Psy Drain    |
| 54  | Grand Gaia   |

Mars Series

---

---

| lvl | Pilgrim & Wanderer | Ascetic & Fire Monk |
|-----|--------------------|---------------------|
| lvl | lvl                | lvl                 |
| 1   | Slash              | -> Slash            |
| 6   |                    | Ward                |
| 8   |                    | Volcano             |
| 9   | Plasma             | -> Plasma           |
| 10  | Wind Slash         | -> Wind Slash       |
| 18  | Bind               | -> Bind             |
| 22  |                    | Eruption            |
| 24  |                    | Resist              |
| 26  | Shine Plasma       | -> Shine Plasma     |
| 30  | Sonic Slash        | -> Sonic Slash      |
| 33  | Drain              | -> Drain            |
| 34  | Break              | -> Break            |
| 41  | Psy Drain          | -> Psy Drain        |
| 48  |                    | Pyroclasm           |
| 50  | Spark Plasma       | -> Spark Plasma     |

---

| lvl | Enchanter    |
|-----|--------------|
| lvl | lvl          |
| 1   | Delude       |
| 3   | Guard        |
| 5   | Impact       |
| 6   | Ward         |
| 8   | Volcano      |
| 9   | Weaken       |
| 11  | Astral Blast |
| 14  | Sleep        |
| 15  | Protect      |
| 21  | High Impact  |
| 23  | Eruption     |
| 25  | Enfeeble     |
| 31  | Drain        |
| 39  | Psy Drain    |
| 48  | Pyroclasm    |

## Jupiter Series

---

| lvl | Wind Seer    | Magician        | Mage & Magister |
|-----|--------------|-----------------|-----------------|
| 1   | Whirlwind    | -> Whirlwind    | -> Whirlwind    |
| 4   | Ray          | -> Ray          | -> Ray          |
| 5   |              | Impact          | -> Impact       |
| 6   |              |                 | Ward            |
| 8   | Plasma       | -> Plasma       | -> Plasma       |
| 12  | Sleep        | -> Sleep        | -> Sleep        |
| 14  | Storm Ray    | -> Storm Ray    | -> Storm Ray    |
| 17  | Bind         | -> Bind         | -> Bind         |
| 18  | Tornado      | -> Tornado      | -> Tornado      |
| 21  |              | High Impact     | -> High Impact  |
| 22  |              |                 | Resist          |
| 26  | Shine Plasma | -> Shine Plasma | -> Shine Plasma |
| 36  | Destruct Ray | -> Destruct Ray | -> Destruct Ray |
| 44  | Tempest      | -> Tempest      | -> Tempest      |
| 50  | Spark Plasma | -> Spark Plasma | -> Spark Plasma |

## Mercury Series

---

| lvl | Hermit & Elder | Scholar - Sage  |
|-----|----------------|-----------------|
| 1   | Impact         | -> Impact       |
| 6   | Prism          | -> Prism        |
| 8   | Plasma         | -> Plasma       |
| 12  |                | Wish            |
| 18  | Bind           | -> Bind         |
| 21  | High Impact    | -> High Impact  |
| 22  | Hail Prism     | -> Hail Prism   |
| 24  |                | Wish Well       |
| 26  | Shine Plasma   | -> Shine Plasma |
| 30  | Break          | -> Break        |
| 31  | Drain          | -> Drain        |
| 39  | Psy Drain      | -> Psy Drain    |
| 46  |                | Pure Wish       |
| 50  | Spark Plasma   | -> Spark Plasma |
| 52  | Freeze Prism   | -> Freeze Prism |

## Other Series

---

| lvl | Ranger     |
|-----|------------|
| 1   | Douse      |
| 1   | Slash      |
| 6   | Ward       |
| 8   | Volcano    |
| 10  | Wind Slash |
| 12  | Drench     |
| 18  | Bind       |
| 22  | Eruption   |
| 24  | Resist     |



| Mars Series    |     |     |     |     |      |      |      |      |      |      |
|----------------|-----|-----|-----|-----|------|------|------|------|------|------|
| Pilgrim        | 0   | 1   | 0   | 0   | 90%  | 120% | 90%  | -    | 120% | 120% |
| Wanderer       | 0   | 2 3 | 0   | 0   | 110% | 130% | -    | 110% | 130% | 120% |
| Ascetic        | 0   | 4 5 | 0   | 0   | 120% | 140% | 110% | 120% | 140% | 120% |
| Cavalier       | 0   | 6 9 | 0   | 0   | 140% | 110% | 130% | 130% | 110% | 120% |
| Water Monk     | 1 3 | 6   | 0   | 0   | 150% | 160% | 130% | 140% | 160% | 120% |
| Jupiter Series |     |     |     |     |      |      |      |      |      |      |
| Hermit         | 0   | 0   | 1   | 0   | 80%  | 140% | 80%  | 90%  | 130% | 120% |
| Elder          | 0   | 0   | 2 3 | 0   | 90%  | 150% | 90%  | -    | 140% | 120% |
| Scholar        | 0   | 0   | 4   | 0   | 110% | 160% | -    | 110% | 150% | 120% |
| Savant         | 0   | 0   | 0   | 5 9 | 130% | 170% | 110% | 120% | 160% | 120% |
| Sage           | 0   | 0   | 1 3 | 6 8 | 150% | 180% | 120% | 130% | 170% | 120% |
| Mercury Series |     |     |     |     |      |      |      |      |      |      |
| Water Seer     | 0   | 0   | 0   | 0 1 | 90%  | 130% | 90%  | -    | 80%  | 130% |
| Scribe         | 0   | 0   | 0   | 2 3 | -    | 140% | -    | 110% | 90%  | 130% |
| Cleric         | 0   | 0   | 0   | 4 5 | 120% | 150% | 110% | 120% | -    | 130% |
| Paragon        | 0   | 0   | 0   | 6 7 | 140% | 160% | 120% | 130% | 110% | 130% |
| Other Series   |     |     |     |     |      |      |      |      |      |      |
| Medium         | 3   | 0   | 3   | 0   | 120% | 150% | 110% | 120% | 150% | 90%  |
| White Mage     | 3   | 0   | 4 6 | 0   | 150% | 180% | 130% | 130% | 150% | 120% |
| Ranger         | 0   | 3 6 | 3   | 0   | 130% | 160% | 120% | 120% | 160% | 120% |

### Venus Series

| lvl | Seer & Diviner | Shaman & Druid  |
|-----|----------------|-----------------|
| 1   | Cure           | -> Cure         |
| 2   | Froth          | -> Froth        |
| 3   | Growth         | -> Growth       |
| 5   | Cure Poison    | -> Cure Poison  |
| 8   |                | Wish            |
| 10  | Cure Well      | -> Cure Well    |
| 12  | Mad Growth     | -> Mad Growth   |
| 13  | Restore        | -> Restore      |
| 14  | Froth Sphere   | -> Froth Sphere |
| 19  |                | Revive          |
| 22  |                | Wish Well       |
| 26  | Potent Cure    | -> Potent Cure  |
| 29  | Wild Growth    | -> Wild Growth  |
| 30  | Break          | -> Break        |
| 40  | Froth Spiral   | -> Froth Spiral |
| 36  | Pure Wish      | -> Pure Wish    |

| lvl | Cavalier    |
|-----|-------------|
| 1   | Ply         |
| 4   | Thorn       |
| 5   | Cure Poison |
| 6   | Avoid       |
| 8   | Wish        |

- 10 Mad Mad Blast
- 11 Cutting Edge
- 13 Restore
- 14 Briar
- 16 Ply Well
- 19 Revive
- 22 Wish Well
- 30 Break
- 34 Pure Ply
- 36 Nettle
- 46 Pure Wish

Mars Series

---

| lvl | Pilgrim & Wanderer | Ascetic & Water Monk |
|-----|--------------------|----------------------|
| lvl | lvl                | lvl                  |
| 1   | Douse              | -> Douse             |
| 5   | Cure Poison        | -> Cure Poison       |
| 6   | Prism              | -> Prism             |
| 8   |                    | Volcano              |
| 9   |                    | Wish                 |
| 12  | Drench             | -> Drench            |
| 13  | Restore            | -> Restore           |
| 20  | Hail Prism         | -> Hail Prism        |
| 22  |                    | Eruption             |
| 24  |                    | Wish Well            |
| 30  | Deluge             | -> Deluge            |
| 34  | Break              | -> Break             |
| 46  |                    | Pure Wish            |
| 48  |                    | Pyroclasm            |
| 52  | Freeze Prism       | -> Freeze Prism      |

| lvl | Cavalier     |
|-----|--------------|
| lvl | lvl          |
| 1   | Ply          |
| 2   | Blast        |
| 3   | Guard        |
| 5   | Cure Poison  |
| 6   | Avoid        |
| 8   | Wish         |
| 10  | Mad Blast    |
| 11  | Cutting Edge |
| 13  | Restore      |
| 15  | Protect      |
| 16  | Ply Well     |
| 22  | Wish Well    |
| 28  | Fiery Blast  |
| 30  | Break        |
| 34  | Pure Ply     |
| 46  | Pure Wish    |

Jupiter Series

---

| lvl | Hermit & Elder | Scholar - Sage |
|-----|----------------|----------------|
| lvl | lvl            | lvl            |
| 1   | Impact         | -> Impact      |





|                |      |                                                        |
|----------------|------|--------------------------------------------------------|
| Vial           | 500  | Heals 500 HP                                           |
| Potion!        | 1000 | Heals all HP                                           |
| Empty Bottle!  | 1000 | Use to store Hermes' Water from the Mercury Lighthouse |
| Hermes' Water! | 2000 | Heals all HP; Heals Tret                               |
| Psy Crystal!   | 500  | Heals all PP                                           |
| Antidote       | 20   | Cures Poison                                           |
| Elixir         | 30   | Cures Delude, Stun, Sleep, Haunt & Curse               |
| Sacred Feather | 70   | Decreases Encounter Rate (Less Monster Battles)        |
| Water of Life! | 3000 | Revives a dead character and heals all HP              |
| Power Bread!   | 500  | Increase maximum HP with +5 permanently                |
| Cookie!        | 500  | Increase maximum PP with +5 permanently                |
| Apple!         | 500  | Increase Attack with +3 permanently                    |
| Hard Nut!      | 500  | Increase Defense with +3 permanently                   |
| Mint!          | 500  | Increase Agility with +3 permanently                   |
| Lucky Pepper!  | 500  | Increase Luck with +2 permanently                      |

-----  
1. II Items - Attack Items  
-----

| Name           | Value | Description                       |
|----------------|-------|-----------------------------------|
| Smoke Bomb     | 30    | Use to delude enemies             |
| Sleep Bomb     | 60    | Use to make enemies fall to sleep |
| Oil Drop       | 30    | Attack with Fire power            |
| Weasel Claw    | 40    | Attack with Wind power            |
| Bramble Seed   | 50    | Attack with Earth power           |
| Crystal Powder | 60    | Attack with Water power           |

-----  
1. III Items - Scenario Items  
-----

| Name           | Value | Description                                           |
|----------------|-------|-------------------------------------------------------|
| Lucky Medal!   | 50    | Use for winning items at Tolbi's Fountain             |
| Game Ticket!   | 100   | Use for winning items at Tolbi's Slot Machine         |
| Lifting Jewel  | -     | Learn "Lift" Psynergy                                 |
| Frost Jewel    | -     | Learn "Frost" Psynergy                                |
| Douse Drop     | -     | Learn "Douse" Psynergy                                |
| Orb of Force   | -     | Learn "Force" (neutral) Psynergy                      |
| Carry Stone    | -     | Learn "Carry" Psynergy                                |
| Cloak Ball     | -     | Learn "Cloak" Psynergy                                |
| Halt Gem       | -     | Learn "Halt" Psynergy                                 |
| Mythril Bag    | -     | Can hold one of the elemental stars                   |
| Mercury Star   | -     | Use to light the beacon of the Mercury Lighthouse     |
| Venus Star     | -     | Use to light the beacon of the Venus Lighthouse       |
| Jupiter Star   | -     | Use to light the beacon of the Jupiter Lighthouse     |
| Mars Star      | -     | Use to light the beacon of the Mars Lighthouse        |
| Small Jewel    | -     | Used for the Minotaur relief in Sol Sanctum           |
| Dragon's Eye   | -     | Used for the Dragon Statue in Fuchin Temple           |
| Bone           | -     | Wastes inventory space / Get a hint from dog in Vault |
| Boat Ticket    | -     | Used for boarding the ship to Tolbi (600 Coins for 4) |
| Anchor Charm   | -     | Used to get the Tolbi-bound ship going                |
| Cell Key!      | 30    | Used to sneak inside Dodonpa's Fortress               |
| Mystic Draught | -     | Used to cure Babi's illness temporarily               |

Blue Key - Used for unlocking one blue door in Crossbone Isle  
 Red Key - Used for unlocking one red door in Crossbone Isle  
 Black Orb - Used for entering & controlling the Lemurian Ship

-----  
 2. I Weapons - Long Swords (Used by Isaac & Garet)  
 -----

| Name          | ATK | Value | Unleash     | Other                         |
|---------------|-----|-------|-------------|-------------------------------|
| Long Sword    | 14  | 200   | -           |                               |
| Broad Sword   | 40  | 1000  | -           |                               |
| Arctic Blade! | 55  | 2600  | Blizzard    |                               |
| Claymore      | 70  | 4000  | -           |                               |
| Great Sword   | 90  | 7000  | -           |                               |
| Shamshir!     | 99  | 10000 | Acid Bath   |                               |
| Silver Sword! | 108 | 12000 | Aqua Sock   |                               |
| Masamune!     | 115 | 13400 | -           | Dummied out                   |
| Muramase!     | 126 | 13600 | Demon Fire  | Cursed                        |
| Gaia Blade!   | 135 | 17000 | Titan Blade | (Earth) Earth Pow. & Res. +20 |
| Sol Blade!    | 138 | 19000 | -           | Dummied out                   |

-----  
 2. II Weapons - Light Blades (Used by Isaac, Garet & Ivan)  
 -----

| Name            | ATK | Value | Unleash        | Other         |
|-----------------|-----|-------|----------------|---------------|
| Machete^        | 6   | 22    | -              |               |
| Short Sword     | 8   | 120   | -              |               |
| Bandit's Sword! | 12  | 700   | Rapid Smash    |               |
| Hunter's Sword  | 28  | 520   | -              |               |
| Elven Rapier!   | 44  | 2200  | Vorpal Slash   | (Wind)        |
| Battle Rapier   | 58  | 2900  | -              |               |
| Mystery Blade!  | 85  | 6400  | Life Nourish   |               |
| Master Rapier   | 86  | 6800  | -              |               |
| Assassin Blade! | 90  | 7800  | Mortal Danger  |               |
| Ninja Blade!    | 99  | 8800  | Cyclone Attack |               |
| Swift Sword!    | 104 | 9400  | Sonic Smash    | Wind Pow. +10 |
| Kikuichimonji!  | 128 | 13400 | Asura          |               |
| Kunasagi!       | 135 | 19000 | -              | Dummied out   |

-----  
 2. III Weapons - Axes (Used by Isaac & Garet)  
 -----

| Name         | ATK | Value | Unleash      | Other  |
|--------------|-----|-------|--------------|--------|
| Battle Axe   | 24  | 280   | -            |        |
| Broad Axe    | 50  | 1400  | -            |        |
| Vulcan Axe!  | 76  | 4600  | Barrage      |        |
| Great Axe    | 80  | 5200  | -            |        |
| Burning Axe! | 84  | 7500  | Broil        | (Fire) |
| Dragon Axe!  | 100 | 10300 | Heat Mirage  | (Fire) |
| Giant Axe!   | 114 | 14000 | Meltdown     |        |
| Demon Axe!   | 132 | 16000 | Poison Cloud | Cursed |

-----  
 2. IV Weapons - Maces

(Used by Isaac, Garet & Mia)  
 -----

| Name            | ATK | Value | Unleash       | Other                        |
|-----------------|-----|-------|---------------|------------------------------|
| Mace            | 6   | 80    | -             |                              |
| Heavy Mace      | 26  | 500   | -             |                              |
| Battle Mace     | 56  | 2600  | -             |                              |
| War Mace        | 84  | 6200  | -             |                              |
| Grievous Mace!  | 88  | 7000  | Terra Strike  | (Earth)                      |
| Righteous Mace! | 112 | 8400  | Blinding Smog | HP rec. +3                   |
| Blessed Mace!   | 126 | 14500 | -             | HP rec. +2, Use rec. +200 HP |
| Wicked Mace!    | 130 | 13800 | Poison Death  | Cursed                       |

-----  
 2. V Weapons - Rods

(Used by Mia & Ivan)  
 -----

| Name           | ATK | Value | Unleash        | Other   |
|----------------|-----|-------|----------------|---------|
| Wooden Stick   | 4   | 40    | -              |         |
| Shaman's Rod   | 10  | NA    | -              |         |
| Magic Rod!     | 16  | 380   | Murk           |         |
| Witch's Wand!  | 32  | 850   | Stun Voltage   |         |
| Blessed Ankh!  | 46  | 1600  | Psyphon Seal   |         |
| Psynergy Rod!  | 64  | 3800  | Psynergy Leech |         |
| Frost Wand!    | 76  | 5400  | Frost Bite     | (Water) |
| Angelic Ankh!  | 83  | 6400  | Life Leech     |         |
| Demonic Staff! | 92  | 10000 | Bad Omen       | Cursed  |
| Zodiac Wand!   | 102 | 11400 | Shining Star   |         |
| Crystal Rod!   | 106 | 13400 | Drown          |         |

-----  
 3. I Body Armor - Armor

(Worn by Isaac & Garet)  
 -----

| Name           | DEF | Value | Other                 |
|----------------|-----|-------|-----------------------|
| Leather Armor  | 12  | 240   |                       |
| Psynergy Armor | 21  | 1000  | Max PP +20            |
| Chainmail      | 25  | 2000  |                       |
| Armored Shell  | 30  | 3600  |                       |
| Spirit Armor   | 32  | 4000  | All Res. +15          |
| Plate Mail     | 33  | 4400  |                       |
| Spiked Armor!  | 34  | 14000 | ATK +10, Crit. +6%    |
| Steel Armor    | 36  | 4900  |                       |
| Asura's Armor! | 42  | 15000 | ATK +5, HP rec. +8    |
| Dragon Scales! | 44  | 17000 | Water/Fire Res. +30   |
| Demon Mail!    | 50  | 17000 | Cursed, Wind Res. -10 |

-----  
 3. II Body Armor - Clothing

(Worn by All)  
 -----

| Name            | DEF | Value | Other                         |
|-----------------|-----|-------|-------------------------------|
| Cotton Shirt    | 3   | 20    |                               |
| Travel Vest     | 6   | 50    |                               |
| Fur Coat        | 16  | 400   | Water Res. +20                |
| Adept's Clothes | 18  | 850   | Max PP +8                     |
| Elven Shirt!    | 22  | 1700  | AGL *1.5                      |
| Kimono!         | 25  | 2800  | AGL +10, Fire Res. +10        |
| Silver Vest     | 28  | 3200  |                               |
| Water Jacket!   | 30  | 3000  | Water Res. +30, Fire Res. +20 |
| Ninja Garb!     | 36  | 6900  | AGL +30, Wind Res. +10        |
| Storm Gear!     | 42  | 9800  | Water/Fire/Wind Res. +30      |

-----

3. III Body Armor - Robes (Worn by Mia & Ivan)

-----

| Name             | DEF | Value | Other                                 |
|------------------|-----|-------|---------------------------------------|
| One-Piece Dress* | 4   | 24    |                                       |
| Travel Robe      | 10  | 200   |                                       |
| China Dress!*    | 19  | 1600  | Use enemy ATK-                        |
| Silk robe*       | 20  | 1400  |                                       |
| Jerkin*          | 26  | 2400  |                                       |
| Cocktail Dress!* | 29  | 4000  | Max PP +15                            |
| Blessed Robe!    | 36  | 7000  | HP rec. +5                            |
| Magical Cassock! | 39  | 9000  | PP rec. +2                            |
| Mysterious Robe! | 40  | 11000 | Dummied Out                           |
| Oracle Robe!*    | 43  | 13500 | HP rec. +10, Water Res. +40           |
| Feathered Robe!  | 45  | 14000 | AGL +30, Wind Pow. +20, Wind Res. +30 |

-----

4. I Arm Protection - Shields (Worn by Isaac & Garet)

-----

| Name             | DEF | Value | Other                              |
|------------------|-----|-------|------------------------------------|
| Wooden Shield    | 6   | 40    |                                    |
| Bronze Shield    | 14  | 500   |                                    |
| Iron Shield      | 20  | 1200  |                                    |
| Dragon Shield!   | 26  | 2400  | Fire Res. +30                      |
| Knight Shield    | 28  | 3000  |                                    |
| Earth Shield!    | 31  | 4100  | Earth Res. +20, use to rec. 150 HP |
| Mirrored Shield! | 39  | 5200  | Use induce Delude                  |

-----

4. II Arm Protection - Gloves (Worn by all)

-----

| Name           | DEF | Value | Other     |
|----------------|-----|-------|-----------|
| Padded Gloves  | 2   | 10    |           |
| Leather Gloves | 10  | 220   |           |
| Gauntlets      | 23  | 1600  |           |
| Battle Gloves! | 26  | 2100  | Attack +8 |

|                |    |      |                    |
|----------------|----|------|--------------------|
| Vambrace!      | 27 | 1800 | Attack +5          |
| War Gloves!    | 31 | 4000 | Attack +10         |
| Spirit Gloves! | 34 | 5200 | All Pow. +5        |
| Aura Gloves!   | 36 | 6500 | Use boost all Res. |

-----  
4. III Arm Protection - Armlets (Worn by Ivan & Mia)  
-----

| Name             | DEF | Value | Other                                     |
|------------------|-----|-------|-------------------------------------------|
| Leather Armlet   | 7   | 180   |                                           |
| Armlet           | 17  | 900   |                                           |
| Heavy Armlet     | 25  | 2000  |                                           |
| Guardian Armlet! | 27  | 2600  | Use DEF+                                  |
| Silver Armlet    | 30  | 4000  |                                           |
| Virtuous Armlet! | 35  | 7000  | Fire & Wind Pow. +10, Use rec. 100 HP     |
| Spirit Armlet!   | 38  | 9000  | Earth & Water Pow. +10, Use cure Ailments |

-----  
5. I Helmets - Helms (Worn by Isaac & Garet)  
-----

| Name            | DEF | Value | Other                      |
|-----------------|-----|-------|----------------------------|
| Open Helm       | 9   | 180   |                            |
| Bronze Helm     | 14  | 600   |                            |
| Iron Helm       | 20  | 1600  |                            |
| Steel Helm      | 27  | 3100  |                            |
| Adept's Helm!   | 29  | 3700  | Max PP *1.2                |
| Silver Helm     | 30  | 3900  |                            |
| Knight's Helm   | 33  | 4600  |                            |
| Warrior's Helm! | 35  | 10000 | Earth Pow. +10, Crit. +10% |

-----  
5. II Helmets - Caps (Worn by All)  
-----

| Name           | DEF | Value | Other                   |
|----------------|-----|-------|-------------------------|
| Leather Cap    | 3   | 30    |                         |
| Wooden Cap     | 10  | 400   |                         |
| Lure Cap!      | 20  | 3000  | Increase Encounter Rate |
| Mail Cap       | 23  | 2000  |                         |
| Ninja Hood!    | 28  | 2800  | AGL +20                 |
| Prophet's Hat! | 30  | 4600  | Use induce Curse        |
| Lucky Cap!     | 33  | 5200  | PP rec. +2, Crit. +8%   |
| Jeweled Crown! | 35  | 4000  | LCK +5                  |
| Thunder Crown! | 40  | 7500  | Cursed, PP rec. +4      |

-----  
5. III Helmets - Circlets (Worn by Ivan & Mia)  
-----

| Name | Def | Value | Other |
|------|-----|-------|-------|
|------|-----|-------|-------|

```

Circlet 6 120
Silver Circlet 16 1300
Guardian Circlet 25 3400
Glittering Tiara!*27 3600 Use prevent Delusion
Platinum Circlet 29 4200
Mythril Circlet! 34 7000 PP rec. +3

```

```

6. I Accessories - Rings (Worn by All)

```

```

Name Value Other

Healing Ring! 800 Use rec. 70 HP
Unicorn Ring! 1100 Use cure Poison
Sleep Ring! 1400 Use induce sleep
Adept Ring! 3100 Use rec. 7 PP
War Ring! 2600 Use ATK+
Fairy Ring! 2900 Use as Elixir
Cleric's Ring! 6400 Nullify effect caused by Curse (doesn't remove it)

```

```

6. II Accessories - Shirts (Worn by All)

```

```

Name Def Value Other

Running Shirt! 1 400 AGL +15
Silk Shirt!* 6 1800 LCK +1
Mythril Shirt! 10 2900 Max HP +5

```

```

6. III Accessories - Boots (Worn by All)

```

```

Name Def Value Other

Turtle Boots! 3 600 AGL *0.5
Fur Boots! 2 1200 Water Res. +15
Quick Boots! 3 2100 AGL +20
Hyper Boots! 4 2400 Crit. +12%

```

```

ATK = Attack
DEF = Defense
AGL = Agility
LCK = Luck

```

```

'item name'! = Item is an Artifact
'item name'* = Item can be used by girls only (Mia & Jenna)
Crit+ = When equipped item increases Unleash Rate
('Element') = Regular attack is of type: 'Element'

```

Note 1: Selling an item gives you only 75% of its original value. Using this I calculated the original values, instead of having 2 columns for price

Note 2: All items that are used in battle can break

Note 3: Ivan can't use the Machete, even though it is a Light blade class weapon.

-----  
 -----  
 8. I Psynergy Spells - Field  
 -----

| Name       | Lvl | Elem. | PP | Item         | Effect and Notes                |
|------------|-----|-------|----|--------------|---------------------------------|
| Avoid      | 6   | Wind  | 5  | -            | Encounter Rate decreases        |
| Carry      | -   | Earth | 2  | Carry Stone  | Carry an object to another tile |
| Catch      | -   | Earth | 1  | Catch Beads  | Catch small objects             |
| Cloak      | -   | Water | 1  | Cloak Ball   | Cloak to hide in the shadows    |
| Douse      | 1   | Water | 5  | Douse Drop   | Small rain cloud                |
| Force (Ki) | -   | -     | 2  | Orb of Force | Use Ki to strike an object      |
| Frost      | 1   | Water | 5  | Frost Jewel  | Freeze puddles of water         |
| Gale       | 1   | Wind  | 3  | -            | Same as "Whirlwind"             |
| Growth     | 1   | Earth | 4  | -            | Make small plants grow          |
| Halt       | -   | Wind  | 2  | Halt Gem     | Stop 1 Target's Movements       |
| Lift       | -   | Wind  | 2  | Lifting Gem  | Lift boulders                   |
| Mind Read  | 1   | Wind  | 1  | -            | Read peoples' Minds             |
| Move       | 1   | Fire  | 2  | -            | Move an object one square       |
| Retreat    | 1   | Earth | 6  | -            | Retreat to the dungeon entrance |
| Reveal     | -   | Wind  | 1  | -            | See things normally invisible   |
| Whirlwind  | 1   | Wind  | 5  | -            | Use to blow away small bushes   |

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 -----  
 8. II Psynergy Spells - Healing & Status  
 -----

| Name        | lvl | E     | PP | Ran | Effect and Notes                        |
|-------------|-----|-------|----|-----|-----------------------------------------|
| Revive      | 19  | Earth | 15 | 1   | Revives downed and recover HP           |
| Cure Poison | 5   | Wind  | 2  | 1   | Cures one poisoned ally                 |
| Restore     | 13  | Wind  | 3  | 1   | Cures sleep, stun and Delusion Statuses |
| Break       | 34  | Water | 5  | All | Nullify any enemy status boosts         |
| Impact      | 5   | Wind  | 7  | 1   | Raise Ally Attack                       |
| High Impact | 21  | Wind  | 12 | All | Raise Allies Attacks                    |
| Demon Spear | 5   | Wind  | 7  | 1   | Raise Ally Attack                       |
| Angel Spear | 21  | Wind  | 12 | All | Raise allies' Attacks                   |
| Guard       | 3   | Fire  | 3  | 1   | Raise Ally Defense                      |
| Protect     | 15  | Fire  | 5  | All | Raise Allies Defenses                   |
| Guardian    | 3   | Wind  | 3  | 1   | Raise Ally Defense                      |
| Protector   | 15  | Wind  | 5  | All | Raise Allies' Defenses                  |
| Ward        | 6   | Wind  | 3  | 1   | Raise Ally's Resistance                 |
| Resist      | 22  | Wind  | 5  | All | Raise Allies' Resistance                |
| Magic Shell | 10  | Wind  | 3  | 1   | Raise Ally Resistance                   |

|              |        |       |    |     |                                       |
|--------------|--------|-------|----|-----|---------------------------------------|
| Magic Shield | 27     | Wind  | 5  | All | Raise Allies' Resistances             |
| Dull         | 11     | Wind  | 6  | 1   | Lower Enemy Attack                    |
| Blunt        | 37     | Wind  | 11 | 3   | Lower Enemies Attacks                 |
| Impair       | 9      | Fire  | 4  | 1   | Lower Enemy Defense                   |
| Debilitate   | 23     | Fire  | 6  | 3   | Lower Enemies Defenses                |
| Weaken       | 9      | Wind  | 4  | 1   | Lower Enemy Resistance                |
| Enfeeble     | 25     | Wind  | 6  | 3   | Lower Enemies Resistances             |
| Sleep        | 12     | Wind  | 5  | 3   | induce sleep                          |
| Bind         | 18     | Wind  | 4  | 1   | Chance of Sealing enemy's Psynergy    |
| Delude       | 1      | Wind  | 4  | 3   | induce Delusion                       |
| Mist         | 1      | Wind  | 4  | 3   | induce Delusion                       |
| Haunt        | 17     | Earth | 5  | 3   | induce Haunt                          |
| Curse        | 20     | Earth | 6  | 1   | induce Curse                          |
| Condemn      | 29     | Earth | 8  | 1   | Chance of disabling enemy             |
| Annihilation | 31     | Earth | 18 | 1   | Chance of Instantly killing enemy     |
| HP Drain     | 33     | Wind  | 3  | 1   | Chance of draining HP                 |
| Psy Drain    | *39/41 | Wind  | 0  | 1   | Chance of draining PP (if it has any) |
| Cure         | 1      | Earth | 3  | 1   | Cure Series, Cures 70 HP              |
| Cure Well    | 10     | Earth | 7  | 1   | Cure Series, Cures 150 HP             |
| Potent Cure  | 26     | Earth | 10 | 1   | Cure Series, Cures 300 HP             |
| Ply          | 1      | Water | 4  | 1   | Ply Series, Cures 100 HP              |
| Ply Well     | 16     | Water | 8  | 1   | Ply Series, Cures 300 HP              |
| Pure Ply     | 34     | Water | 12 | 1   | Ply Series, Cures 1000 HP             |
| Wish         | 8      | Water | 9  | All | Wish Series, Cures 80 HP              |
| Wish Well    | 22     | Water | 13 | All | Wish Series, Cures 160 HP             |
| Pure Wish    | 46     | Water | 20 | All | Wish Series, Cures 400 HP             |

\* = Some classes learn this spell on different levels for some unknown reason. Check the individual classes for more details.

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### 8. III Psynergy Spells - Attack

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| Name          | lvl | Elem. | PP | Ran | Effect and Notes                 |
|---------------|-----|-------|----|-----|----------------------------------|
| Ragnarok      | 13  | Earth | 7  | 1   | Attack with a huge sword         |
| Helm Splitter | 33  | Earth | 8  | 1   | Attack that can induce Paralysis |
| Demon Night   | 18  | Earth | 12 | 3   | Attack with monster spirits      |
| Heat Wave     | 12  | Fire  | 6  | 1   | Attack with Fiery Bolts          |
| Planet Diver  | 13  | Fire  | 7  | 1   | Attack with a gigantic leap      |
| Dragon Cloud  | 11  | Fire  | 6  | 1   | Attack with a Fire Dragon        |
| Astral Blast  | 11  | Wind  | 5  | 1   | Attack with heaven's power       |
| Death Plunge  | 12  | Wind  | 14 | 1   | Attack with a gigantic leap      |
| Quick Strike  | 40  | Wind  | 12 | 1   | Attack in a split second         |
| Shuriken      | 21  | Wind  | 8  | 3   | Attack with knives               |
| Cutting Edge  | 11  | Water | 5  | 1   | Attack with a water shockwave    |

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|              |    |       |    |   |                                         |
|--------------|----|-------|----|---|-----------------------------------------|
| Quake        | 2  | Earth | 4  | 3 | Quake Series                            |
| Earthquake   | 4  | Earth | 7  | 5 | Quake Series                            |
| Quake Sphere | 14 | Earth | 15 | 7 | Quake Series                            |
| Spire        | 6  | Earth | 5  | 1 | Spire Series                            |
| Clay Spire   | 20 | Earth | 13 | 3 | Spire Series                            |
| Stone Spire  | 42 | Earth | 22 | 3 | Spire Series                            |
| Gaia         | 6  | Earth | 7  | 3 | Gaia Series                             |
| Mother Gaia  | 24 | Earth | 17 | 5 | Gaia Series                             |
| Grand Gaia   | 54 | Earth | 32 | 5 | Gaia Series                             |
| Rockfall     | 6  | Earth | 5  | 3 | Rockfall Series (similar to Gaia)       |
| Rockslide    | 24 | Earth | 15 | 5 | Rockfall Series                         |
| Avalanche    | 54 | Earth | 30 | 5 | Rockfall Series                         |
| Growth       | 1  | Earth | 4  | 1 | Growth Series                           |
| Mad Growth   | 12 | Earth | 10 | 3 | Growth Series                           |
| Wild Growth  | 28 | Earth | 19 | 5 | Growth Series                           |
| Thorn        | 4  | Earth | 6  | 3 | Thorn Series                            |
| Briar        | 17 | Earth | 11 | 3 | Thorn Series                            |
| Nettle       | 36 | Earth | 23 | 5 | Thorn Series                            |
| Punji        | 4  | Earth | 7  | 3 | Punji Series (similar to Thorn)         |
| Punji Trap   | 15 | Earth | 13 | 3 | Punji Series                            |
| Punji Strike | 36 | Earth | 24 | 5 | Punji Series                            |
| Flare        | 1  | Fire  | 4  | 3 | Flare Series                            |
| Flare Wall   | 6  | Fire  | 7  | 3 | Flare Series                            |
| Flare Storm  | 18 | Fire  | 12 | 3 | Flare Series                            |
| Fire         | 4  | Fire  | 6  | 3 | Fire Series                             |
| Fireball     | 14 | Fire  | 12 | 5 | Fire Series                             |
| Inferno      | 36 | Fire  | 23 | 5 | Fire Series                             |
| Volcano      | 8  | Fire  | 6  | 1 | Volcano Series                          |
| Eruption     | 22 | Fire  | 14 | 3 | Volcano Series                          |
| Pyroclasm    | 48 | Fire  | 29 | 5 | Volcano Series                          |
| Lava Shower  | 8  | Fire  | 4  | 1 | Lava Shower Series (Similar to Volcano) |
| Molten Bath  | 22 | Fire  | 12 | 1 | Lava Shower Series                      |
| Magma Storm  | 48 | Fire  | 27 | 1 | Lava Shower Series                      |
| Blast        | 6  | Fire  | 7  | 3 | Blast(1) Series                         |
| Nova         | 16 | Fire  | 13 | 5 | Blast(1) Series                         |
| Supernova    | 40 | Fire  | 31 | 7 | Blast(1) Series                         |
| Fire Bomb    | 6  | Fire  | 5  | 3 | Fire Bomb Series (Similar to Blast(1))  |
| Cluster Bomb | 16 | Fire  | 11 | 5 | Fire Bomb Series                        |
| Carpet Bomb  | 40 | Fire  | 29 | 7 | Fire Bomb Series                        |
| Blast        | 2  | Fire  | 5  | 3 | Blast(2) Series                         |
| Mad Blast    | 10 | Fire  | 9  | 3 | Blast(2) Series                         |
| Fiery Blast  | 27 | Fire  | 19 | 5 | Blast(2) Series                         |
| Whirlwind    | 1  | Wind  | 5  | 3 | Whirlwind Series                        |
| Tornado      | 18 | Wind  | 14 | 5 | Whirlwind Series                        |
| Tempest      | 44 | Wind  | 27 | 5 | Whirlwind Series                        |

|              |             |    |                                          |
|--------------|-------------|----|------------------------------------------|
| Gale         | 1 Wind      | 3  | 3 Gale Series (Similar to Whirlwind)     |
| Typhoon      | 18 Wind     | 12 | 5 Gale Series                            |
| Hurricane    | 44 Wind     | 25 | 5 Gale Series                            |
| Ray          | 1 Wind      | 6  | 3 Ray Series                             |
| Storm Ray    | 14 Wind     | 10 | 3 Ray Series                             |
| Destruct Ray | 36 Wind     | 21 | 3 Ray Series                             |
| Plasma       | 8 Wind      | 8  | 3 Plasma Series                          |
| Shine Plasma | 26 Wind     | 18 | 5 Plasma Series                          |
| Spark Plasma | 50 Wind     | 37 | 7 Plasma Series                          |
| Bolt         | 2 Wind      | 4  | 1 Bolt Series                            |
| Flash Bolt   | 6 Wind      | 7  | 3 Bolt Series                            |
| Blue Bolt    | 22 Wind     | 14 | 3 Bolt Series                            |
| Slash        | 1 Wind      | 4  | 1 Slash Series                           |
| Wind Slash   | 10 Wind     | 9  | 3 Slash Series                           |
| Sonic Slash  | 30 Wind     | 20 | 5 Slash Series                           |
| Thunderclap  | 8 Wind      | 9  | 3 Thunderclap Series (Similar to Plasma) |
| Thunderbolt  | 27 Wind     | 19 | 5 Thunderclap Series                     |
| Thunderstorm | 50 Wind     | 39 | 7 Thunderclap Series                     |
| Frost        | 1/2 Water   | 5  | 3 Frost Series                           |
| Tundra       | 8/9 Water   | 8  | 3 Frost Series                           |
| Glacier      | 24/25 Water | 15 | 3 Frost Series                           |
| Ice          | 4 Water     | 5  | 1 Ice Series                             |
| Ice Horn     | 17 Water    | 11 | 3 Ice Series                             |
| Ice Missile  | 41 Water    | 23 | 3 Ice Series                             |
| Froth        | 2 Water     | 5  | 3 Froth Series                           |
| Froth Sphere | 14 Water    | 12 | 5 Froth Series                           |
| Froth Spiral | 40 Water    | 31 | 7 Froth Series                           |
| Prism        | 6 Water     | 7  | 3 Prism Series                           |
| Hail Prism   | 22 Water    | 16 | 5 Prism Series                           |
| Freeze Prism | 52 Water    | 31 | 5 Prism Series                           |
| Douse        | 1 Water     | 5  | 3 Douse Series                           |
| Drench       | 12 Water    | 10 | 3 Douse Series                           |
| Deluge       | 30 Water    | 20 | 5 Douse Series                           |

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## 9. Unleash Attacks

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| Name          | Elem. | Effect and Other notes |
|---------------|-------|------------------------|
| Acid Bath     | Fire  | Drop ATK               |
| Aqua Sock     | Water | -                      |
| Asura         | Wind  | -                      |
| Bad Omen      | Fire  | Induce Haunt           |
| Barrage       | Fire  | Induce Stun            |
| Blinding Smog | Wind  | Induce Delusion        |
| Blizzard      | Water | Drop ATK               |

|                |       |                               |
|----------------|-------|-------------------------------|
| Broil          | Fire  | -                             |
| Cyclone Attack | Wind  | Drop Res.                     |
| Demon Fire     | Fire  | Induce Haunt                  |
| Drown          | Water | Instant kill                  |
| Frost Bite     | Water | Induce Stun                   |
| Heat Mirage    | Fire  | Induce Delusion               |
| Life Leech     | Water | Drain HP                      |
| Life Nourish   | Earth | Drain HP                      |
| Meltdown       | Fire  | Drop DEF                      |
| Mortal Danger  | Earth | Instant Kill                  |
| Murk           | Wind  | Induce Sleep                  |
| Psynergy Leech | Water | Drain PP                      |
| Psyphon Seal   | Wind  | Seal Psynergy                 |
| Poison Cloud   | Earth | Induce Poison                 |
| Poison Death   | Earth | Induce Venom                  |
| Rapid Smash    | Wind  | Can do either 1x or 3x Damage |
| Shining Star   | Wind  | Induce Delusion               |
| Sonic Smash    | Wind  | Can do either 1x or 3x Damage |
| Stun Voltage   | Wind  | Induce Stun                   |
| Terra Strike   | Earth | -                             |
| Titan Sword    | Earth | -                             |
| Vorpal Slash   | Wind  | -                             |

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## 10. Monster Compendium

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This is the Monster Compendium and it has detailed data about all the monsters in this game. Most statistics speak for themselves, but some of them are a bit harder to understand.

-Elemental properties are abbreviated:

E = Earth    F = Fire    W = Wind    w = Water

-ICC stands for Item Chance Class, there are 9 classes ranging from 1 to 9. Each class has its own percentage with ICC1 = 100%. The next class (ICC2) has a drop chance of 50% and this gets halved each time. We get the following list:

ICC1 = 100.0%  
 ICC2 = 50.0%  
 ICC3 = 25.0%  
 ICC4 = 12.5%  
 ICC5 ~= 6.3%  
 ICC6 ~= 3.1%  
 ICC7 ~= 1.6%  
 ICC8 ~= 0.8%  
 ICC9 ~= 0.4%

ICC9 is in this game only used for the Fenrir's Kikuichimonji. Other than that ICC2 is non-existent in this game. Most drops have a chance of ICC5 and ICC6, but most of those items are just weak and regular items. If you manage to get a Djinn Kill / "Dark Panther Method" (see below in stuff section) this class is lowered by 2, meaning that the chance is quadrupled!

-Monsters are sorted in four lists, one for regular enemies, one for the bosses (and non-regular enemies), one for the Mimics and the last is for

the Djinn. Also all monsters are listed by alphabetical order of their names.

-(WM) means that the monster is found mainly on the World Map.

-----  
 I. Regular Enemies  
 -----

| Monster Name  | HP                                       | Att | Agl  | Exp. | Weakness        | Power: E  | F   | W   | w   |
|---------------|------------------------------------------|-----|------|------|-----------------|-----------|-----|-----|-----|
|               | PP                                       | Def | Luck | Coin | Strong          | Resist: E | F   | W   | w   |
|               | Dropped Item                             |     |      | ICC  | Location        |           |     |     |     |
|               | Special Attacks                          |     |      |      |                 |           |     |     |     |
| -----         |                                          |     |      |      |                 |           |     |     |     |
| Acid Maggot   | 160                                      | 255 | 78   | 86   | Fire            | 95        | 90  | 85  | 85  |
|               | 0                                        | 60  | 2    | 102  | -               | 48        | 25  | 48  | 48  |
|               | Sleep Bomb                               |     |      | 6    | Suhalla Desert  |           |     |     |     |
|               | Acid Bite, Escape                        |     |      |      |                 |           |     |     |     |
| Amaze (Weak)  | 28                                       | 25  | 12   | 3    | Wind            | 100       | 95  | 95  | 95  |
|               | 0                                        | 8   | 2    | 2    | Water           | 48        | 72  | 7   | 100 |
|               | Oil Drop                                 |     |      | 5    | Sol Sanctum     |           |     |     |     |
|               | Rumble                                   |     |      |      |                 |           |     |     |     |
| Amaze         | 39                                       | 36  | 18   | 5    | Wind            | 100       | 95  | 95  | 95  |
|               | 0                                        | 10  | 2    | 6    | Water           | 48        | 72  | 7   | 100 |
|               | Oil Drop                                 |     |      | 5    | Vale (WM)       |           |     |     |     |
|               | Rumble                                   |     |      |      |                 |           |     |     |     |
| Ant Lion      | 400                                      | 160 | 58   | 168  | Water           | 95        | 115 | 95  | 85  |
|               | 0                                        | 45  | 19   | 320  | Fire            | 100       | 175 | 100 | 25  |
|               | Vial                                     |     |      | 4    | Lamakan Desert  |           |     |     |     |
|               | Ultrasonic Waves, Flare Wall, Earthquake |     |      |      |                 |           |     |     |     |
| Ape           | 290                                      | 128 | 49   | 96   | Fire            | 100       | 70  | 80  | 80  |
|               | 0                                        | 29  | 2    | 160  | Wind            | 48        | 25  | 72  | 48  |
|               | Vial                                     |     |      | 3    | Mogall Forest   |           |     |     |     |
|               | Ransack                                  |     |      |      |                 |           |     |     |     |
| Armored Rat   | 147                                      | 193 | 60   | 77   | Fire            | 100       | 70  | 80  | 80  |
|               | 0                                        | 79  | 1    | 100  | Wind            | 48        | 25  | 72  | 48  |
|               | Herb                                     |     |      | 6    | Altmilller Cave |           |     |     |     |
|               | Defend (50%/90% damage reduction)        |     |      |      |                 |           |     |     |     |
| Bat (Weak)    | 17                                       | 21  | 13   | 1    | Wind            | 95        | 95  | 110 | 95  |
|               | 0                                        | 6   | 3    | 1    | Earth           | 127       | 48  | 7   | 72  |
|               | Herb                                     |     |      | 6    | Sol Sanctum     |           |     |     |     |
|               | -                                        |     |      |      |                 |           |     |     |     |
| Bat           | 30                                       | 30  | 20   | 2    | Wind            | 95        | 95  | 110 | 95  |
|               | 0                                        | 4   | 3    | 3    | Earth           | 127       | 48  | 7   | 72  |
|               | Herb                                     |     |      | 5    | Vale (WM)       |           |     |     |     |
|               | Ultrasonic Waves                         |     |      |      |                 |           |     |     |     |
| Bone Fighter  | 122                                      | 131 | 52   | 51   | Earth           | 100       | 80  | 80  | 95  |
|               | 0                                        | 35  | 3    | 63   | Water           | 25        | 72  | 48  | 127 |
|               | Sleep Bomb                               |     |      | 6    | Fuchin Temple   |           |     |     |     |
|               | Undead Sword                             |     |      |      |                 |           |     |     |     |
| Boulder Beast | 211                                      | 327 | 140  | 278  | Water           | 95        | 125 | 95  | 75  |

|                |                                                               |     |     |     |       |                                |     |     |     |
|----------------|---------------------------------------------------------------|-----|-----|-----|-------|--------------------------------|-----|-----|-----|
|                | 14                                                            | 137 | 6   | 164 | Fire  | 100                            | 193 | 100 | 25  |
|                | Water of Life                                                 |     |     |     | 8     | Venus Lighthouse (Upper Level) |     |     |     |
|                | Mad Blast, Dynamite (Kamikaze), Head butt                     |     |     |     |       |                                |     |     |     |
| Brigand        | 421                                                           | 251 | 104 | 162 | All   | 80                             | 80  | 80  | 80  |
|                | 0                                                             | 69  | 5   | 190 | -     | 72                             | 72  | 72  | 72  |
|                | Crystal Powder                                                |     |     |     | 6     | Lunpa Fortress                 |     |     |     |
|                | Uses 'Smoke bomb', Slice                                      |     |     |     |       |                                |     |     |     |
| Brutal Troll   | 291                                                           | 273 | 76  | 150 | Fire  | 100                            | 70  | 80  | 80  |
|                | 0                                                             | 63  | 6   | 190 | Wind  | 48                             | 25  | 72  | 48  |
|                | Nut                                                           |     |     |     | 5     | Suhalla (WM)                   |     |     |     |
|                | Brute Force, 'Furious Rage', 'Regenerate 30 HP'               |     |     |     |       |                                |     |     |     |
| Calamar        | 104                                                           | 130 | 46  | 59  | Fire  | 95                             | 75  | 95  | 125 |
|                | 0                                                             | 34  | 1   | 79  | Water | 48                             | 7   | 48  | 127 |
|                | Elixir                                                        |     |     |     | 5     | Altin Peak                     |     |     |     |
|                | Electric Bite, 'Search for Allies'                            |     |     |     |       |                                |     |     |     |
| Cannibal Ghoul | 249                                                           | 274 | 80  | 194 | Fire  | 100                            | 80  | 80  | 95  |
|                | 0                                                             | 82  | 4   | 160 | Water | 25                             | 7   | 48  | 72  |
|                | Antidote                                                      |     |     |     | 6     | Suhalla Gate                   |     |     |     |
|                | Cannibal Fang, 'Search for Allies', 'Smell of Decay'          |     |     |     |       |                                |     |     |     |
| Cave Troll     | 212                                                           | 199 | 44  | 106 | Fire  | 100                            | 70  | 80  | 80  |
|                | 0                                                             | 45  | 3   | 134 | Wind  | 48                             | 25  | 72  | 48  |
|                | Nut                                                           |     |     |     | 5     | Vault Cave                     |     |     |     |
|                | Brute Force, 'Regenerate 20 HP'                               |     |     |     |       |                                |     |     |     |
| Chimera Mage   | 413                                                           | 326 | 145 | 362 | Water | 95                             | 115 | 95  | 85  |
|                | 28                                                            | 119 | 16  | 300 | Fire  | 100                            | 175 | 100 | 25  |
|                | Spiked Armor                                                  |     |     |     | 7     | Venus Lighthouse (Upper Level) |     |     |     |
|                | Eruption, Fire Blessing, Mad Dash, Rabid Fang, Recover 150 HP |     |     |     |       |                                |     |     |     |
| Clay Gargoyle  | 209                                                           | 210 | 84  | 100 | Earth | 100                            | 100 | 95  | 100 |
|                | 24                                                            | 90  | 7   | 147 | Wind  | 48                             | 100 | 127 | 100 |
|                | Nut                                                           |     |     |     | 6     | Altmiller Cave                 |     |     |     |
|                | Guard, Spire, Ultrasonic Waves                                |     |     |     |       |                                |     |     |     |
| Creepier       | 89                                                            | 79  | 29  | 32  | Wind  | 100                            | 95  | 95  | 95  |
|                | 6                                                             | 19  | 2   | 38  | Water | 48                             | 72  | 7   | 100 |
|                | Weasel's Claw                                                 |     |     |     | 6     | Tret Tree                      |     |     |     |
|                | Douse, Frost                                                  |     |     |     |       |                                |     |     |     |
| Cuttle         | 80                                                            | 96  | 36  | 27  | Fire  | 95                             | 75  | 95  | 125 |
|                | 0                                                             | 22  | 1   | 49  | Water | 48                             | 7   | 48  | 127 |
|                | Sleep Bomb                                                    |     |     |     | 6     | Mercury Lighthouse             |     |     |     |
|                | Poisonous Bite                                                |     |     |     |       |                                |     |     |     |
| Death Cap      | 117                                                           | 159 | 90  | 48  | Fire  | 105                            | 80  | 70  | 100 |
|                | 0                                                             | 19  | 5   | 56  | Water | 48                             | 7   | 72  | 100 |
|                | Sleep Bomb                                                    |     |     |     | 6     | Vale Cave                      |     |     |     |
|                | Sleep Star                                                    |     |     |     |       |                                |     |     |     |
| Death Head     | 128                                                           | 130 | 47  | 55  | Earth | 100                            | 80  | 80  | 95  |
|                | 15                                                            | 31  | 3   | 73  | Water | 25                             | 72  | 48  | 127 |
|                | Nut                                                           |     |     |     | 5     | Mogall Forest                  |     |     |     |
|                | Impair, Slash                                                 |     |     |     |       |                                |     |     |     |

|             |                                         |     |     |     |       |                                |     |     |     |
|-------------|-----------------------------------------|-----|-----|-----|-------|--------------------------------|-----|-----|-----|
| Dirge       | 91                                      | 122 | 60  | 47  | Wind  | 95                             | 95  | 110 | 95  |
|             | 0                                       | 32  | 2   | 61  | Earth | 127                            | 48  | 7   | 72  |
|             | Nut                                     |     |     |     | 5     | Mogall Forest                  |     |     |     |
|             | Flying Attack                           |     |     |     |       |                                |     |     |     |
| Dirty Ape   | 230                                     | 236 | 132 | 114 | Fire  | 100                            | 70  | 80  | 80  |
|             | 0                                       | 57  | 2   | 149 | Wind  | 72                             | 25  | 127 | 72  |
|             | Antidote                                |     |     |     | 5     | Suhalla (WM)                   |     |     |     |
|             | Freebite Rush, War Cry                  |     |     |     |       |                                |     |     |     |
| Dread Hound | 252                                     | 211 | 90  | 116 | Water | 95                             | 115 | 95  | 85  |
|             | 0                                       | 56  | 13  | 176 | Fire  | 100                            | 175 | 100 | 25  |
|             | Prophet's Hat                           |     |     |     | 7     | Altmiller Cave                 |     |     |     |
|             | Double Fang, Fire Blessing, Wicked Howl |     |     |     |       |                                |     |     |     |
| Drone Bee   | 63                                      | 68  | 36  | 19  | Wind  | 90                             | 95  | 105 | 90  |
|             | 0                                       | 19  | 2   | 28  | Earth | 100                            | 48  | 7   | 48  |
|             | Elixir                                  |     |     |     | 5     | Bilibin Cave                   |     |     |     |
|             | Numbing Sting                           |     |     |     |       |                                |     |     |     |
| Earth Golem | 298                                     | 299 | 70  | 218 | Wind  | 120                            | 95  | 80  | 95  |
|             | 0                                       | 114 | 5   | 183 | Earth | 193                            | 100 | 25  | 100 |
|             | Giant Axe                               |     |     |     | 8     | Venus Lighthouse (Lower)       |     |     |     |
|             | Truncheon fist                          |     |     |     |       |                                |     |     |     |
| Fenrir      | 406                                     | 357 | 141 | 402 | Fire  | 95                             | 85  | 95  | 115 |
|             | 0                                       | 125 | 9   | 212 | Water | 100                            | 25  | 100 | 175 |
|             | Kikuichimonji                           |     |     |     | 9     | Venus Lighthouse (Upper Level) |     |     |     |
|             | Double Fang, Ice Blessing, Wicked Howl  |     |     |     |       |                                |     |     |     |
| Fighter Bee | 116                                     | 155 | 74  | 67  | Wind  | 90                             | 95  | 105 | 90  |
|             | 0                                       | 38  | 2   | 90  | Earth | 100                            | 48  | 7   | 48  |
|             | Elixir                                  |     |     |     | 6     | Lamakan Desert                 |     |     |     |
|             | 'Search for Allies', Numbing Sting      |     |     |     |       |                                |     |     |     |
| Foul Dirge  | 149                                     | 177 | 120 | 82  | Wind  | 95                             | 95  | 110 | 95  |
|             | 0                                       | 46  | 2   | 100 | Earth | 127                            | 48  | 7   | 72  |
|             | Smoke Bomb                              |     |     |     | 6     | Altmiller Cave                 |     |     |     |
|             | Swift Strike                            |     |     |     |       |                                |     |     |     |
| Gargoyle    | 176                                     | 181 | 59  | 84  | Earth | 100                            | 100 | 95  | 100 |
|             | 21                                      | 81  | 7   | 119 | Wind  | 48                             | 100 | 127 | 100 |
|             | Sleep bomb                              |     |     |     | 6     | Vault Cave                     |     |     |     |
|             | Guard, Ice Blessing, Quake Sphere       |     |     |     |       |                                |     |     |     |
| Ghost       | 56                                      | 38  | 12  | 9   | Wind  | 100                            | 95  | 95  | 95  |
|             | 6                                       | 12  | 2   | 9   | Water | 48                             | 72  | 7   | 100 |
|             | Oil Drop                                |     |     |     | 5     | Goma Cave                      |     |     |     |
|             | Impair, Rumble                          |     |     |     |       |                                |     |     |     |
| Ghost Mage  | 161                                     | 168 | 86  | 80  | Wind  | 100                            | 95  | 95  | 95  |
|             | 19                                      | 43  | 9   | 110 | Water | 48                             | 72  | 7   | 100 |
|             | Bramble Seed                            |     |     |     | 5     | Vale Cave                      |     |     |     |
|             | Haunting, Spire, Whirlwind              |     |     |     |       |                                |     |     |     |
| Ghoul       | 99                                      | 93  | 16  | 34  | Fire  | 100                            | 80  | 80  | 95  |
|             | 0                                       | 20  | 1   | 42  | Water | 25                             | 7   | 48  | 72  |
|             | Antidote                                |     |     |     | 5     | Bilibin Cave                   |     |     |     |
|             | Cannibal Fang                           |     |     |     |       |                                |     |     |     |

|              |                                       |     |     |     |         |                                |     |     |     |  |
|--------------|---------------------------------------|-----|-----|-----|---------|--------------------------------|-----|-----|-----|--|
| Gnome        | 48                                    | 73  | 38  | 29  | Earth   | 85                             | 85  | 100 | 85  |  |
|              | 5                                     | 15  | 3   | 40  | Wind    | 48                             | 72  | 100 | 72  |  |
|              | Oil Drop                              |     |     |     | 6       | Imil (WM)                      |     |     |     |  |
|              | Bolt, Flare, Guard, Escape            |     |     |     |         |                                |     |     |     |  |
| Gnome Mage   | 162                                   | 179 | 108 | 86  | Earth   | 85                             | 85  | 100 | 85  |  |
|              | 24                                    | 50  | 8   | 126 | Wind    | 48                             | 72  | 100 | 72  |  |
|              | Crystal Powder                        |     |     |     | 5       | Altmiller Cave                 |     |     |     |  |
|              | Delude, Fire Ball, Flash Bolt         |     |     |     |         |                                |     |     |     |  |
| Gnome Wizard | 215                                   | 257 | 122 | 219 | Wind    | 100                            | 85  | 85  | 85  |  |
|              | 0                                     | 74  | 8   | 176 | Earth   | 100                            | 72  | 48  | 72  |  |
|              | Crystal Powder                        |     |     |     | 6       | Suhalla Gate                   |     |     |     |  |
|              | Impact, Mother Gaia, Sleep            |     |     |     |         |                                |     |     |     |  |
| Goblin       | 268                                   | 289 | 83  | 221 | Jupiter | 100                            | 85  | 85  | 85  |  |
|              | 0                                     | 91  | 3   | 170 | Venus   | 100                            | 72  | 48  | 72  |  |
|              | Vial                                  |     |     |     | 6       | Suhalla Gate                   |     |     |     |  |
|              | -                                     |     |     |     |         |                                |     |     |     |  |
| Golem        | 266                                   | 217 | 40  | 105 | Wind    | 120                            | 95  | 80  | 95  |  |
|              | 0                                     | 57  | 2   | 161 | Earth   | 193                            | 100 | 25  | 100 |  |
|              | Vial                                  |     |     |     | 7       | Altmiller Cave                 |     |     |     |  |
|              | Forcible Arm                          |     |     |     |         |                                |     |     |     |  |
| Grand Golem  | 476                                   | 367 | 80  | 412 | Wind    | 120                            | 95  | 80  | 95  |  |
|              | 0                                     | 149 | 5   | 208 | Earth   | 193                            | 100 | 25  | 100 |  |
|              | Zodiac Wand                           |     |     |     | 8       | Venus Lighthouse (Upper Level) |     |     |     |  |
|              | Truncheon Fist                        |     |     |     |         |                                |     |     |     |  |
| Grub         | 102                                   | 154 | 52  | 62  | Fire    | 95                             | 90  | 85  | 85  |  |
|              | 0                                     | 32  | 1   | 88  | Earth   | 48                             | 25  | 48  | 48  |  |
|              | Antidote                              |     |     |     | 5       | Lamakan Desert                 |     |     |     |  |
|              | Escape                                |     |     |     |         |                                |     |     |     |  |
| Harpy        | 105                                   | 104 | 46  | 36  | Wind    | 95                             | 95  | 110 | 95  |  |
|              | 0                                     | 25  | 4   | 53  | Earth   | 127                            | 48  | 7   | 72  |  |
|              | Elixir                                |     |     |     | 5       | Mercury Lighthouse             |     |     |     |  |
|              | Shriek                                |     |     |     |         |                                |     |     |     |  |
| Harridan     | 231                                   | 261 | 118 | 150 | Wind    | 95                             | 95  | 110 | 95  |  |
|              | 29                                    | 66  | 8   | 164 | Earth   | 175                            | 72  | 25  | 100 |  |
|              | Nut                                   |     |     |     | 6       | Suhalla Desert                 |     |     |     |  |
|              | Banshee Howl, Crazy Voice, Wind Slash |     |     |     |         |                                |     |     |     |  |
| Horned Ghost | 236                                   | 268 | 116 | 166 | Wind    | 100                            | 95  | 95  | 95  |  |
|              | 0                                     | 78  | 5   | 199 | Water   | 48                             | 72  | 7   | 100 |  |
|              | Elixir                                |     |     |     | 6       | Suhalla Gate                   |     |     |     |  |
|              | Ice Horn, Hail Prism, Haunting        |     |     |     |         |                                |     |     |     |  |
| Ice Gargoyle | 304                                   | 319 | 100 | 307 | Earth   | 100                            | 100 | 95  | 100 |  |
|              | 21                                    | 150 | 7   | 170 | Wind    | 48                             | 100 | 127 | 100 |  |
|              | Potion                                |     |     |     | 7       | Venus Lighthouse (Upper)       |     |     |     |  |
|              | Guard, Ice Blessing, Mother Gaia      |     |     |     |         |                                |     |     |     |  |
| Kobold       | 220                                   | 230 | 75  | 107 | Wind    | 100                            | 85  | 85  | 85  |  |
|              | 0                                     | 62  | 4   | 154 | Earth   | 100                            | 72  | 48  | 72  |  |
|              | Sleep Bomb                            |     |     |     | 5       | Suhalla (WM)                   |     |     |     |  |
|              | Use 'Herb'                            |     |     |     |         |                                |     |     |     |  |





|             |                                              |     |     |     |                                |     |     |     |     |
|-------------|----------------------------------------------|-----|-----|-----|--------------------------------|-----|-----|-----|-----|
| Orc Lord    | 278                                          | 302 | 70  | 260 | Wind                           | 100 | 85  | 85  | 85  |
|             | 18                                           | 98  | 3   | 198 | Earth                          | 100 | 72  | 48  | 72  |
|             | Lucky Medal                                  |     |     | 8   | Babi's Lighthouse              |     |     |     |     |
|             | Sleep, Spasm                                 |     |     |     |                                |     |     |     |     |
| Plated Rat  | 203                                          | 262 | 61  | 208 | Fire                           | 100 | 70  | 80  | 80  |
|             | 0                                            | 130 | 2   | 135 | Wind                           | 48  | 25  | 72  | 48  |
|             | Elixir                                       |     |     | 6   | Tunnel Ruins                   |     |     |     |     |
|             | 'Counter', Defend (50%/90% damage reduction) |     |     |     |                                |     |     |     |     |
| Rabid Bat   | 125                                          | 190 | 84  | 61  | Wind                           | 95  | 95  | 110 | 95  |
|             | 0                                            | 34  | 2   | 82  | Earth                          | 127 | 48  | 7   | 72  |
|             | Sleep Bomb                                   |     |     | 5   | Tolbi-bound Ship               |     |     |     |     |
|             | Vampiric Fang, Ultrasonic Waves              |     |     |     |                                |     |     |     |     |
| Rat         | 49                                           | 52  | 15  | 14  | Fire                           | 100 | 70  | 80  | 80  |
|             | 0                                            | 27  | 1   | 17  | Wind                           | 48  | 25  | 72  | 48  |
|             | Herb                                         |     |     | 6   | Kolima Forest                  |     |     |     |     |
|             | Defend                                       |     |     |     |                                |     |     |     |     |
| Rat Fighter | 143                                          | 146 | 58  | 126 | Fire                           | 85  | 85  | 85  | 100 |
|             | 0                                            | 39  | 3   | 166 | Water                          | 72  | 48  | 72  | 100 |
|             | Smoke Bomb                                   |     |     | 6   | Altin Peak                     |     |     |     |     |
|             | Uses 'Smoke Bomb', Escape                    |     |     |     |                                |     |     |     |     |
| Rat Soldier | 69                                           | 56  | 19  | 17  | Fire                           | 85  | 85  | 85  | 100 |
|             | 0                                            | 13  | 2   | 19  | Water                          | 72  | 48  | 72  | 100 |
|             | Smoke Bomb                                   |     |     | 5   | Kolima Forest                  |     |     |     |     |
|             | Escape                                       |     |     |     |                                |     |     |     |     |
| Rat Warrior | 208                                          | 226 | 121 | 100 | Fire                           | 85  | 85  | 85  | 100 |
|             | 0                                            | 49  | 3   | 160 | Water                          | 72  | 48  | 72  | 100 |
|             | Bramble Seed                                 |     |     | 6   | Suhalla (WM)                   |     |     |     |     |
|             | Uses 'Smoke Bomb', Escape                    |     |     |     |                                |     |     |     |     |
| Ravager     | 189                                          | 185 | 60  | 90  | Fire                           | 100 | 70  | 80  | 80  |
|             | 0                                            | 47  | 2   | 95  | Wind                           | 48  | 25  | 72  | 48  |
|             | Elixir                                       |     |     | 6   | Vault Cave                     |     |     |     |     |
|             | Bear Claw                                    |     |     |     |                                |     |     |     |     |
| Recluse     | 221                                          | 323 | 109 | 243 | Fire                           | 95  | 90  | 85  | 85  |
|             | 0                                            | 122 | 4   | 153 | Earth                          | 48  | 25  | 48  | 48  |
|             | Unicorn Ring                                 |     |     | 7   | Venus Lighthouse (Upper Level) |     |     |     |     |
|             | Rabid Fang, Spider Web                       |     |     |     |                                |     |     |     |     |
| Roach       | 211                                          | 252 | 92  | 144 | Water                          | 95  | 115 | 95  | 85  |
|             | 27                                           | 72  | 4   | 120 | Fire                           | 100 | 175 | 100 | 25  |
|             | Bramble Seed                                 |     |     | 6   | Suhalla Desert                 |     |     |     |     |
|             | Flare Wall, Quake Sphere, Ultrasonic Waves   |     |     |     |                                |     |     |     |     |
| Salamander  | 212                                          | 158 | 50  | 84  | Water                          | 95  | 125 | 95  | 75  |
|             | 18                                           | 49  | 6   | 190 | Fire                           | 100 | 193 | 100 | 25  |
|             | Oil Drop                                     |     |     | 5   | Lamakan Desert                 |     |     |     |     |
|             | Blast, Fireball, Fire Blessing, Guard        |     |     |     |                                |     |     |     |     |
| Siren       | 116                                          | 107 | 54  | 45  | Fire                           | 85  | 85  | 85  | 100 |
|             | 12                                           | 27  | 9   | 56  | Water                          | 100 | 72  | 100 | 127 |
|             | Crystal Powder                               |     |     | 5   | Mercury Lighthouse             |     |     |     |     |
|             | Froth Sphere, Glowers Miserably, Sleep       |     |     |     |                                |     |     |     |     |

|                                                                         |                |     |     |      |       |                                |     |     |     |
|-------------------------------------------------------------------------|----------------|-----|-----|------|-------|--------------------------------|-----|-----|-----|
| Skeleton                                                                | 60             | 46  | 18  | 10   | Earth | 100                            | 80  | 80  | 95  |
|                                                                         | 0              | 14  | 1   | 11   | Water | 25                             | 72  | 48  | 127 |
|                                                                         | Herb           |     |     |      | 5     | Goma Cave                      |     |     |     |
| Bone Charge                                                             |                |     |     |      |       |                                |     |     |     |
| Skull Warrior                                                           | 283            | 322 | 130 | 301  | Earth | 100                            | 80  | 80  | 95  |
|                                                                         | 16             | 112 | 5   | 188  | Water | 25                             | 72  | 48  | 127 |
|                                                                         | Vial           |     |     |      | 6     | Venus Lighthouse (Upper)       |     |     |     |
| Bone Charge, Dull                                                       |                |     |     |      |       |                                |     |     |     |
| Slime (Weak)                                                            | 22             | 22  | 8   | 2    | Fire  | 95                             | 75  | 95  | 125 |
|                                                                         | 0              | 6   | 1   | 2    | Water | 48                             | 7   | 48  | 127 |
|                                                                         | Herb           |     |     |      | 6     | Sol Sanctum                    |     |     |     |
| Escape                                                                  |                |     |     |      |       |                                |     |     |     |
| Slime                                                                   | 32             | 34  | 10  | 4    | Fire  | 95                             | 75  | 95  | 125 |
|                                                                         | 0              | 6   | 1   | 4    | Water | 48                             | 7   | 48  | 127 |
|                                                                         | Herb           |     |     |      | 5     | Vale (WM)                      |     |     |     |
| Bone Chiller                                                            |                |     |     |      |       |                                |     |     |     |
| Slime Beast                                                             | 99             | 134 | 54  | 51   | Fire  | 95                             | 75  | 95  | 125 |
|                                                                         | 0              | 27  | 2   | 77   | Water | 48                             | 7   | 48  | 127 |
|                                                                         | Herb           |     |     |      | 5     | Altin Peak                     |     |     |     |
| Sticky Poison, Divide                                                   |                |     |     |      |       |                                |     |     |     |
| Spider                                                                  | 69             | 75  | 22  | 25   | Fire  | 95                             | 90  | 85  | 85  |
|                                                                         | 0              | 22  | 1   | 32   | Earth | 48                             | 25  | 48  | 48  |
|                                                                         | Antidote       |     |     |      | 5     | Tret Tree                      |     |     |     |
| Spider Web                                                              |                |     |     |      |       |                                |     |     |     |
| Spirit                                                                  | 116            | 114 | 48  | 49   | Wind  | 100                            | 95  | 95  | 95  |
|                                                                         | 11             | 30  | 6   | 67   | Water | 48                             | 72  | 7   | 100 |
|                                                                         | Crystal Powder |     |     |      | 6     | Fuchin Temple                  |     |     |     |
| Ice, Douse                                                              |                |     |     |      |       |                                |     |     |     |
| Stone Soldier                                                           | 179            | 241 | 104 | 98   | Water | 95                             | 125 | 95  | 75  |
|                                                                         | 6              | 105 | 5   | 98   | Fire  | 48                             | 127 | 48  | 7   |
|                                                                         | Elixir         |     |     |      | 6     | Suhalla Desert                 |     |     |     |
| Blast, Dynamite (Kamikaze), Mad Blast, Head butt                        |                |     |     |      |       |                                |     |     |     |
| Tarantula                                                               | 108            | 144 | 52  | 58   | Fire  | 95                             | 90  | 85  | 85  |
|                                                                         | 0              | 30  | 5   | 81   | Earth | 48                             | 25  | 48  | 48  |
|                                                                         | Antidote       |     |     |      | 5     | Altin Peak                     |     |     |     |
| Poison Fang                                                             |                |     |     |      |       |                                |     |     |     |
| Tempest Lizard                                                          | 3000           | 295 | 114 | 1360 | Earth | 90                             | 95  | 110 | 95  |
|                                                                         | 45             | 94  | 26  | 6400 | Wind  | 48                             | 100 | 152 | 100 |
|                                                                         | Potion         |     |     |      | 1     | Suhalla Desert                 |     |     |     |
| 'attack 2x', Impact, Storm Ray, Sonic Slash, Tempest, Ward, Wing Stroke |                |     |     |      |       |                                |     |     |     |
| Thunder Lizard                                                          | 456            | 347 | 134 | 422  | Earth | 80                             | 95  | 120 | 95  |
|                                                                         | 0              | 133 | 10  | 221  | Wind  | 25                             | 100 | 193 | 100 |
|                                                                         | Blessed Mace   |     |     |      | 8     | Venus Lighthouse (Upper Level) |     |     |     |
| Storm Blessing                                                          |                |     |     |      |       |                                |     |     |     |
| Tornado Lizard                                                          | 530            | 267 | 104 | 620  | Earth | 90                             | 95  | 110 | 95  |
|                                                                         | 37             | 74  | 18  | 477  | Wind  | 48                             | 100 | 152 | 100 |
|                                                                         | Weasel's Claw  |     |     |      | 4     | Suhalla Desert                 |     |     |     |
| Impact, Storm Ray, Tornado, Ward, Wind Slash, Wing Flutter              |                |     |     |      |       |                                |     |     |     |

|                         |                                                 |     |     |     |       |                                      |    |     |     |
|-------------------------|-------------------------------------------------|-----|-----|-----|-------|--------------------------------------|----|-----|-----|
| Troll                   | 101                                             | 73  | 14  | 30  | Fire  | 100                                  | 70 | 80  | 80  |
|                         | 0                                               | 16  | 1   | 34  | Wind  | 48                                   | 25 | 72  | 48  |
|                         | Nut                                             |     |     |     | 6     | Bilibin Cave                         |    |     |     |
|                         | Brute Force, 'Regenerate 10 HP'                 |     |     |     |       |                                      |    |     |     |
| Undead                  | 165                                             | 180 | 58  | 74  | Fire  | 100                                  | 80 | 80  | 95  |
|                         | 0                                               | 27  | 1   | 90  | Water | 25                                   | 7  | 48  | 72  |
|                         | Antidote                                        |     |     |     | 5     | Lamakan (WM)                         |    |     |     |
|                         | 'Search for Allies', Smell of Decay             |     |     |     |       |                                      |    |     |     |
| Vermin (Weak)           | 20                                              | 23  | 7   | 2   | Fire  | 100                                  | 70 | 80  | 80  |
|                         | 0                                               | 7   | 2   | 2   | Wind  | 48                                   | 25 | 72  | 48  |
|                         | Herb                                            |     |     |     | 5     | Sol Sanctum                          |    |     |     |
|                         | Defend                                          |     |     |     |       |                                      |    |     |     |
| Vermin                  | 36                                              | 32  | 9   | 4   | Fire  | 100                                  | 70 | 80  | 80  |
|                         | 0                                               | 7   | 2   | 4   | Wind  | 48                                   | 25 | 72  | 48  |
|                         | Herb                                            |     |     |     | 5     | Vale (WM)                            |    |     |     |
|                         | Defend, Escape                                  |     |     |     |       |                                      |    |     |     |
| Vile Dirge              | 173                                             | 228 | 120 | 75  | Wind  | 95                                   | 95 | 110 | 95  |
|                         | 0                                               | 56  | 2   | 98  | Earth | 127                                  | 48 | 7   | 72  |
|                         | Weasel's Claw                                   |     |     |     | 5     | Suhalla (WM)                         |    |     |     |
|                         | Flying Attack, Wing Beat                        |     |     |     |       |                                      |    |     |     |
| Virago                  | 185                                             | 199 | 89  | 87  | Wind  | 95                                   | 95 | 110 | 95  |
|                         | 0                                               | 47  | 4   | 120 | Earth | 127                                  | 48 | 7   | 72  |
|                         | Elixir                                          |     |     |     | 5     | Tolbi-bound Ship & Crossbone Isle B1 |    |     |     |
|                         | Banshee Howl                                    |     |     |     |       |                                      |    |     |     |
| Warrior Bee             | 164                                             | 221 | 102 | 65  | Wind  | 90                                   | 95 | 105 | 90  |
|                         | 0                                               | 65  | 5   | 104 | Earth | 100                                  | 48 | 7   | 48  |
|                         | Elixir                                          |     |     |     | 5     | Gondwan Cave                         |    |     |     |
|                         | Numbing Sting, Mortal Blow, 'Search for Allies' |     |     |     |       |                                      |    |     |     |
| Wight                   | 192                                             | 205 | 54  | 92  | Fire  | 100                                  | 80 | 80  | 95  |
|                         | 0                                               | 55  | 2   | 115 | Water | 25                                   | 7  | 48  | 72  |
|                         | Elixir                                          |     |     |     | 5     | Altmiller Cave                       |    |     |     |
|                         | Rotten Blood, Smell of Decay                    |     |     |     |       |                                      |    |     |     |
| Wild Gryphon            | 370                                             | 332 | 170 | 322 | Wind  | 90                                   | 95 | 110 | 95  |
|                         | 8                                               | 112 | 10  | 290 | Earth | 152                                  | 72 | 48  | 110 |
|                         | Feathered Robe                                  |     |     |     | 8     | Venus Lighthouse (Upper Level)       |    |     |     |
|                         | Bind, Twin Beaks, Wind Stroke                   |     |     |     |       |                                      |    |     |     |
| Wild Mushroom<br>(Weak) | 18                                              | 22  | 10  | 1   | Fire  | 105                                  | 80 | 70  | 100 |
|                         | 0                                               | 5   | 1   | 2   | Water | 48                                   | 7  | 72  | 100 |
|                         | Smoke Bomb                                      |     |     |     | 6     | Sol Sanctum                          |    |     |     |
|                         | Soothing Star                                   |     |     |     |       |                                      |    |     |     |
| Wild Mushroom           | 34                                              | 31  | 15  | 3   | Fire  | 105                                  | 80 | 70  | 100 |
|                         | 0                                               | 5   | 1   | 3   | Water | 48                                   | 7  | 72  | 100 |
|                         | Smoke Bomb                                      |     |     |     | 6     | Vale (WM)                            |    |     |     |
|                         | Soothing Star                                   |     |     |     |       |                                      |    |     |     |
| Will Head               | 54                                              | 42  | 10  | 9   | Earth | 100                                  | 80 | 80  | 95  |
|                         | 0                                               | 10  | 1   | 10  | Water | 25                                   | 72 | 48  | 127 |
|                         | Smoke Bomb                                      |     |     |     | 6     | Goma Cave                            |    |     |     |

Mystic Flame

|                                    |     |     |     |     |                                |     |    |    |     |
|------------------------------------|-----|-----|-----|-----|--------------------------------|-----|----|----|-----|
| Willowisp                          | 209 | 279 | 121 | 227 | Earth                          | 100 | 80 | 80 | 95  |
|                                    | 12  | 87  | 6   | 160 | Water                          | 25  | 72 | 48 | 127 |
| Nut                                |     |     |     | 6   | Venus Lighthouse (Upper Level) |     |    |    |     |
| Blue Bolt, Drain, Haunting, Tundra |     |     |     |     |                                |     |    |    |     |
| Worm                               | 132 | 196 | 79  | 60  | Fire                           | 95  | 90 | 85 | 85  |
|                                    | 0   | 51  | 2   | 94  | Earth                          | 48  | 25 | 48 | 48  |
| Herb                               |     |     |     | 6   | Altmiller Cave                 |     |    |    |     |
| 'Search for Allies'                |     |     |     |     |                                |     |    |    |     |
| Zombie                             | 55  | 41  | 5   | 7   | Fire                           | 100 | 80 | 80 | 95  |
|                                    | 0   | 9   | 1   | 8   | Water                          | 25  | 7  | 48 | 72  |
| Herb                               |     |     |     | 5   | Goma Cave                      |     |    |    |     |

-----  
 II. Boss List  
 -----

| Monster Name                                                                             | HP              | Att | Agl  | Exp. | Weakness            | E   | F   | W   | w(Pow) |  |
|------------------------------------------------------------------------------------------|-----------------|-----|------|------|---------------------|-----|-----|-----|--------|--|
|                                                                                          | PP              | Def | Luck | Coin | Strong              | E   | F   | W   | w(Res) |  |
|                                                                                          | Dropped Item    |     |      | ICC  | Location            |     |     |     |        |  |
|                                                                                          | Special Attacks |     |      |      |                     |     |     |     |        |  |
| Azart                                                                                    | 450             | 206 | 62   | 0    | All                 | 80  | 80  | 80  | 80     |  |
| (Weak)                                                                                   | 0               | 2   | 9    | 0    | -                   | 90  | 90  | 90  | 90     |  |
| -                                                                                        |                 |     |      |      | Colosso (1st Round) |     |     |     |        |  |
| Defend                                                                                   |                 |     |      |      |                     |     |     |     |        |  |
| Azart                                                                                    | 450             | 206 | 62   | 0    | All                 | 80  | 80  | 80  | 80     |  |
| (Strong)                                                                                 | 0               | 20  | 9    | 0    | -                   | 90  | 90  | 90  | 90     |  |
| -                                                                                        |                 |     |      |      | Colosso (1st Round) |     |     |     |        |  |
| Defend                                                                                   |                 |     |      |      |                     |     |     |     |        |  |
| Bandit                                                                                   | 244             | 46  | 20   | 36   | All                 | 80  | 80  | 80  | 80     |  |
|                                                                                          | 0               | 8   | 3    | 46   | -                   | 72  | 72  | 72  | 72     |  |
| Bandit's Sword                                                                           |                 |     |      | 1    | Vault Inn's Attic   |     |     |     |        |  |
| Uses 'Smoke Bomb', Glowers Ferociously                                                   |                 |     |      |      |                     |     |     |     |        |  |
| Cerebus                                                                                  | 2200            | 369 | 151  | 1863 | Fire                | 95  | 85  | 95  | 115    |  |
|                                                                                          | 42              | 130 | 22   | 3200 | Water               | 100 | 25  | 100 | 175    |  |
| Psy Crystal                                                                              |                 |     |      | 1    | Crossbone Isle B9   |     |     |     |        |  |
| Double Fang, Ice Blessing, Ice Missile, Restore, Wicked Howl                             |                 |     |      |      |                     |     |     |     |        |  |
| Chimera                                                                                  | 1350            | 294 | 121  | 930  | Water               | 95  | 115 | 95  | 85     |  |
|                                                                                          | 48              | 90  | 18   | 1600 | Fire                | 100 | 175 | 100 | 25     |  |
| Potion                                                                                   |                 |     |      | 1    | Crossbone Isle B6   |     |     |     |        |  |
| Bind, Flare Storm, Fire Blessing, Guard, Impair, Mad Dash, Rabid Fang                    |                 |     |      |      |                     |     |     |     |        |  |
| Deadbeard                                                                                | 6000            | 468 | 180  | 8000 | Earth               | 100 | 120 | 110 | 130    |  |
|                                                                                          | 600             | 178 | 60   | 9000 | Water               | 72  | 127 | 152 | 193    |  |
| Water of Life                                                                            |                 |     |      | 1    | Pirate Ship         |     |     |     |        |  |
| 'Attack 2x', Break, Debilitate, Freeze Prism, Guard, Impact, Inferno, Spark Plasma, Ward |                 |     |      |      |                     |     |     |     |        |  |
| Earth Lizard                                                                             | 1550            | 278 | 102  | 1545 | Wind                | 120 | 95  | 80  | 95     |  |

|                |                                                                                                         |     |     |      |       |                   |     |     |     |
|----------------|---------------------------------------------------------------------------------------------------------|-----|-----|------|-------|-------------------|-----|-----|-----|
|                | 48                                                                                                      | 97  | 17  | 920  | Earth | 193               | 100 | 25  | 100 |
|                | Water of Life                                                                                           |     |     |      | 1     | Crossbone Isle B7 |     |     |     |
|                | Acid Blessing, Clay Spire, Cure Well, Mother Gaia, Quake Sphere                                         |     |     |      |       |                   |     |     |     |
| Fiendish Ghoul | 609                                                                                                     | 199 | 69  | 87   | Fire  | 100               | 80  | 80  | 95  |
|                | 0                                                                                                       | 45  | 3   | 109  | Water | 25                | 7   | 48  | 72  |
|                | Antidote                                                                                                |     |     |      | 5     | Crossbone Isle B3 |     |     |     |
|                | Bacteria Rush, Cannibal Fang                                                                            |     |     |      |       |                   |     |     |     |
| Fusion Dragon  | 5000                                                                                                    | 439 | 190 | 0    | Water | 100               | 110 | 100 | 95  |
|                | 500                                                                                                     | 150 | 50  | 0    | Fire  | 127               | 175 | 127 | 72  |
|                | - Venus Lighthouse Aerie                                                                                |     |     |      |       |                   |     |     |     |
|                | 'Attack 2x', Break, Outer Space, Drain Fang, Dragon Diver, Evil Blessing, Deadly Gas, Severe Blow       |     |     |      |       |                   |     |     |     |
| Grisly         | 768                                                                                                     | 208 | 78  | 243  | Fire  | 100               | 70  | 80  | 80  |
|                | 0                                                                                                       | 63  | 13  | 700  | Wind  | 72                | 25  | 127 | 72  |
|                | Potion                                                                                                  |     |     |      | 1     | Crossbone Isle B2 |     |     |     |
|                | Bear Claw, 'Furious Rage'                                                                               |     |     |      |       |                   |     |     |     |
| Gryphon        | 1100                                                                                                    | 213 | 98  | 303  | Wind  | 90                | 95  | 110 | 95  |
|                | 36                                                                                                      | 56  | 19  | 1900 | Earth | 152               | 72  | 48  | 110 |
|                | Potion                                                                                                  |     |     |      | 1     | Crossbone Isle B4 |     |     |     |
|                | Bind, Impact, Sonic Slash, Tornado, Wing Flutter, Twin Beaks, Ward                                      |     |     |      |       |                   |     |     |     |
| Hobgoblin      | 650                                                                                                     | 203 | 65  | 223  | Wind  | 100               | 85  | 85  | 85  |
|                | 0                                                                                                       | 54  | 9   | 800  | Earth | 127               | 100 | 72  | 100 |
|                | Lucky Medal                                                                                             |     |     |      | 1     | Crossbone Isle B1 |     |     |     |
|                | Uses 'Crystal Powder' / 'Smoke Bomb' / 'Nut' / 'Sleep Bomb'                                             |     |     |      |       |                   |     |     |     |
| Hydros Statue  | 1300                                                                                                    | 156 | 62  | 496  | Fire  | 95                | 75  | 95  | 125 |
|                | 80                                                                                                      | 53  | 30  | 2400 | Water | 100               | 25  | 100 | 193 |
|                | Lucky Medal                                                                                             |     |     |      | 1     | Altin Peak        |     |     |     |
|                | Drench, Froth Sphere, Ice Horn, Restore, Tundra, Water Blessing                                         |     |     |      |       |                   |     |     |     |
| Killer Ape     | 1000                                                                                                    | 156 | 94  | 460  | Fire  | 100               | 70  | 80  | 80  |
|                | 45                                                                                                      | 49  | 26  | 1500 | Wind  | 72                | 25  | 127 | 72  |
|                | Douse Drop                                                                                              |     |     |      | 1     | Mogall Forest     |     |     |     |
|                | Bind, Debilitate, Ransack, War Cry, Douse                                                               |     |     |      |       |                   |     |     |     |
| Kraken         | 2400                                                                                                    | 216 | 80  | 711  | Fire  | 95                | 85  | 95  | 115 |
|                | 46                                                                                                      | 60  | 21  | 5200 | Water | 100               | 25  | 100 | 175 |
|                | Water of Life                                                                                           |     |     |      | 1     | Tolbi-bound Ship  |     |     |     |
|                | 'attack 2x', Dark Blessing, Drench, Ply, Poisonous Beating, Spinning Beat, Water Blessing, Froth Sphere |     |     |      |       |                   |     |     |     |
| Lich           | 900                                                                                                     | 192 | 106 | 263  | Wind  | 100               | 95  | 95  | 95  |
|                | 52                                                                                                      | 48  | 15  | 1200 | Water | 72                | 100 | 25  | 152 |
|                | Psy Crystal                                                                                             |     |     |      | 1     | Crossbone Isle B3 |     |     |     |
|                | Bind, Curse, Debilitate, Enfeeble, Glacier, Haunt, Revive                                               |     |     |      |       |                   |     |     |     |
| Living Statue  | 540                                                                                                     | 149 | 56  | 377  | Fire  | 95                | 75  | 95  | 125 |
|                | 34                                                                                                      | 44  | 20  | 900  | Water | 100               | 25  | 100 | 193 |
|                | Vial                                                                                                    |     |     |      | 1     | Altin Peak        |     |     |     |
|                | Tundra, Water Blessing                                                                                  |     |     |      |       |                   |     |     |     |
| Lizard Fighter | 212                                                                                                     | 204 | 60  | 89   | Fire  | 85                | 85  | 85  | 100 |

|                                                                       |      |     |     |      |                           |     |     |     |     |
|-----------------------------------------------------------------------|------|-----|-----|------|---------------------------|-----|-----|-----|-----|
|                                                                       | 0    | 61  | 2   | 124  | Water                     | 100 | 72  | 100 | 127 |
| Nut                                                                   |      |     |     | 5    | Tolbi-bound Ship          |     |     |     |     |
| Water Blessing                                                        |      |     |     |      |                           |     |     |     |     |
| Lizard King                                                           | 2000 | 285 | 92  | 535  | Fire                      | 85  | 85  | 85  | 100 |
|                                                                       | 52   | 93  | 13  | 1200 | Water                     | 100 | 72  | 100 | 127 |
| Psy Crystal                                                           |      |     |     | 1    | Crossbone Isle B5         |     |     |     |     |
| Bind, Blunt, Debilitate, Hail Prism, High Impact, Ice Blessing        |      |     |     |      |                           |     |     |     |     |
| Man o' War                                                            | 137  | 193 | 70  | 55   | Fire                      | 95  | 75  | 95  | 125 |
|                                                                       | 0    | 42  | 1   | 87   | Water                     | 48  | 7   | 48  | 127 |
| Antidote                                                              |      |     |     | 6    | Tolbi-bound Ship          |     |     |     |     |
| Poison Ink                                                            |      |     |     |      |                           |     |     |     |     |
| Manticore                                                             | 1700 | 168 | 61  | 590  | Water                     | 95  | 115 | 95  | 85  |
|                                                                       | 83   | 48  | 36  | 3400 | Fire                      | 100 | 175 | 100 | 25  |
| Psy crystal                                                           |      |     |     | 1    | Lamakan Desert            |     |     |     |     |
| 'attack 2x', Curse, Delude, Impair, Mad Blast, Nova, Poison Tail      |      |     |     |      |                           |     |     |     |     |
| Menardi                                                               | 2600 | 389 | 220 | 3000 | Water                     | 100 | 105 | 100 | 95  |
|                                                                       | 300  | 134 | 50  | 4200 | Fire                      | 127 | 175 | 100 | 72  |
| -                                                                     |      |     |     |      | Venus Lighthouse Aerie    |     |     |     |     |
| Death Size, Fiery Blast, Flare Storm, Impact, Resist, Supernova, Wish |      |     |     |      |                           |     |     |     |     |
| Mystery Man                                                           | 3000 | 63  | 9   | 0    | Water                     | 100 | 110 | 100 | 90  |
|                                                                       | 260  | 22  | 40  | 0    | Fire                      | 100 | 175 | 127 | 72  |
| -                                                                     |      |     |     | -    | Vale (Prologue)           |     |     |     |     |
| Eruption, Fireball, Heat Flash                                        |      |     |     |      |                           |     |     |     |     |
| Mystery Woman                                                         | 2600 | 50  | 13  | 0    | Water                     | 100 | 105 | 100 | 95  |
|                                                                       | 300  | 20  | 40  | 0    | Fire                      | 127 | 175 | 100 | 72  |
| -                                                                     |      |     |     | -    | Vale (Prologue)           |     |     |     |     |
| Death Size, Flare Wall, Mad Blast, Nova                               |      |     |     |      |                           |     |     |     |     |
| Navampa (Weak)                                                        | 820  | 232 | 84  | 0    | All                       | 80  | 80  | 80  | 80  |
|                                                                       | 0    | 54  | 16  | 0    | -                         | 90  | 90  | 90  | 90  |
| -                                                                     |      |     |     |      | Tolbi Colosso (3rd round) |     |     |     |     |
| Defend                                                                |      |     |     |      |                           |     |     |     |     |
| Navampa (Strong)                                                      | 820  | 274 | 84  | 0    | All                       | 80  | 80  | 80  | 80  |
|                                                                       | 0    | 54  | 16  | 0    | -                         | 90  | 90  | 90  | 90  |
| -                                                                     |      |     |     |      | Tolbi Colosso (3rd round) |     |     |     |     |
| Defend                                                                |      |     |     |      |                           |     |     |     |     |
| Poison Toad                                                           | 2250 | 363 | 93  | 1732 | Fire                      | 95  | 85  | 95  | 115 |
|                                                                       | 0    | 97  | 20  | 2200 | Water                     | 100 | 25  | 100 | 175 |
| Water of Life                                                         |      |     |     | 1    | Crossbone Isle B8         |     |     |     |     |
| Acid Blessing, Rabid Fang, Rotten Blood                               |      |     |     |      |                           |     |     |     |     |
| Satrage (Weak)                                                        | 570  | 228 | 73  | 0    | All                       | 80  | 80  | 80  | 80  |
|                                                                       | 0    | 6   | 12  | 0    | -                         | 90  | 90  | 90  | 90  |
| -                                                                     |      |     |     | -    | Colosso (2nd round)       |     |     |     |     |
| Defend                                                                |      |     |     |      |                           |     |     |     |     |
| Satrage (Strong)                                                      | 570  | 228 | 73  | 0    | All                       | 80  | 80  | 80  | 80  |
|                                                                       | 0    | 28  | 12  | 0    | -                         | 90  | 90  | 90  | 90  |
| -                                                                     |      |     |     | -    | Colosso (2nd round)       |     |     |     |     |

Defend

|              |                                                                         |     |     |      |                               |     |     |     |     |
|--------------|-------------------------------------------------------------------------|-----|-----|------|-------------------------------|-----|-----|-----|-----|
| Saturos      | 1200                                                                    | 113 | 51  | 331  | Water                         | 100 | 110 | 100 | 90  |
|              | 160                                                                     | 35  | 40  | 800  | Fire                          | 100 | 175 | 127 | 72  |
|              | Psy crystal 1                                                           |     |     |      | Mercury Lighthouse Aerie      |     |     |     |     |
|              | Eruption, Fireball, Heat Flash                                          |     |     |      |                               |     |     |     |     |
| Saturos      | 3000                                                                    | 409 | 160 | 3000 | Water                         | 100 | 110 | 100 | 90  |
|              | 260                                                                     | 140 | 50  | 3600 | Fire                          | 100 | 175 | 127 | 72  |
|              | -                                                                       |     |     |      | Venus Lighthouse Aerie        |     |     |     |     |
|              | Break, Haunt, Heat Flash, Inferno, Potent Cure, Protect, Pyroclasm      |     |     |      |                               |     |     |     |     |
| Storm Lizard | 2900                                                                    | 291 | 112 | 1300 | Earth                         | 90  | 95  | 110 | 95  |
|              | 42                                                                      | 86  | 22  | 6100 | Wind                          | 48  | 100 | 152 | 100 |
|              | Psy crystal 1                                                           |     |     |      | Suhalla Desert                |     |     |     |     |
|              | 'Attack 2x', Impact, Sonic Slash, Storm Ray, Tempest, Ward, Wing Stroke |     |     |      |                               |     |     |     |     |
| Succubus     | 529                                                                     | 195 | 101 | 101  | Fire                          | 85  | 85  | 85  | 100 |
|              | 56                                                                      | 49  | 12  | 143  | Water                         | 100 | 72  | 100 | 127 |
|              | Crystal Powder 5                                                        |     |     |      | Crossbone Isle B2             |     |     |     |     |
|              | Glowers Miserably, Hail Prism, Wind Slash                               |     |     |      |                               |     |     |     |     |
| Thief        | 110                                                                     | 42  | 9   | 16   | All                           | 80  | 80  | 80  | 80  |
|              | 0                                                                       | 5   | 1   | 20   | -                             | 72  | 72  | 72  | 72  |
|              | -                                                                       |     |     |      | Vault Inn's Attic             |     |     |     |     |
|              | Uses 'Herb', Glowers Ferociously                                        |     |     |      |                               |     |     |     |     |
| Toadonpa     | 2800                                                                    | 266 | 82  | 999  | Fire                          | 95  | 85  | 95  | 115 |
|              | 0                                                                       | 52  | 18  | 3200 | Water                         | 100 | 25  | 100 | 175 |
|              | Psy crystal 1                                                           |     |     |      | Lunpa Fortress                |     |     |     |     |
|              | Dark Blessing, Rotten Blood, Sticky Poison, Trash, 'Regenerate 80 HP'   |     |     |      |                               |     |     |     |     |
| Tret         | 710                                                                     | 89  | 30  | 226  | Fire                          | 105 | 80  | 70  | 100 |
|              | 36                                                                      | 27  | 28  | 700  | Water                         | 72  | 25  | 100 | 175 |
|              | Potion 1                                                                |     |     |      | Tret Tree                     |     |     |     |     |
|              | Growth, Sleep Star, Thorn, Quake                                        |     |     |      |                               |     |     |     |     |
| Zombie       | 55                                                                      | 41  | 1   | 0    | Fire                          | 100 | 80  | 80  | 95  |
|              | 0                                                                       | 1   | 1   | 0    | Water                         | 25  | 7   | 48  | 72  |
|              | -                                                                       |     |     |      | Flint's Special Demonstration |     |     |     |     |

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 III. Mimic List  
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| Monster Name | HP                                       | Att | Agl  | Exp. | Weakness           | E   | F  | W   | w(Pow) |
|--------------|------------------------------------------|-----|------|------|--------------------|-----|----|-----|--------|
|              | PP                                       | Def | Luck | Coin | Strong             | E   | F  | W   | w(Res) |
|              | Dropped Item                             |     |      | ICC  | Location           |     |    |     |        |
|              | Special Attacks                          |     |      |      |                    |     |    |     |        |
| Mimic        | 468                                      | 120 | 51   | 164  | Fire               | 95  | 75 | 105 | 100    |
|              | 24                                       | 33  | 8    | 178  | Wind               | 100 | 25 | 152 | 127    |
|              | Water of Life 1                          |     |      |      | Mercury Lighthouse |     |    |     |        |
|              | Debilitate, Psy Drain, Sleep, Wind Slash |     |      |      |                    |     |    |     |        |

|       |                                                            |     |     |      |                   |     |    |     |     |
|-------|------------------------------------------------------------|-----|-----|------|-------------------|-----|----|-----|-----|
| Mimic | 506                                                        | 133 | 57  | 190  | Fire              | 95  | 75 | 105 | 100 |
|       | 26                                                         | 36  | 10  | 207  | Wind              | 100 | 25 | 152 | 127 |
|       | Game Ticket 1                                              |     |     |      | Fuchin Temple     |     |    |     |     |
|       | Debilitate, Psy Drain, Sleep, Briar                        |     |     |      |                   |     |    |     |     |
| Mimic | 579                                                        | 160 | 51  | 241  | Fire              | 95  | 75 | 105 | 100 |
|       | 32                                                         | 44  | 12  | 267  | Wind              | 100 | 25 | 152 | 127 |
|       | Game Ticket 1                                              |     |     |      | Altin Peak        |     |    |     |     |
|       | Debilitate, Psy Drain, Sleep, Shine Plasma                 |     |     |      |                   |     |    |     |     |
| Mimic | 690                                                        | 156 | 89  | 321  | Fire              | 95  | 75 | 105 | 100 |
|       | 42                                                         | 56  | 13  | 356  | Wind              | 100 | 25 | 152 | 127 |
|       | Vial 1                                                     |     |     |      | Vault Cave        |     |    |     |     |
|       | Debilitate, Psy Drain, Sleep, Sonic Slash                  |     |     |      |                   |     |    |     |     |
| Mimic | 767                                                        | 227 | 104 | 374  | Fire              | 95  | 75 | 105 | 100 |
|       | 48                                                         | 63  | 15  | 415  | Wind              | 100 | 25 | 152 | 127 |
|       | Water of Life 1                                            |     |     |      | Altmiller Cave    |     |    |     |     |
|       | Debilitate, Psy Drain, Sleep, Curse, Nettle                |     |     |      |                   |     |    |     |     |
| Mimic | 997                                                        | 303 | 139 | 669  | Fire              | 95  | 75 | 105 | 100 |
|       | 60                                                         | 94  | 17  | 547  | Wind              | 100 | 25 | 152 | 127 |
|       | Water of Life 1                                            |     |     |      | Suhalla Desert    |     |    |     |     |
|       | Debilitate, Psy Drain, Sleep, Curse, Condemn, Ice Missile  |     |     |      |                   |     |    |     |     |
| Mimic | 729                                                        | 214 | 97  | 347  | Fire              | 95  | 75 | 105 | 100 |
|       | 44                                                         | 59  | 14  | 386  | Wind              | 100 | 25 | 152 | 127 |
|       | Potion 1                                                   |     |     |      | Crossbone Isle B1 |     |    |     |     |
|       | Debilitate, Psy Drain, Sleep, Curse, Sonic Slash           |     |     |      |                   |     |    |     |     |
| Mimic | 1206                                                       | 367 | 167 | 1009 | Fire              | 95  | 75 | 105 | 100 |
|       | 68                                                         | 126 | 18  | 643  | Wind              | 100 | 25 | 152 | 127 |
|       | Potion 1                                                   |     |     |      | Pirate Ship       |     |    |     |     |
|       | Debilitate, Psy Drain, Sleep, Condemn, Curse, Spark Plasma |     |     |      |                   |     |    |     |     |

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 IV. Djinn List  
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| Monster Name   | HP                                                           | Att | Agl  | Exp. | Weakness       | E  | F   | W   | w(Pow) |
|----------------|--------------------------------------------------------------|-----|------|------|----------------|----|-----|-----|--------|
|                | PP                                                           | Def | Luck | Coin | Strong         | E  | F   | W   | w(Res) |
|                | Dropped Item                                                 |     |      | ICC  | Location       |    |     |     |        |
|                | Special Attacks                                              |     |      |      |                |    |     |     |        |
| Jupiter Djinni | 243                                                          | 79  | 42   | 88   | Earth          | 80 | 95  | 120 | 95     |
| (Breeze)       | 22                                                           | 20  | 7    | 100  | Wind           | 25 | 100 | 193 | 100    |
|                | -                                                            |     |      |      | Tret Tree      |    |     |     |        |
|                | Flash Bolt, Ray, Plasma, Whirlwind, Wind Slash, Escape       |     |      |      |                |    |     |     |        |
| Jupiter Djinni | 314                                                          | 115 | 68   | 150  | Earth          | 80 | 95  | 120 | 95     |
| (Zephyr)       | 25                                                           | 26  | 9    | 176  | Wind           | 25 | 100 | 193 | 100    |
|                | -                                                            |     |      |      | Fuchin Temple  |    |     |     |        |
|                | Flash Bolt, Plasma, Storm Ray, Wind Slash, Whirlwind, Escape |     |      |      |                |    |     |     |        |
| Jupiter Djinni | 481                                                          | 205 | 120  | 295  | Earth          | 80 | 95  | 120 | 95     |
| (Squall)       | 40                                                           | 45  | 14   | 352  | Wind           | 25 | 100 | 193 | 100    |
|                | -                                                            |     |      |      | Altmiller Cave |    |     |     |        |



Blue Bolt, Plasma, Storm Ray, Wind Slash, Tornado, Escape

Jupiter Djinni 688 302 177 677 Earth 80 95 120 95  
(Luff) 62 85 21 506 Wind 25 100 193 100  
- - Babi's Tower  
Blue Bolt, Destruct Ray, Shine Plasma, Tornado, Wind Slash,  
Escape

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Mars Djinni 172 45 22 28 Water 95 125 95 75  
(Forge) 14 9 6 85 Fire 100 193 100 25  
- - Goma Cave  
Flare, Blast, Escape

Mars Djinni 355 144 76 173 Water 95 125 95 75  
(Corona) 24 41 8 210 Fire 100 193 100 25  
- - Xian (WM)  
Fireball, Flare Wall, Mad Blast, Nova, Volcano, Escape

Mars Djinni 592 253 151 460 Water 95 125 95 75  
(Flash) 52 65 17 445 Fire 100 193 100 25  
- - Suhalla Desert  
Eruption, Fireball, Fiery Blast, Flare Storm, Nova, Escape

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Mercury Djinni 290 107 58 130 Fire 95 75 95 125  
(Sleet) 20 24 9 151 Water 100 25 100 193  
- - Mercury Lighthouse  
Drench, Froth Sphere, Prism, Tundra, Escape

Mercury Djinni 361 140 84 190 Fire 95 75 95 125  
(Spritz) 27 32 10 226 Water 100 25 100 193  
- - Altin Peak  
Drench, Froth Sphere, Hail Prism, Ice Horn, Tundra, Escape

Mercury Djinni 466 207 116 279 Fire 95 75 95 125  
(Hail) 46 48 16 340 Water 100 25 100 193  
- - Tolbi (WM)  
Drench, Froth Sphere, Hail Prism, Ice Horn, Tundra, Escape

Mercury Djinni 654 281 172 606 Fire 95 75 95 125  
(Dew) 59 77 19 484 Water 100 25 100 193  
- - Suhalla Gate  
Deluge, Froth Sphere, Glacier, Ice Horn, Hail Prism, Escape

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Venus Djinni 349 127 76 172 Wind 120 95 80 95  
(Quartz) 25 28 9 201 Earth 193 100 25 100  
- - Mogall Forest  
Briar, Earthquake, Gaia, Mad Growth, Spire, Earthquake,  
Escape

Venus Djinni 421 175 91 230 Wind 120 95 80 95  
(Vine) 30 45 10 277 Earth 193 100 25 100  
- - Kalay (WM)  
Briar, Clay Spire, Gaia, Mad Growth, Quake Sphere, Escape

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Appendix C: Crossbone Isle  
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You can get yourself a ticket to the infamous Crossbone Isle on two occasions. On the first occasion you may however not be able to traverse anything farther than B3. This is so because you need the Cloak Psynergy to make it past B4, but it is nice anyway to collect some of the treasures on the first routine. Also you probably need to make 2 trips anyway since there are so many items to be found here and the inventory set-up doesn't allow you to carry more than 60 items (including the stuff you can't drop).

A. make the Tolbi bound ship dwell of course by selecting the people as oarsmen/women:

1. Nearly bald brown haired man
2. Bald old gray man
3. Young man in the back of the room
4. Woman with light brown hair and a light green dress

B. Don't fight the Tempest Lizard at the end of Suhalla Desert. If you let him carry you around you will net you free ride from Suhalla to Crossbone Isle and back. In any case after reaching this place you'll find a nice dungeon consisting of 10 layers with the dreaded Deadbeard at the bottom as boss. There are many interesting items to collect here so let's go.

--Crossbone Isle--

Hidden Items: 5 (5)

Blue Key (4x) - on B3 use "Catch" to get these

Red Key - on B3 use "Reveal" and "Catch" near the top to get it

Chests: 38 (43)

Outside - 1 Coin, Mint

B1 - 111 Coins, Antidote, Nut, Hard Nut

B2 - 222 Coins, Elixir, Lucky Pepper, Mystery Blade

B3 - 333 Coins, Fairy Ring, Cookie, Smoke Bomb

B4 - 444 Coins, Psy Crystal, Storm Gear, Sleep Bomb

B5 - 555 Coins, Ninja Garb, Lucky Medal, Potion

B6 - 666 Coins, Elixir, Demon Axe, Water of Life

B7 - 777 Coins, Lucky Medal, Psy Crystal, Wicked Mace

B8 - 888 Coins, Potion, Cleric's Ring

B9 - 999 Coins, Water of Life, Sleep Bomb, Muramase

B10 - Demon Mail

Monsters: Mimic (2x)

Djinn: Venus - Bane (B7)

Boss: Deadbeard

From the start go left and use 'Growth' (equip Isaac with Mars Djinni) on the vegetation against the wall 3x times. The bush next to the third vine conceals nothing so you can leave that foliage. Use Catch to reach the Nut on the right tree. From here you can go down the slide from 3 different places. First take the middle slide and you can collect a chest with 1

Coin. Fall down, climb up the wall again and pick the slide on the right, move the log and open the chest for Mint. Finally repeat the process again for the left slide and use Whirlwind to enter the dungeon of Crossbone Isle.

--Crossbone Isle Cave--

B1

-----  
Touch the door to start a battle against 2 Viragos and a Hobgoblin. These clowns aren't hard, beating them give you a Lucky Medal.

Enter the door and walk around the main room at the end there is a chest with an Antidote. Next go back to the entrance, jump up the left square tile, move the pillar to the left and collect the Nut from the red chest.

Next go back through the doorway, enter again (this to reset the pillar), this time move it to the right and collect 111 coins from the chest by jumping to the left. Move the pillar north of you to the right and collect the Hard Nut from the chest here.

Reset the room again and move the same pillar to the right and collect 111 coins from the chest by jumping to the left. Move the pillar north of you to the left, jump along the tiles until your reach the pillar on the most upper platform. Use move to pull in towards the middle section of that platform. Go back and use "Move" on the pillar just below the most upper one to the right. Jump onto the platform, go left, up and move the pillar you just placed in the middle to the far right. Jump over this and other platform and you can reach the exit.

Push the pillar into it place so you don't have to do this all over when backtracking. Also take note of the Mimic Chest here, if you open it will fight you.

-----  
Mimic

-----  
HP: 729    ATK: 214    AGL: 97    Weak: Fire  
PP: 44    DEF: 59    LCK: 14    Strong: Wind  
Special: Debilitate, Psy Drain, Sleep, Curse, Sonic Slash  
Exp: 347  
Coins: 386  
Item: Potion

B2

-----  
Open the door to commence a battle against 2 Grislies and a Succubus. Just like the previous floor these monster are easy, but don't get too overconfident for the monsters of the lower floors are no pushovers.

Defeating them nets you a potion, afterwards enter the doorway for room #2. Walk up to the chests with an Elixir, 222 Coins and Lucky Pepper right away.

Move the upper vertical pole, the two horizontal ones (starting with the upper one), the lower vertical one to the left and finally the left horizontal one up that was previously inaccessible. Open the chest and collect the Mystery Blade from it.

B3

-----  
Touch the door for a visit by 2 Fiendish Ghouls and Lich. Beating the goons gives you a Psy Crystal. Enter the third room and collect the first

blue key by using Catch Psynergy. Move three platforms to the right and head up, here use Catch on the blue key above you in order to obtain it. Go to the far right using the lower route and pick up the third key from the platform two spaces to the right of it.

Go back to the start and take the left route this time, follow the left wall and from the 'two square sized' platform go right, up, continue right and pick up the fourth blue key with "Catch" on the platform below. Open the four blue doors with the keys and step down from the fourth door, use Reveal to make the concealed red key visible and pick this one up with "Catch" as well. The chests contain from left to right: 333 Coins, Fairy Ring, Cookie and a Smoke Bomb. Go a few steps back and jump to left towards a red door. Use the red key on it and proceed to B4.

-----  
Note: People who came here via the Tolbi Bound ship will get stuck in the next room, since they have yet a few more Psynergies to learn. They can however fight the Gryphons for the Experience and the money. Use Retreat to make the returning journey a lot quicker!  
-----

#### B4

-----  
Inside door #4 are two Gryphons. These guys are pretty strong so be careful. Try to focus your attacks on 1 Gryphon so you can eliminate one right away. Victory on them will give you yet another Potion. Enter the door, go right use Halt on the two statues, when they are on either side, the left one defends a chest with a Sleep bomb. Behind the second statue use "Cloak" Psynergy and walk by the statue in the shadows, to the north you can find a chest with 444 Coins. Walk past the right statue from the left side and collect the Storm Gear from the chest. This is one great armor!

Go back to the entrance, then go left and use cloak whilst making sure that Isaac's body is entirely in the shadow. Walk past the Pushing Statue and collect the Psy Crystal near the exit.

#### B5

-----  
Two Stone Soldiers + Harridan + Lizard King appear here, with the exception of the Lizard King these are just regular enemies from Suhalla so they shouldn't be too hard to beat. Only the Lizard King may provide any resistance, but not that much (Beating them gives you a Psy Crystal). Once inside the room you can instantly collect 555 Coins from the chest at the top of the screen. Here are directions to get all the items and reach the exit:

- Move the upper left horizontal log down
- Move the lowest vertical log left
- Move the horizontal log just above the vertical one down
- Push the vertical back into position
- Push the upper horizontal one back into position
- Hit the switch
- Collect Ninja Garb from chest

From the previous end setting:

- Drain the water
- Push the vertical logs to the left
- Push the lower horizontal log upwards
- Push the upper vertical back into position

Push the horizontal log just to the right of the vertical one down  
Push the other vertical log back into position  
Push the horizontal log back into position  
Hit the switch  
Collect the Lucky Medal

From the last setting:

Drain the water  
Push the upper horizontal log down  
Hit the switch  
Collect the Potion  
Exit the room

B6

-----  
Hit the door for 2 Chimeras to pop up. These guys are getting stronger than the average enemies so don't rush (their weakness is water and HP = 1350 each). As with most of these longer battles focus on 1 enemy, before taken on the other and you'll get a potion at the end. After they're disposed of go inside the next room.

Push the pillar with the chest up in the back of the room and the two pillars at the start to the left so you can jump over them to the path that is behind them. Go over the new path and pick the Elixir up from the chest. To the left you can see Bane; the final Venus Djinni. He gets scared flees to a safer place, we'll get him soon enough. Go around the room and push the pillar down, fall down as well, then freeze the puddle so an Icy Pillar is created. Climb the ladder on the left, jump on the pillars and go up to collect 666 coins from the chest, go up even further and Bane gets scared again.

Move the pillar that is next to his former location to the right twice and climb up and down the ladders to collect the Demon Axe, but don't equip it yet. You need the Cleric's ring to prevent the curse from taking your character over. Now move the lower pillar so that you are north of it, when you get it in its final place (Use Move Psynergy over the small stone to get this job done). Walk all over the place and collect the chest some Water of Life.

Go back to the upper right corner and meet up with Bane again. He flees for the final time to the other side of the room. Follow him and use Halt to prevent him from escaping again. Touch him and he turns to your side, now you can use his poisoning abilities (This is very handy in longer battles). Time to head for the exit of this room.

B7

-----  
Only two enemies here which are both Earth Lizard (HP = 1550 each and weakness = Wind), they're quite strong so don't underestimate them. Use your newly acquired Djinni Bane right away and hope that he inflicts "Deadly Poison"; if he does this battle will be easily finished in 3 rounds. You get some Water of Life for your effort.

The next room is a bit more complicated to explain. The easiest way of collecting all the chests is used the square block in combination with Carry to get one item each time. The go back and reset the room, because you won't be able to get all items in one go.

-A Lucky Medal is hidden in the chest on the right

Be sure to Carry the block on the upper space near the gap  
-A Psy Crystal in the upper left corner  
Be sure to Carry the block on the right space!  
-The chest in the middle has a Wicked Mace (cursed)  
Place the block between the smallest part of the left gap  
Also near the exit is a chest with 777 Coins. Go outside and push the pillar in the pit again.

B8

-----  
And what behind door number 8? What's gonna' come out? We'll soon find out! First you have to beat two Thunder Lizards and a Poison Toad. This battle can be quite hard if you haven't been to the Venus Lighthouse's upper level yet, but it can be done. The Thunder Lizards are exactly the same as the ones in the Lighthouse only the Poison Toad (HP = 2250 and Weakness = Fire) is new, once again unleashing Bane on him is a good idea. Water of Life is your reward for beating him.

The next puzzle is a real jinx so be careful about the moves you make. Inside jump over the first puddle, turn around, freeze it and use it to reach a chest with 888 Coins. Go left, jump over another puddle, move the small block to the right, jump back over the puddle, freeze it and use that to reach a chest with a potion. Go back to the dragon statue, slide down near it and raise the platform with Frost. This also melts the pillar giving you an extra chance to go the left again. Don't forget to push the log down before going back to the left again. Jump over the puddle after pushing the log and freeze it a second time. Climb the stairs, collect a smoke bomb from the chest on the right if you like, go left, slide down one of the slides and push the upper log down.

Finally you can collect the Cleric's Ring, be very careful with this ring because it is the only way to negate the cursed item effects. This one is very special again since you are going to get this One in BOTH Golden Sun Games so make sure to transfer this one. Currently the ring goes best to Garet with a Wicked Mace and Thunder Crown. I prefer the Wicked Mace over the Demon Axe, because the difference in Attack Power is little and the Wicked Maces' Unleash causes Venom Status which is soooooo much more effective.

B9

-----  
The final door challenge; two Cerebuses. As you might suspect these guys are no pushovers (HP = 2200 each, Weakness = Fire). Mia probably has to do some healing here, for their attacks are very strong. Use the Wicked Maces' Unleash and Bane to make this battle a short one; Venom Status does about 450 Damage per turn on them!

Behind them is the last puzzle room, walk over the left log towards the back then take the vertical log to the right. Take the horizontal log on the right, go up again, jump over to the other log and move to the right. Switch over to the lower log and go to the right shore. You can collect 999 Coins by taking the lower log to left. Switch back to the log you just and go to the left. Use the horizontal log above you and go upwards to another chest with a sleep bomb inside. Go back, go ashore on the left side and collect some Water of Life here.

From here you can already reach the exit or solve another puzzle:

-First move all three horizontal logs upward

- Move the lowest vertical log to the left
- Move the center horizontal log down
- Move the center vertical log to the left
- Move the right horizontal log down
- Finally move the upper vertical log to the left

This should allow you to reach the chest with the Muramase. An item that is not that strong, but you may argue differently. Go outside and push the final pillar in its place. You can go down another level here, but the dreaded Deadbeard lurks down there on the haunted Pirate ship. If you feel like you can take on the world go down there. Deadbeard is absolutely the strongest adversary you'll encounter in this game.

B10

-----

--Pirate Ship--

After nine layers of beating demons and solving puzzles you reach the bottom of the pit where a Pirate Ship is located. The first chest you come across is the last Mimic of the game and it's a bit stronger than the others.

-----

Mimic

-----

HP: 1206    ATK: 367    AGL: 167    Weak:    Fire  
 PP:    68    DEF: 126    LCK:    18    Strong: Wind  
 Special: Debilitate, Psy Drain, Sleep, Condemn, Curse, Spark Plasma  
 Exp:    1009  
 Coins:    643  
 Item: Potion

Once again try to unleash Bane and the Unleash of the Wicked Mace. The "Venom" Status just helps so much in battles like these. Although this battle isn't that hard, the Cerebuses were harder IMO.

If you walk up to the front of the ship you automatically have to fight Deadbeard; THE strongest adversary in this game. You may want to "Retreat" if you feel weak at this moment. You can always come back later to beat him. First off try to raise all (or at least some) Party members AGL over 180 (Take note that there has to be some room for Djinn unleashes). This way you should be able to outrun Deadbeard and get the first turn.

-----

Big Boss: Deadbeard

-----

HP: 6000    ATK: 468    AGL: 180    Weak:    Earth  
 PP:    600    DEF: 178    LCK:    60    Strong: Water  
 Special: 'Attack 2x', Break, Debilitate, Freeze Prism, Guard,  
           Impact, Inferno, Spark Plasma, Ward  
 Exp:    8000  
 Coins: 9000  
 Item: Water of Life

To start of with this analysis: Statistically speaking Deadbeard is stronger than the Fusion Dragon. So if you can beat him you can beat every monster. As you can see he has top level Attack Psynergies of all elements, Break (to undo your power ups), Impact + Guard + Ward to protect himself and he may strike 2x per round.

Of course any enemy can be beaten so start of with Unleashing Bane (Venom), Luff (Block his Psynergy), Scorch (stun Deadbeard) and such. From my own experience I can tell that Mia will probably be healing each round, so don't waste too many Djinn with her for Wish Well / Pure Wish is very handy in this battle. Get Isaac to use Judgment as soon as possible, since Deadbeard is weak to Earth. Although I say that you should use Bane I do have to admit that Deadbeard's extremely high amount of Luck makes him nearly invulnerable to ailments.

Another possible tactic is interchanging Granite and Flash each round; 1 turn unleash Granite and set Flash, then the next turn you can do the opposite. This however leaves you with only 2 members to attack, but your defense will be very strong and Deadbeard will hardly be able to hit you.

-----

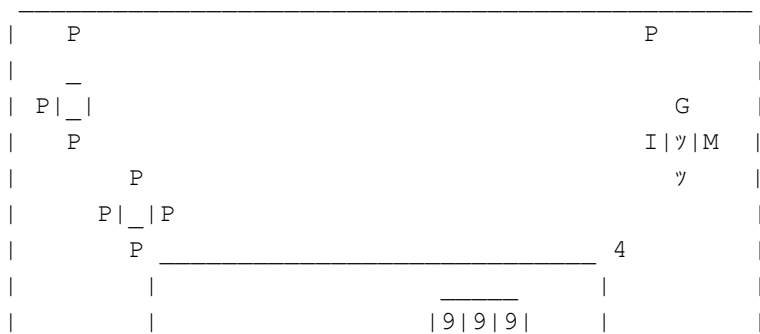
After beating him you can get a Demon Mail from the chest behind him. This armor looks strong, but actually lowers your wind resistance. So it isn't that good all the same, too bad I was expecting something better.

That's it you completed the entire Crossbone Isle Side-Quest. If you link your game to GS:TLA some people will tell you about the great Isaac who bested Deadbeard, this doesn't give you any items or rewards, so this is more a matter of honor.

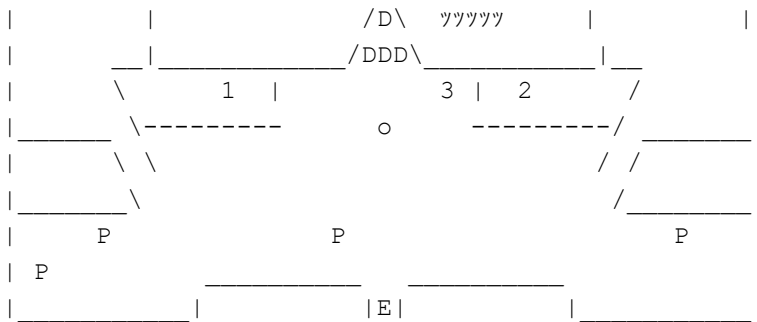
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Appendix D: The Battle Arena  
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The Battle Arena is a special feature in the game that you can play just for fun. There are no treasures to be won here (actually you can't earn anything other than a new high score), but this is a nice additional section that can be good especially if you have some friends to compete against. The main thing the Battle Arena consists of is the Monster Battle and the Linked Battle as described below.

In order to do battle you will have to collect your first Djinn (Venus Djinni: Flint) if you which to participate in the Battle Arena. I guess don't know the main reason behind this, but that is all that is needed. To get to the Battle Arena select the "Battle" option from the Main Selection screen after you start up your GBA. Then you will have to choose one of the save file. Pick the data file which you want to use; all your Characters, Djinn and Statistics will be used from that data file. After doing so Isaac will enter the Arena Waiting Lobby. Check the map below for all the interesting parts (Looks more like a boat, if you don't see the perspective of this picture...):







Legend

- 
- 1. Receptionist - Start Battle
  - 2. Man - Counts consecutive Linked Battles
  - 3. Old Man - Counts consecutive Monster Battles
  - 4. Sanctuary Guy - Same as in the regular game
  
  - o. Central tile; Gladiator's Circle
  - D. Passageway to the arena
  - 999. Consecutive Linked Battle Counter
  - P. Various people who make some comments about the arena.
  - G. Garet
  - I. Ivan (only if Ivan is in your team)
  - M. Mia (only if Mia is in your team)

Monster Battle

---

Talk to the lady (1. on the map) behind the counter and the lady will ask if you want to battle a monster right away, when you don't have a second GBA connected to your GBA. If you do have a second GBA attached you will have to opt for the single player battle if you want to battle a monster. She'll tell you stand on the central circle (marked with o ) to start the battle. If you do so you'll enter the arena where you have to fight any monster that you have defeated in battle. This includes the bosses and so on, which means that even Fusion Dragon and Deadbeard may pop up if you have defeated them in that particular save file.

I noticed that you'll only battle the strongest monsters you have defeated, which usually means many Deadbeards and other bosses if you bested them. After checking out the statistics of the monsters I found out that the monster in the Battle Arena are a lot stronger than the ones in during regular game play. Just take a look at this example:

Statistics Comparison for 3 enemies: Regular game VS. Battle Arena

---

|           | Amaze |       | Deadbeard |       | Chimera Mage |       |
|-----------|-------|-------|-----------|-------|--------------|-------|
| Statistic | Reg.  | Arena | Reg.      | Arena | Reg.         | Arena |
| HP        | 39    | 464   | 6000      | 6543  | 413          | 1101  |
| PP        | 0     | 67    | 600       | 684   | 28           | 134   |
| Attack    | 36    | 578   | 468       | 999   | 326          | 999   |
| Defense   | 10    | 156   | 178       | 362   | 119          | 353   |
| Agility   | 18    | 241   | 180       | 465   | 145          | 507   |
| Luck      | 2     | 2     | 60        | 60    | 16           | 16    |

|           |  |     |     |  |     |     |  |     |     |
|-----------|--|-----|-----|--|-----|-----|--|-----|-----|
| Pow - Ven |  | 100 | 200 |  | 100 | 200 |  | 95  | 200 |
| Pow - Mar |  | 95  | 200 |  | 120 | 200 |  | 115 | 200 |
| Pow - Jup |  | 95  | 200 |  | 110 | 200 |  | 95  | 200 |
| Pow - Mer |  | 95  | 200 |  | 130 | 200 |  | 85  | 200 |
|           |  |     |     |  |     |     |  |     |     |
| Res - Ven |  | 48  | 48  |  | 72  | 72  |  | 100 | 100 |
| Res - Mar |  | 72  | 72  |  | 127 | 127 |  | 175 | 175 |
| Res - Jup |  | 7   | 7   |  | 152 | 152 |  | 100 | 100 |
| Res - Mer |  | 100 | 100 |  | 193 | 193 |  | 25  | 25  |

All Hero Characters are on level 99 upon testing

-----

As you can see in the above table even a weak enemy like an Amaze can become a fierce opponent if your levels are really high. I am not entirely sure if only the levels alone determine the strength of your opponent, but it is certain that they become stronger when you are strong too. Therefore the monsters in the battle arena are a lot harder to defeat than during regular game play. Only the Elemental Resistances and Luck remain the same for each monster.

There are some other differences with the regular battles too. For one thing you don't receive any item drops, experience and coins from the enemies you defeat in the battle arena. Secondly, if you party dies this has no further consequences other than that your consecutive Battle counter gets a reset. Third thing is that all items you use aren't removed from your inventory if you play the regular story again. If you manage to beat a monster and you return to the main lobby you are asked to battle another random monster or quit. If you quit all your characters' HP and PP gets restored to the original values.

#### Linked Battle

-----

When two GBAs who are both equipped with a Link Cable and they both have a game pack of Golden Sun(1; no mixes with "the Lost Age" are allowed) of the same language you can do a Linked battle against your friend (Watch out when connecting European Versions of the game). An important rule in the Linked battle is that there can only be three allies in the same group in a Linked battle. Therefore Mia will fall out by default, if you wish to change this you need to move the characters in the statistics screen (press select, select the Statistics option and use L and R to move the characters from left to right here). Second Rule is that again you can't earn any Exp. and coins with these battles. Third and most important rule is that after the other player has inserted all of his commands you only have 15 seconds to set your characters attacks or else they will become "Defend" by default.

Talk to the receptionist again and if the GBAs are connected properly you will get an extra option that allows you to challenge your opponent; if your opponent accepts this challenge you both have to step to the center circle for the battle to start. I myself didn't have much experience with the linked battles, but what I did remember from the few battles is that trying to Summon Rush (using all Summons at the same time) doesn't work well if you have an opponent that is not incredibly weak. Therefore you'll need to create good tactics to beat him, since with all the Djinn and healing/reviving spells it sometimes may take a very long time for the two of you to complete one battle.

Most tactics you may have used against bosses in the regular game may

prove ineffective, but you may find other weaknesses and exploit these. A very effective tactic is entering your attacks very quickly; leaving the other player only 15 seconds to think. This may seem a lot, but many people usually need more than that to come up with a good strategy so playing fast may be a possible tactic to win. Of course you need to bear in mind that playing fast can cause you to make errors all the same.

=====  
Appendix E: Golden Sun: The Lost Age Linkage  
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-----  
Introduction  
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So what's the deal with this linkage system you may have heard about already? Well, basically it allows you to transfer your data from GS 1 to GS2: the Lost Age so you can continue on where you left off in GS. This is a very nice idea and works fine although if you don't have a link cable & a second GBA you will have to do some very tedious and error-prone work first. To make things a little easier there are three levels of passwords which allows you to choose what you do want to transfer and what doesn't get transferred.

-----  
What gets Transferred  
-----

As I said in the introduction you can choose 3 levels of password you wish to transfer data. They are Bronze, Silver and Gold Medal passwords.

| Bronze           | Silver           | Gold               |
|------------------|------------------|--------------------|
| -----            | -----            | -----              |
| Character Levels | Character Levels | Character Levels   |
| Djinn            | Djinn            | Djinn              |
| Psynergy Items   | Psynergy Items   | Psynergy Items     |
| Quest Data(*)    | Quest data(*)    | Quest data(*)      |
| -                | Character Stats  | Character Stats    |
| -                | Coins            | Coins              |
| -                | -                | Items in Inventory |

(\*) = This data doesn't appear on the list, but it is in the password. Basically there are six different events that the password memorizes and sends to the Lost Age. Each event will give you something in Golden Sun: The Lost age.

- 1 Event: Talk to the Mayor of Vault after the bandits escape  
GS2: The bandits come across again, you also get the Golden Boots
- 2 Event: Beat the Colosso Event in Tolbi  
GS2: the Gladiators return, you also get the Golden Shirt
- 3 Event: Save Hsu at the Alpine Crossing before Hama does  
GS2: You receive the Golden Ring
- 4 Event: Beat Deadbeard  
GS2: Some folks in Alhafra tell you that Deadbeard was defeated.
- 5 Event: Save Master Hammet from Lunpa Fortress  
GS2: You receive a chest with Orihalcon, when your ship gets wings.

6. GS1: Talk to Dora in Vale after she gets ill (after reaching Altin)  
Event: Isaac has an extra segment of conversation with his dad about his ill mother in Prox during the epilogue.

#### How to transfer data

---

Actually this is described in detail in the Golden Sun: the Lost Age manual, so you should read that. It is possible however to look at the data right away using the "Send" option in the Game Selection Menu. In order to make this appear you need to have at least one "Clear Data" file. If you have one or more do the following:

Start up your GBA with GS  
Press 'start' to get to the main file selection menu  
Press and hold left on the D-pad  
Press and hold the R shoulder button at the top of your GBA  
Press 'B'

A new option should appear on the far right of the selection menu: Send. Select it and you will have to choose which data file you which to transfer, you can only select the "Clear Data" files; e.g. the files that have been saved after finishing the game.

Select one of those files and you get another option: Password or Cable. If you choose "Password" you can choose which level you want, before the game shows you the password. You have to write it down or (memorize it) and enter this in GS:TLA. This password is not that long for Bronze and Silver Medals, but Gold is lengthy 6 pages \* 50 characters per page = 300 Characters. So I recommend you write it down carefully, since you don't want to receive an error after filling in all those characters in GS:TLA.

The Cable Option will automatically transfer the Golden Password to the Lost Age using 2 GBAs and 1 GBA Game Link Cable. This is a lot easier than writing down, but not everybody has 2 GBAs around.

Furthermore Chris Maka found out that using GBA SP with wireless linking doesn't work. You really need two GBAs with a wired link, in order to transmit the password over to the other cartridge. Apparently Nintendo didn't design their hardware to be backwards compatible. If your uplink doesn't work because of this, then you still have to use the manual password.

#### Passwords

---

Here are some of the most interesting patches you may want to use. There are three prefabricated passwords:

- Maximum
- Realistic
- Collector

The first one has everything maxed out to get the strongest characters available. The second is game file played by me with normal items and statistics at the end. Finally the third password has about nearly every single artifact so you can get a complete inventory in the Lost Age.

Take note that all passwords have been verified with the Password Generator made by Paulygon. I did this to prevent typographical errors in the password codes (I know how irritating an error can be if you just entered 260 characters). In other words:

=====
ALL PASSWORDS ARE VERIFIED AND ERROR FREE!
=====

There is however one thing I do wish to point out. On www.neoseekers.com some of the characters are misinterpreted into HTML codes (e.g. "&" sign becomes "&amp;"). I cannot resolve this problem as the error lies at Neoseeker's servers not mine. Please interpret the aforementioned html code with the ampersand sign. See this picture for an example:

http://i17.tinypic.com/6g2ergj.jpg

Maximum - a hacked password for THE strongest setup

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This password was generated with the objective of making the game as simple as possible (from the perspective of the battles). Initially I used Paulygon's Password Generator to create this password, but I noticed that it is possible to get ANY item from GS2 transferred to GS2. So, I made up my own password that features all of these Uber-items. The statistics are raised to the highest possible levels, but the actual effects may vary due to Djinn or Class properties. I deliberately put the characters on level 54 so all the Psynergies are available and yet you can train them even stronger by leveling up.

I also included four of those pretty Ninja Sandals (dummied out... normally), because they seem to be more effective than Hyper Boots. At first I tried to include "Orihalcon \*30", but that didn't work out properly and the same goes for the others like Mist Potion and Mythril Silver. You only get 1 of them once the password is read in GS2. I know the problem lies in the GS2 cart, because the password itself did store it as "Orihalcon \*30".

The main features of the password are:

- 999999 Coins
- All Djinn
- 60x each Statistic Increasing Item
- All Psynergy Items
- All Side-Quest completed
- All Characters Level 54
- All Statistics maxed out (as far as possible, that is)

Inventory:

| Isaac           | Garet            | Ivan            | Mia          |
|-----------------|------------------|-----------------|--------------|
| -----           | -----            | -----           | -----        |
| Sol Blade       | Clotho's Distaff | Cleric's Ring   | Catch Beads  |
| Lure Cap        | Atropos' Rod     | Cleric's Ring   | Carry Stone  |
| Warrior's Helm  | Lachesis' Rule   | Lucky Medal *30 | Lifting Gem  |
| Big Bang Gloves | Tisiphone Edge   | Game Ticket *30 | Orb of Force |
| Big Bang Gloves | Huge Sword       | Ninja Sandals   | Mars Star    |
| Riot Gloves     | Levatine         | Ninja Sandals   | Black Orb    |
| Berserker Band  | Stellar Axe      | Ninja Sandals   | Frost Jewel  |

|                 |                |                  |                  |
|-----------------|----------------|------------------|------------------|
| Storm Gear      | Tungsten Mace  | Ninja Sandals    | Douse Drop       |
| Mythril Helm    | Valkyrie Mail  | Cloak Ball       | Halt Gem         |
| Leda's Bracelet | Triton's Ward  | Power Bread *30  | Power Bread *30  |
| Leda's Bracelet | Triton's Ward  | Cookie *30       | Cookie *30       |
| Planet Armor    | Ardagh Robe    | Apple *30        | Apple *30        |
| Excalibur       | Feathered Robe | Hard Nut *30     | Hard Nut *30     |
| Excalibur       | Feathered Robe | Mint *30         | Mint *30         |
| Excalibur       | Cosmos Shield  | Lucky Pepper *30 | Lucky Pepper *30 |

---

Bronze

-----  
?Fgcv Z#wVy  
iR?e& Z  
-----

Silver

-----  
9qSJP Ae+xq  
B?D?j nF+Fi  
unF+z sJW#d  
7N&%P R=C5Q  
X6JC5 WPG8A

mTvcT VdZQU  
6  
-----

Gold

-----  
uHYyi XLJJB  
g=VPk 5TteF  
27Gp6 gcmA\$  
b9?Xj dAthh  
J&qv6 Du\$!Q

CZzxR qyzz&  
5jADY eWb94  
Wr?Lv !Zz#q  
F!eB? =B8Nk  
FQyzB iw52f

w2KJd rVFS\$  
Ap=Jj T%i%F  
s7utc HFRP9  
Vrm3m j%\$Ai  
QgBTr CJVMc

Fxb2i EMtn\$  
9S7bd Wbfhy  
3gkn7 kqsbs  
rvxgv z?kzG  
\$+r\$A CvAEV

H!FKM \$KPBS  
eV7fX U7eK=  
Z57Q5 9bU9q  
9J#jv C5ind  
raps Sj!zk

jy#\$p #TAcE

-----  
Realistic - an Actual Game Password

-----  
This is an actual game file played through to the end, that's why this password is realistic. This is for everybody who wishes to be able to get every feature in GS2, but who doesn't have the original GS or doesn't need to be a god and ruin the game play. To be even more specific it is the game file I used for the creation of the GS1 walkthrough. The main features of the password are:

813168 Coins  
All Djinn  
4x each Statistic Increasing Item (except 5x Hard Nut)  
All Psynergy Items  
All Side-Quests completed  
All rare item drops that can only be found in GS1  
Characters: Isaac - Level 47  
              Garet, Ivan & Mia - Level 46

Bronze

-----  
kCDR# Nh=gx  
X6Edg m  
-----

Silver

-----  
ju=G? \$d+fA  
F!DyC #68MN  
E2ncG BE&k9  
hSc9n MWPgm  
vuTrk ?ZK5i

k\$Pc! PFFC&  
6  
-----

Gold

-----  
whk?n fQKJV  
yG86K wUMjQ  
nCKER !zLQY  
RxRa! C5#=y  
dws!5 9pKpB

egxKF 4xzRz  
6keKZ =uKKU  
EZ+Z% ?3Kmi  
RsKEq s=yqu  
?NHD? 4CQCK

VdeqQ F%#h+  
CtPbt uP2Fd  
9ND4T Nw#d5  
B#BEg k=\$7%  
BLB?b +ixpv

+hrS& L&W5J

9A3ad E7ehN  
Kcjff gpsTM  
muxYr y?ZpR  
r8q2= Cd\$Dm

HiBJM nFNRw  
tLTWx QX2?8  
V47+Z 8bC5A  
dgHah kMex4  
rSjss QNEzC

3u?\$7 v2AUR

-----  
Collector - Nearly Complete Inventory  
-----

This password mainly focuses on getting a complete inventory so you have ALL artifacts this game provides. There are more than 60 Artifacts not attainable in GS2, therefore I had to drop some of them. This is so because the party members can only carry  $15 * 4 = 60$  Items at most. I chose to drop the following items/artifacts:

- Frost Jewel           Mia & Piers have it already
- Douse Drop           Mia & Piers have it already
- Cloak Ball            "Cloak" isn't required in GS2
- Halt Gem              "Halt" isn't required in GS2
- Hermes Water         Just a Potion with a different name
- Empty Bottle         Useless in this game
- Cell Key              Useless in this game
- Machete              I had to drop 1 more item to get all the others in
- Fur Coat              It is not enlisted as a Rare Item, but it can only be found in this game.

If you can find a way to drop even more artifacts (i.e. that can be found in GS: the Lost Age) it might be possible to transfer these items as well.

Password Features:

- 513000 Coins
- All Djinn
- All Side-Quests completed
- Includes the dummied out Rings, Under Shirts & Boots
- Only Psynergy Items that are unique are included (see inventory below)
- Characters: Isaac - Level 35
- Garet - Level 35
- Ivan - Level 34
- Mia - Level 36

Inventory:

| Isaac          | Garet          | Ivan            | Mia             |
|----------------|----------------|-----------------|-----------------|
| -----          | -----          | -----           | -----           |
| Arctic Blade   | Oracle Robe    | Vambrace        | Catch Beads     |
| Gaia Blade     | Cocktail Dress | Spirit Gloves   | Carry Stone     |
| Muramasa       | China Dress    | Battle Gloves   | Lifting Gem     |
| Elven Rapier   | Ninja Garb     | Virtuous Armlet | Orb of Force    |
| Assassin Blade | Kimono         | Guardian Armlet | Mars Star       |
| Mystery Blade  | Storm Gear     | Warrior's Helm  | Black Orb       |
| Kikuichimonji  | Water Jacket   | Adept's Helm    | Divine Camisole |
| Bandit's Sword | Elven Shirt    | Ninja Hood      | Herbed Shirt    |



|               |               |                  |                 |
|---------------|---------------|------------------|-----------------|
| Vulcan Axe    | Spiked Armor  | Lucky Cap        | Casual Shirt    |
| Burning Axe   | Asura's Armor | Thunder Crown    | Knight's Greave |
| Demon Axe     | Demon Mail    | Lure Cap         | Silver Greave   |
| Grievous Mace | Dragon Scales | Mythril Circlet  | Ninja Sandals   |
| Wicked Mace   | Spirit Armor  | Glittering Tiara | Aroma Ring      |
| Zodiac Wand   | Dragon Shield | Fairy Ring       | Rainbow Ring    |
| Fur Coat      | Earth Shield  | Cleric's Ring    | Soul Ring       |

---

Bronze

-----  
x=3=U %wUks  
+jK9x 9  
-----

Silver

-----  
ikENZ wBFH9  
pYW8W ZWXVt  
EaUnq kg6ab  
Q5#fj tqPM%  
8LRy! D!A&A

Gfw5P =\$FLg  
A  
-----

Gold

-----  
x9bBU 7nSks  
89=Uf 6zmKR  
G58Ft av=#G  
eWHct 2?rV4  
DN5tt MHK+L

tUcyP EqXbf  
NwDs5 RHhXf  
BG=W8 SMhN&  
PyB%c W3ntU  
3fUv\$ d6XX%

zWxW? weBEr  
n&Xcx PZnG8  
Sam8X M4bJB  
%X5Dq HP9Jq  
ega&q =wCwB

zpDRk \$#5Ek  
%J&3B N=7Fn  
TEcLX JgQ3A  
PmV8T rZcX\$  
w6h4! am8\$d

fsdBj whFpW  
?nLu% sQyBi  
xV&G? Z=L%e  
6ERCa JVGeM  
P2MjS RNXXV

bWu4f 278cs

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## Appendix F: Bugs, Glitches and Stuff

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---

### Bugs

---

I haven't found any bugs in this game that can seriously block your progress, so far.

---

### Glitches

---

Here I will describe some of the mistakes in the game that may seem odd, but don't influence game play too much.

#### Stone soldier can't use his "Mad Blast" Psynergy Attack

---

Up to this moment this is the only enemy script glitch I could find in the entire game. The Stone Soldier you come across in Suhalla Desert has 6 PP, but in order to cast Mad Blast (a spell this creature has) he needs 10 PP. So this means that this creature has to skip a turn, if he tries to use this Psynergy. I guess the programmers didn't take into account to give him at least 10 PP.

---

### Stuff

---

#### Rename all main characters

---

When you get to rename Isaac at the beginning of a New Game press 'Select' 3 times to rename Garet, Ivan and Mia.

When you are renaming Mia press the following button combination:

Up, Down, Up, Down,  
Left, Right, Left, Right,  
Up, Right, Down, Left and Up.

Now press 'Select' and you can also give Jenna, Felix and Sheba a new name.

---

#### Put all your Djinn on Set / Standby in one go

---

A little trick that may be very handy before entering a boss battle to save yourself from doing tedious work is pressing and holding the 'R'

button and then press 'select' to set or free all Djinn with a single command. Handy if you do not wish handle each one separately.

Warp back to the last Sanctum

---

Whenever you continue a saved game you can start in the sanctum you last visited by pressing: Shoulder L, Shoulder R & Start buttons.

The hidden GS2 items and enemies

---

After going through the ROM I found out that there are three dummied out weapons in it that are used in Golden Sun: The Lost Age, these are Sol Blade, Kunasagi, Masamune and Mysterious Robe. Also something that is less known is that enemies like Wise Gryphon and Doodle Bug are in the GS ROM, which are (if you played GS2) enemies from the second game. Although I haven't been able to fight them their names do appear in the internal list!

Infinite supply of Game Tickets

---

If you run out of Game Tickets you can sell or buy some equipment, but the more Game Tickets you obtain the higher the value of your purchase needs to be in order to get a game ticket. You can however get Game Tickets for a relatively cheap price by doing the following. Note that this tactic doesn't work 100% of the time, but it should get you tickets with 2-out-3 chance.

1. Go to any item shop
2. Buy 30 Nuts from the item selling cleric for a Game Ticket
3. Return to the main menu (where you choose between Buy/Sell/Repair)
4. Repeat step 2. & 3. and sell them if your inventory is full.

The crux of this strategy is that you return to the main menu (Buy/Sell/Repair) before buying any more Nuts. If you don't do this the trick won't work. KrrA\_InAgOtAbLe who found this interesting method made a video about this on Youtube:

<https://www.youtube.com/watch?v=Ynt3X5KK2z4>

Crossbone Isle's Location

---

There is something weird going on with the location of Crossbone Isle. If you try to access the World Map, while you are on Crossbone Isle you will receive a message that it is not on the map. So this means it is somewhere of limits. But as we all know we can reach Crossbone Isle with the Ship Trip over the Karagol 'Sea' (also see App. B for that) from Kalay to Tolbi. The Karagol Sea which is technically a huge lake since it is enclosed by land from all sides, would prevent any ship to pass through bounds of the lake to a place that is not on the map.

We can come to the conclusion that either Crossbone Isle is hidden somewhere in the Karagol Sea or the Programmers allowed to pass this small glitch, so you could enjoy a part of CI a lot earlier.

Statistic Boosting Item List

-----  
This is not so important that I want to spend an entire section on, but here is a list of where you can find all the Statistic Boosting Items in this game. I listed these because they are very rare and also, because this is the only way to increase your character's stats manually.

= = = = =  
Apple (Increase Attack +3)  
= = = = =

-----  
1. Kolima  
-----

Check the upper left barrel of the six in the right corner.

-----  
2. Mogall Forest  
-----

Take the right exit after you reach a screen with 2 Tree Trunk next to each other. On the next field you'll see a lone chest containing the apple within sight right away.

-----  
3. Gondowan Cave  
-----

From the left entrance keep heading up, until you reach a room with two chests. The upper chest contains the Apple.

-----  
4. Kalay Tunnel  
-----

After saving Lord Hammet, you can enter the Kalay Tunnel from within Hammet's Palace. Just follow the path to the exit and you'll automatically come across the chest in the last part of the cavern.

= = = = =  
Cookie (Increase PP +5)  
= = = = =

-----  
1. Altin Peak  
-----

You can use "Lift" Psynergy on the brown sphere rock in the room where you fought the second Living Statue (Take the middle level entrance inside the mine).

-----  
2. Altmiller Cave  
-----

The second chest you come across in this cave has it (Not counting the Mimic). It can be found very near to where you meet up with Squall; the Jupiter Djinni.

-----  
3. Suhalla Desert  
-----

Near the part where the path splits up in three smaller paths leading north (one screen after the Mimic) you'll have to take the left branch. Beat the Storm Lizard and collect the delicious cookie from the chest.

-----  
4. Crossbone Isle B3

-----  
You can reach this part of Crossbone Isle using the Boat trip. In the third layer of this dungeon you can get it by opening the second right door with a Blue Key.

=====  
Power Bread (Increase HP +5)  
=====

-----  
1. Vale  
-----

After Ivan joins, use "Whirlwind" on the bush behind Vale Shop.

-----  
2. Alpine Crossing  
-----

Freeze puddle south of the right entrance to this area and use "Growth" on the plant to reach the chest.

-----  
3. Tolbi  
-----

Use Reveal on the Gravestones on the western part of town for a chest with the item inside.

-----  
4. Lunpa Fortress  
-----

The only chest you can find in this fortress. It can be found near the end, just before the part with where you have to push the big box.

=====  
Hard Nut (Increases Defense +3)  
=====

-----  
1. Bilibin  
-----

In one of the barrels inside the home next tot the Yellow statue in the center of town.

-----  
2. Bilibin Barricade (Only if you save the little tree)  
-----

It is easy to miss this one, if you don't save the small tree from the river after you collect the Hermes' Water. Jump in the water from the right and you can use "Move" on the tree to save the soul, which happens to be a young girl. She'll give a Hard Nut after the Tree Curse is released. This can not be done be done anymore after you used the Hermes' Water on Tret.

-----  
3. Tolbi  
-----

Inside Babi's Palace you can go down stairs several times, until you reach a room filled with scholars and alchemists. In one of the Jars at the bottom of the screen you can collect the Nut for free.

-----  
4. Suhalla  
-----

In this little village jump over the water, while standing next to the building that is supposed to be a Sanctum. Walk to the far left and collect it from the chest.

-----  
5. Crossbone Isle B1  
-----

Hmmm... It seems to be possible to collect five of these in this game! In the very first puzzle room of Crossbone Isle you can collect it from the chest by jumping on the first tile, pushing the pillar to the right, going past the 111 Coin Chest and pushing the next pillar to the right as well. After this you can reach it.

= = = = =  
Mint (Increases Agility +3)  
= = = = =

-----  
1. Vault  
-----

On the main floor of the Inn check the box on the left side of the screen.

-----  
2. Lamakan Desert  
-----

After the big field where you could find the Jupiter Djinni Smog, you can find a Mint leaf in a chest on the far left side of the screen. In order to get there go down the stairs and use Reveal on the upper stone circle ring.

-----  
3. Suhalla Gate  
-----

In the only chest around here, fall down the very first slide you can find here.

-----  
4. Crossbone Isle (outside)  
-----

This one is easy for the grabbing; Go up the vines 3 times using "Growth" and fall down the slide on the far right side of the screen, you'll automatically reach the desired destination.

= = = = =  
Lucky Pepper (Increases Luck +2)  
= = = = =

-----  
1. Imil  
-----

Check the oven inside the inn.

-----  
2. Lamakan Desert  
-----

On the big field (I drew an ASCII picture of it, see Chapter 7.) you'll have to open the hidden chest in the far north west corner of the screen. Use Reveal on the rock formation here to make it visible.

---

### 3. Road to Babi's Lighthouse

---

When you exit Lalivero from the north exit you can go to the right, right away. Use Carry on the grey block and use it to create a path to the lonely chest containing the Pepper.

---

### 4. Crossbone Isle B2

---

It seems to be that about every Statistic Boosting Item is present on CBI. Go to the second level and push the fallen pillars away to collect it from the third chest you can nab. Easy...

---

That's it for all the statistic boosting items in this game. You'll have to play Golden Sun: The Lost Age to get other boosters if you really must.

### How to find out your enemies' Elemental Weakness

---

If you don't know which to which element an enemy is weak you can easily check it by looking at the end of the line, when you perform an attack.

'Damage here' !!! = Enemy is weak to this element  
'Damage here' ! = Enemy is not weak nor strong (normal) to this element  
'Damage here' . = Enemy is strong against this element

It can be quite convenient to find out which type of element you need to use on your opponent. Of course there are more uses for knowing your opponent's weaknesses and strength see the sections below here for additional data on those.

### Special Djinn Kill Bonuses ("Dark Panther Method" for enlightened people)

---

Many people know this common and nifty trick already, but if you don't read on. If you can kill an enemy with a Djinn Attack of which the element is the weakness of that enemy you will see that the enemy will make a second Growl and changes color several times before it dies. Next to that you receive 133.3% of the regular Experience and Coins, on top of that the chance for an Item drop get Quadrupled too (ICC lowers by 2). This method is handy if you wish to gain more experience or if you want to increase your chances for one of those Rare Item Drops like the Kikuichimonji.

For example take the Fenrir, which is weak to Fire and has ICC 9 for dropping a Kikuichimonji:

| Regular Kill             | Djinn Kill (Mars Djinni in this case) |
|--------------------------|---------------------------------------|
| Exp. : 402               | Exp. : 536                            |
| Coins: 212               | Coins: 283                            |
| Kikuichimonji Drop: 0.4% | Kikuichimonji Drop: 1.6%              |

As you can see the numbers can increase quite a lot if you are fighting a

strong enemy. 1.6% is still not much chance for an Item Drop, but there is a way to increase this to 100% by exploiting a little programming glitch. This makes use of so-called RNG methods (see below for some setup that allow you to get a dropped item guaranteed) that provide information about these strategies.

Luckily for you these kills only work in your advantage; if you kill an enemy with a Djinn against which the enemy is strong you still receive normal Experience and Coins.

There is however one small drawback to this method that may cause this method to fail sometimes. The elemental power of the attacker must be at least 41 points higher than the elemental resistance of an enemy. For example a Tempest Lizard is weak to earth (Earth resistance = 48). So the attacker must have at least  $48 + 38 = 86$  Venus Power the moment he/she unleashes the lethal Venus Djinni, if it is less the Tempest Lizard will not flash and does not drop more Exp. & Coins then usual.

As a final remark I would like to say that this method for getting more Rare Items is by some people also referred to as the "Dark Panther Method" for he was the first person to find out about these properties.

#### Abusing RNGs (Random Number Generators) for your benefit

-----

This game (as well as GS:tLA) uses 2 RNGs (random number generators) to determine everything that should happen with a 'random' chance. Computers however are actually not suitable to generate true random numbers, because they behave deterministically (i.e. applying the EXACT same input from the same starting state always yields the same results). This leads some people to find strategies that abuse these RNGs so they can force specific outcomes, which should normally be determined by pure chance.

Golden Sun actually has a pretty simple RNG function that can be abused very easily to get the specifically required result time after time. The first RNG is used in battle and determines the whether weapons use their unleash, attacks cause a status or a monster drops his item. The other RNG is there to determine randomness of effects in the field. Examples of these are your chances of success in the Lucky Dice / Slot Machine games at Tolbi. Below I've listed several exploits that allow you to get certain things done (100% of the time), which are normally near impossible to attain in one single attempt.

#### Field RNG

-----

Like mentioned in the section above the second RNG determines your chance of in the chance games at Tolbi.

#### Lucy Dice - Get 5x Perfect Bonus

-----

Here is an example of abusing the RNG to get a 5x Perfect Bonus in the Lucky Dice game in Tolbi. The strategy is created by PPK (Eric Hokenson) and allows you to get the grand prize of 5x Perfect Bonus by following these steps:

Step 1 - Save in the lucky dice hut. I prefer saving right in front of the NPC who gives you the dice.

Step 2 - Soft OR hard reset the game. For those who don't know a soft reset



in holding down A+B>Select+Start and a hard reset is simply turning off the system then turning it back on.

Step 3 - Load your file and get your dice.

Step 4 - The lucky dice game should start with the perfect bonuses as x3 as a 2 and the x5 as a 1. Move the hands all the way up till they won't go any higher then toss them. You should get a "Two Pair!" of 3,3,2,2.

Step 5 - The perfect bonuses should be x3 a 2 and x5 a 3. Throw the dice straight that means DON'T move the hands leave the D-Pad alone just toss. You should now get a "One Pair!" of 3,6,3,5.

Step 6 - The perfect bonuses should now be x3 a 6 and x5 a 4. Move the hands all the way down this time and toss. You'll get a "One Pair!" of 4,2,1,4.

Step 7 - Perfect bonuses should be x3 a 4 and x5 a 3. Move the hands all the way down again and toss the dice. You'll now get a "Perfect!!!" of 3,3,3,3 which you see is the x5 perfect bonus.

#### Battle RNG

#### Force Item Drops

This random number generator can be abused in such a way that you can always get the required item drop from an enemy. This can be very handy if you wish to get an item that is extremely rare like the Kikuichimonji from the Fenrir. It has normal drop rate of 0.4%, and even with a Djinn Kill it is only a mere 1.6% chance (see above in the stuff section).

You can get the item guaranteed if you manage to kill the required enemy when the RNG has used exactly 28 numbers. To be honest the number turns out to be 31 deploying the Djinn and killing the enemy consumes 3 more random numbers. So to keep things simple I will stick to 28. Furthermore, there are other magic numbers too, but they won't work on enemies with extremely rare item drops. The question is how do you know at which number the RNG is? You can't see it and even if you could you wouldn't know at which random number it is. The solution to this problem is using the following method in general:

-Restart your game with a Hard Reset by turning the power switch Off and On. When you reload your game the battle RNG resets and it will be on the first number; this is your reference point.

-Enter the battle with the enemy that has your item of choice. This has to be the very first battle you come across, at least for the strategy I am going to describe below.

-Use exactly 27 random numbers before killing the specific enemy that holds the item with a Djinn Kill. The death of the enemy will use another random number, hence it will be on 28 (your magic number) when it is downed.

-If the monster had the flashy colored death with a double growl AND the RNG was on number 28 THEN you will automatically receive the item you

desired.

In case there are any other monsters left in the battle you can finish them off any way you like, just make sure you complete the battle. The item is going to appear no matter what in the battle end messages if these first four steps are completed. This sounds complicated, but it not too hard. Below I will provide a short list of all the RN eating battle methods. If you don't want to spend time on creating your own RNG methods just look at the examples below.

| Type of event in battle   | RN usage     | Example                     |
|---------------------------|--------------|-----------------------------|
| Start of Battle           | 1            | -                           |
| Enemy's Turn (per action) | 1            | -                           |
| Enemy's Death             | 1            | -                           |
| Attack (w/o Unleash)      | 1            | -                           |
| Defend                    | 0            | -                           |
| Psynergy: Attack          | 2 per target | "Briar" on 3 targets = 6 RN |
| Psynergy: Heal            | 2 per target | "Wish" on 4 allies = 8 RN   |
| Psynergy: Additional      | 1 per target | "Resist" on 4 allies = 4 RN |
| Psynergy: Ailment Status  | 1 per target | "Bind" on 1 target = 1 RN   |

There are some initial requirements that have to be met or else the following strategies will NOT work.

First point: Make sure that the Djinn Kill will cause the double growl and colored death of the enemy, because if the elemental power of the character that unleashes the Djinni is too weak the Djinn Kill itself will fail rendering the entire strategy to be doomed (see Djinn Kill Bonuses for more information on this topic). Therefore you should stick to the Djinn setup with Isaac having all Venus Djinn and Mia getting all the Mercury Djinn and so on for the others. Just make sure the power of their natural elemental type is as high as possible. The elemental power of the adept who delivers the final blow with the Djinni needs to have at least 38 more elemental attack power than the enemy's corresponding elemental defense when (s)he unleashes the Djinni.

Second point: As you can see in the methods below there is one initial attack in the second turn for most of the strategies. This means that the Djinn unleashing character has to be slower than the fastest member. This could give rise to a problem if you need Ivan to unleash his Jupiter Djinn, because he is by far the fastest member. In order to overcome this give somebody an Elven Shirt, Running Shirt and/or Running Boots to boost the agility to a level that he/she can outrun Ivan.

Third point of interest: you have to make sure the statistics of your characters are not too weak/strong, because prematurely killing one of the enemies in the group will consume an additional RN and thus screws up the entire strategy once again. If this happens, just use a weaker version of the Psynergy that is mentioned (e.g. use "Flare" instead of "Flare Storm"). Now without further ado here are some strategies I came up with for collecting those pesky ultra rare item drops. There are strategies here for the following enemy / item combinations:

| Dropped Item  | Linked Enemy    |
|---------------|-----------------|
| Prophet's Hat | <-> Dread Hound |

|                |     |                |
|----------------|-----|----------------|
| Aura Gloves    | <-> | Magicore       |
| Giant Axe      | <-> | Earth Golem    |
| Unicorn Ring   | <-> | Recluse        |
| Healing Ring   | <-> | Nightmare      |
| Lucky Medal    | <-> | Orc Lord       |
| Feathered Robe | <-> | Wise Gryphon   |
| Spiked Armor   | <-> | Chimera Mage   |
| Kikuichimonji  | <-> | Fenrir         |
| Blessed Mace   | <-> | Thunder Lizard |
| Zodiac Wand    | <-> | Grand Golem    |

Fourth point: you canNOT wear any cursed equipment on any of your characters. This because cursed items eat up additional RN, causing any of the strategies to fail. Using the Cleric's ring won't make any difference, if you are stuck with such an item you must unequip it at a Sanctuary.

Last note: I will leave out the Battle Start, 'Enemy' attacks and 'Enemy' dies after the first strategy. Also note that the enemy will NEVER attack the very first turn, when you load a new game. This makes this kind of strategy even better to use, because your opponents won't do anything the first turn (but they do use up 1 RN per enemy though).

#### Prophet's Hat

---

Dropped by: Dread Hound  
Weakness: Water  
Save Location: Altmilller Cave - Room with fallen logs & Squall  
Battle Entry: After hard reset load game in this room, walk around this area and 2 Dread Hounds appear

| RN Action                 | Target                                          |
|---------------------------|-------------------------------------------------|
| 1 Battle Start            | -                                               |
| 5 Ivan -> "Storm Ray"     | DreadHound1                                     |
| 9 Isaac -> "Earthquake"   | DreadHound1                                     |
| 13 Garet -> "Flare Wall"  | DreadHound1                                     |
| 21 Mia -> "Wish"          | all Allies                                      |
| 23 DreadHound1 & 2 attack | - (no attack, because this is the first battle) |
| 23 Ivan -> "Storm Ray"    | DreadHound1                                     |
| 27 Isaac -> Defend        | -                                               |
| 27 Garet -> Defend        | -                                               |
| 27 Mia -> Unleash Hail    | DreadHound1                                     |
| 28 DreadHound1 dies!!!    | Prophet's Hat                                   |

---

#### Aura Gloves

---

Dropped by: Magicore  
Weakness: Water  
Save Location: Suhalla Desert - In the first field; in front of exit to the second area  
Battle Entry: After hard reset load game in this field, then walk to the left to the second area and 1 Magicore appears.

| RN | Action                 | Target      |
|----|------------------------|-------------|
| 1+ | 4 Ivan -> "Resist"     | all Allies  |
|    | 7 Isaac -> "Spire"     | Magicore    |
|    | 11 Gareth -> "Protect" | all Allies  |
|    | 19 Mia -> "Wish"       | all Allies  |
| 1+ | 20 Ivan -> "Impact"    | Mia         |
|    | 23 Isaac -> "Spire"    | Magicore    |
|    | 27 Gareth -> "Protect" | all Allies  |
|    | 27 Mia -> Unleash Hail | Magicore    |
|    | 28 Magicore dies!!!    | Aura Gloves |

### Giant Axe

Dropped by: Earth Golem  
 Weakness: Wind  
 Save Location: Suhalla Gate - Second screen at the entrance  
 Battle Entry: After hard reset load game walk back and forth between the first two areas. Here an Earth Golem and two Nightmares appear.  
 Notes: Give Ivan the Turtle Boots, so he becomes slower than the rest (alternatively use Ninja Garb, Elven Shirt to speed the others up).

| RN | Action                    | Target      |
|----|---------------------------|-------------|
| 1+ | 6 Isaac -> "Mother Gaia"  | Earth Golem |
|    | 10 Gareth -> "Debilitate" | all enemies |
|    | 18 Mia -> "Wish"          | all Allies  |
|    | 24 Ivan -> "Shine Plasma" | Earth Golem |
| 3+ | 24 Isaac -> Defend        | -           |
|    | 27 Gareth -> Defend       | -           |
|    | 27 Mia -> Defend          | -           |
|    | 27 Ivan -> Unleash Squall | Earth Golem |
|    | 28 Earth Golem dies!!!    | Giant Axe   |

### Unicorn Ring

Dropped by: Recluse  
 Weakness: Fire  
 Save Location: Venus Lighthouse - Lower level; enter the Electricity room from the Upper level and save just in front of the entrance back up.  
 Battle Entry: After hard reset load go to the Upper level again, walk around in this room and a Willowisp & Recluse appear

| RN | Action               | Target     |
|----|----------------------|------------|
| 1+ | 4 Ivan -> "Ray"      | Willowisp  |
|    | 9 Isaac -> "Quake"   | Willowisp  |
|    | 13 Gareth -> "Flare" | Willowisp  |
|    | 21 Mia -> "Wish"     | all Allies |

2+ 21 Ivan -> Defend -  
23 Isaac -> "Quake" Willowisp  
27 Garet -> Unleash Torch Recluse  
27 Mia -> Defend -  
  
28 Recluse dies!!! Unicorn Ring

---

#### Healing Ring

---

Dropped by: Nightmare  
Weakness: Earth  
Save Location: Venus Lighthouse - Lower level first interior room  
Battle Entry: After hard reset walk around and 2 Nightmares appear

| RN | Action                    | Target       |
|----|---------------------------|--------------|
| 1+ | 4 Ivan -> "Storm Ray"     | Nightmare1   |
|    | 9 Isaac -> "Earthquake"   | Nightmare1   |
|    | 13 Garet -> "Flare Wall"  | Nightmare1   |
|    | 21 Mia -> "Wish"          | all Allies   |
| 2+ | 25 Ivan -> "Storm Ray"    | Nightmare1   |
|    | 27 Isaac -> Unleash Flint | Nightmare1   |
|    | 27 Garet -> Defend        | -            |
|    | 27 Mia -> Defend          | -            |
|    | 28 Nightmare1 dies!!!     | Healing Ring |

---

#### Lucky Medal

---

Dropped by: Orc Lord  
Weakness: Wind  
Save Location: Babi's Lighthouse F2 - Enter via the "Growth" vine on the left, then save inside the tower.  
Battle Entry: After hard reset load game in this field and 1 Wild Gryphon & 1 Orc Lord appear.  
Notes: Give Ivan the Turtle Boots, so he becomes slower than the rest (alternatively use Ninja Garb, Elven Shirt to speed the others up).

| RN | Action                    | Target       |
|----|---------------------------|--------------|
| 1+ | 4 Isaac -> "Earthquake"   | Wild Gryphon |
|    | 9 Garet -> "Flare Wall"   | Wild Gryphon |
|    | 17 Mia -> "Wish"          | all Allies   |
|    | 21 Ivan -> "Storm Ray"    | Wild Gryphon |
| 2+ | 25 Isaac -> "Earthquake"  | Wild Gryphon |
|    | 27 Garet -> Defend        | -            |
|    | 27 Mia -> Defend          | -            |
|    | 27 Ivan -> Unleash Squall | Orc Lord     |
|    | 28 Orc Lord dies!!!       | Lucky Medal  |

---

## Feathered Robe

---

Dropped by: Wild Gryphon  
Weakness: Wind  
Save Location: Venus Lighthouse Upper level - first room  
Battle Entry: Venus Lighthouse - Upper level in the first room  
Go to the electricity room and back 3 times and then  
you'll encounter 2 Wild Gryphons and a Grand Golem.

Notes: -

| RN | Action                    | Target         |
|----|---------------------------|----------------|
| 1+ | 6 Ivan -> "Shine Plasma"  | Wild Gryphon   |
|    | 13 Isaac -> "Mother Gaia" | Wild Gryphon   |
|    | 21 Mia -> "Wish"          | all Allies     |
|    | 24 Garet -> "Debilitate"  | Wild Gryphon   |
| 3+ | 24 Ivan -> Unleash Squall | Wild Gryphon   |
|    | 27 Isaac -> Defend        | -              |
|    | 27 Mia -> Defend          | -              |
|    | 27 Garet -> Defend        | -              |
|    | 28 Wild Gryphon dies!!!   | Feathered Robe |

---

## Spiked Armor

---

Dropped by: Chimera Mage  
Weakness: Water  
Save Location: Babi's Lighthouse F1 - Enter via main entrance and save  
Battle Entry: After hard reset load game walk around and Chimera Mage &  
Ice Gargoyle appear

| RN | Action                   | Target       |
|----|--------------------------|--------------|
| 1+ | 4 Ivan -> "Storm Ray"    | Chimera Mage |
|    | 9 Isaac -> "Earthquake"  | Chimera Mage |
|    | 13 Garet -> "Flare Wall" | Chimera Mage |
|    | 21 Mia -> "Wish"         | all Allies   |
| 2+ | 25 Ivan -> Defend        | -            |
|    | 27 Isaac -> "Earthquake" | Chimera Mage |
|    | 27 Garet -> Defend       | -            |
|    | 27 Mia -> Unleash Hail   | Chimera Mage |
|    | 28 Chimera Mage dies!!!  | Spiked Armor |

---

## Kikuichimonji

---

Dropped by: Fenrir  
Weakness: Fire  
Save Location: Venus Lighthouse - Upper level in the first room  
(right after completing the 5 colored statues puzzle)  
Battle Entry: After hard reset load game walk around and Fenrir &  
Ice Gargoyle appear

| RN | Action                     | Target        |
|----|----------------------------|---------------|
| 1+ | 4 Ivan -> "Storm Ray"      | Fenrir        |
|    | 9 Isaac -> "Earthquake"    | Fenrir        |
|    | 13 Gareth -> "Flare Wall"  | Fenrir        |
|    | 21 Mia -> "Wish"           | all Allies    |
| 2+ | 25 Ivan -> Defend          | -             |
|    | 27 Isaac -> "Earthquake"   | Fenrir        |
|    | 27 Gareth -> Unleash Torch | Fenrir        |
|    | 27 Mia -> Defend           | -             |
|    | 28 Fenrir dies!!!          | Kikuichimonji |

#### Blessed Mace

Dropped by: Thunder Lizard  
Weakness: Earth  
Save Location: Venus Lighthouse - Upper level in the first room  
Battle Entry: After hard reset load game do the following:  
1. Take left stairs back to the Tunnel Ruins  
2. Go back up to the Upper level  
3. Take right stairs back to the electricity room  
4. Go back up to the Upper level  
A Thunder Lizard and Boulder Beast should appear here

| RN | Action                    | Target         |
|----|---------------------------|----------------|
| 1+ | 4 Ivan -> "Ray"           | Thunder Lizard |
|    | 9 Isaac -> "Mother Gaia"  | Thunder Lizard |
|    | 13 Gareth -> "Flare"      | Thunder Lizard |
|    | 21 Mia -> "Wish"          | all Allies     |
| 2+ | 21 Ivan -> "Ray"          | Thunder Lizard |
|    | 27 Isaac -> Unleash Flint | Thunder Lizard |
|    | 27 Gareth -> Defend       | -              |
|    | 27 Mia -> Defend          | -              |
|    | 28 Thunder Lizard dies!!! | Blessed Mace   |

#### Zodiac Wand

Dropped by: Grand Golem  
Weakness: Wind  
Save Location: Venus Lighthouse - Upper level in the first room  
Battle Entry: After hard reset load game do the following:  
1. Take left stairs back to the Tunnel Ruins  
2. Go back up to the Upper level  
3. Take right stairs back to the electricity room  
4. Go back up to the Upper level  
5. Take the center entrance  
6. Go back to the first room  
Four Boulder Beasts and a Grand Golem should appear here.

| RN | Action                    | Target                                |
|----|---------------------------|---------------------------------------|
| 1+ | 8 Ivan -> "Shine Plasma"  | Boulder Beast 4 ( <- only 4 targets ) |
|    | 11 Isaac -> "Ragnarok"    | Grand Golem                           |
|    | 14 Gareth -> "Debilitate" | Boulder Beast 4                       |
|    | 22 Mia -> "Wish"          | all Allies                            |
| 5+ | 22 Ivan -> Unleash Squall | Grand Golem                           |
|    | 27 Isaac -> Defend        | -                                     |
|    | 27 Gareth -> Defend       | -                                     |
|    | 27 Mia -> Defend          | -                                     |
|    | 28 Grand Golem dies!!!    | Zodiac Wand                           |

### Perfect Leveling Up

Furthermore the battle RNG can also be forced to yield perfect leveling up. This term is coined quite some time ago and results in your characters having the highest stats available. Usually at a level up each person gets upgraded stats, but the amount by which a statistic increases seems to be variable per level up. Hence if you wish to get the best possible statistics you need a special strategy for obtaining the most proficient level ups. First of all a perfect level up for a character should look similar to this:

|     | Isaac | Garet | Ivan | Mia |
|-----|-------|-------|------|-----|
| HP  | 8     | 8     | 7    | 8   |
| PP  | 3     | 3     | 3    | 3   |
| ATK | 4     | 4     | 4    | 4   |
| DEF | 2     | 2     | 2    | 2   |
| AGL | 4     | 4     | 5    | 4   |

To get such statistic boosts every time you need to do the following for each character. These leveling up strategies are very tedious and cumbersome, but unfortunately not better solution seems to be apparent... There are different strategies for all four characters:

#### Isaac

Save in Suhalla Desert's first area, but make sure that the sand isn't blowing. Hard reset to encounter a Harridan as the first battle on this screen. First Isaac attacks him with Flint, then Ivan kills him with Squall.

#### Garet

Save in Suhalla Desert's first area, but make sure that the sand isn't blowing. Hard reset to encounter a Harridan as the first battle on this screen. Ivan attacks with Smog, then Isaac kills him with Flint.

#### Ivan

Save outside the desert on the world map. Soft reset and encounter a Kobold paired with a Warrior Bee. Have Isaac kill the Warrior Bee with Flint, and then have Ivan kill the Kobold with Gust.

#### Mia



-----  
Save in Suhalla Desert's first area, but make sure that the sand isn't blowing. Hard reset to encounter a Harridan as the first battle on this screen. Isaac attacks with Flint, and then Ivan kills with Smog.

=====  
Credits  
=====

The credits go to:

Camelot Software Planning:

For creating this brilliant 2-part RPG game.

Gamefaqs:

For putting this up the website.

You:

For reading this FAQ.

Me:

As I enjoyed making this FAQ.

Lord Torrent:

He gave me additional information about the monsters, such as a complete attack list and some of the statistics that I was missing like the ICCs.

Jason Westbrook:

Telling me that I did not clear up on holding the B button for running near the sand stream section in the Venus Lighthouse (I only mentioned it in the beginning near the button tutorial).

Aqua Cadet Dabura:

Fixed my error about the buy/sell ratio. I thought selling was 66 2/3% of the original price, but it is actually 75% of the buying price!

Paulygon:

His Password Editor is the only and the best one of its kind. It allows you to create as many custom passwords for GS:TLA. See the link below to get the editor.

A True Gamer:

Located an error in my Ultimate transfer password; I missed the Lifting Gem.

Jeff Leyden:

For correcting the mix up between the effects of Power bread and Apple.

Bob Kars:

Cleared the Mint/Power Bread mix up in the Vale's hidden cavern.

Shadow Revnyx:

Found Arctic Blade Fuchin Falls Temple and a Nut in Kolima Forest that I missed in the Walkthrough. Also found the Herb that was not accounted for in Vale, and a Lucky Medal in Lunpa.

Tim Assman:

Used similar type of lay-out for the class Psynergies, which looks much better than the original lay-out that I used.

Justin Hilton:

Corrected the amount of Exp and Coins Deadbeard gives. I originally used Saturos' stats for that by mistake.

Taren Long:

For informing me that the Dark Panther Method will only work if the Elemental Power of the attacker is higher in some degree than the resistance of the enemy.

Emperor:

Found out that I missed the "Revive" Psynergy in the list of cures for the Downed Status.

PPK (Eric Hokenson):

Creator of Lucky Dice 5x Perfect Bonus strategy. He discovered a method to get the maximal bonus time after time, and it works like a charm!

James Simpson:

Told me about the little fact that casting "Reveal" on the rocks in the Altmiller cave will also unveil the corresponding matching colors.

Quaenorde:

She informed me about the missing Vial hidden item in Kalay's graveyard

Jeffrey Ng:

- Hinted me about missing Warrior's helm in the hidden item list, even though I mentioned it in the walkthrough I didn't enlist it
- Explained me the perfect leveling up strategy
- 31 turns out to be the magic RNG number, but this doesn't affect my strats as you require to use 28 RNs just before unleashing the fatal Djinn.
- Explained about the secret of setting all Djinn in one go; saves you much time!

Nis Pat:

- Found a missed secret treasure in Tolbi; 9 Coins in the barrel near Babi Palace entrance.

Chris Maka:

Located the problem of the GBA SP linking problem. The game link only works on original GBAs with an old fashioned wired link.

KrrA\_InAgOtAbLe:

Reminded me that I missed to spell out that cursed items can screw up the RNG methods for item drops. He also found a method to gain an infinite amount of Game Tickets.

BetaWax:

Located my oversight of not including the Fur Coat into the Collector's password, as this item cannot be collected in GS:tLA.

gamexpert007:

Found several typos in the section about the Tolbi-bound ship section.

bdragonboy36:

Found an error in Appendix F regarding the renaming of the main

characters. I forgot the last "Up" direction at the end.

soulflame / Brian Smith:

Fixed the messed up description of Game Ticket and Lucky Medal.

Babydrinks:

Mentioned my contradicting texts about getting a free ride to Cross-bone Isle by (not) beating the Tempest Lizard.

ElementalSkaterSMC:

Noticed my error in unlocking "Send" option.

John Cows:

Observed that the Psynergy lock has no effect on Fusion Dragon.

SaxxonPike:

Found a directional goof-up in the Kolima log section.

Wolf Link:

Corrected the minimal amount of elemental attack power that is required to get a double growl for a successful Djinn Kill.

Boksha:

Some additional hints on the Lucky wheel.

Kairi Tsukimori:

Correct log direction in Cross bone isle on floor B5.

FinalFight:

Found three missing hidden items and corrected sleep bomb in the list of Lunpa.

James Davis:

Told me the effect of the 6th linked event (talking to Dora)

Calump:

RN strategy for the Feathered robe

NickRiddle:

Corrected the usage of Felix -> Isaac in the introductory part

DS\_grave:

Extended the Lucky Dice Perfect Bonus strategy

Dylan Shoener:

Found a missing Lucky Medal on the second floor of the shop in Tolbi.

Celltf:

Found missing Sleep Bomb in Imil, and Vial in Lunpa Fortress.  
Correction on lef/right room in Tolbi.

=====  
Copyrights  
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Nothing out of this walkthrough may be copied for use on own websites, or own profit. The following link is the only website on which my FAQ / walkthrough is available, if you wish to upload the FAQ to your own website please notify me before doing so. If I am interested enough I will grant

permission for an additional upload.

-----  
Website locations  
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<http://www.gamefaqs.com>  
<http://www.neoseekers.com>  
<http://www.mychests.com>  
<http://www.ign.com>

-----  
Other Interesting Links  
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<http://home.earthlink.net/~paul3/>  
This is the home Directory of Paulygon; you can get the Password Hacker here too.

<https://www.youtube.com/watch?v=Ynt3X5KK2z4>  
KrrA\_InAgOtAbLe's video for an infinite amount of Game Tickets.

[https://www.youtube.com/profile\\_videos?user=Zuqkeo](https://www.youtube.com/profile_videos?user=Zuqkeo)  
My vid page, there are some interesting videos such as glitches about several video games on display here.

-----  
Total GameFAQ productions  
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|                                           |                           |
|-------------------------------------------|---------------------------|
| Donkey Kong Country                       | Speed Guide               |
| Donkey Kong Country: 2 Diddy's Kong Quest | Speed Guide               |
| Dungeon Keeper                            | FAQ/Walkthrough           |
| Dungeon Keeper: Deeper Dungeons           | FAQ/Walkthrough           |
| Golden Sun                                | FAQ/Walkthrough           |
| Golden Sun: the Lost Age                  | FAQ/Walkthrough           |
| Jet Force Gemini                          | In-depth; Capacity Crates |
| Lufia 2: Rise of the Sinistrals           | FAQ/Walkthrough           |
| Lufia 2: Rise of the Sinistrals           | World Map                 |
| Monkey Island 3: Curse of Monkey Island   | FAQ/Walkthrough           |
| Paper Mario                               | FAQ/Walkthrough           |
| Perfect Dark                              | FAQ/Walkthrough           |
| Secret of Evermore                        | FAQ/Walkthrough           |
| Terranigma                                | FAQ/Walkthrough           |

=====  
E-mail, Questions and Contributions  
=====

If you want to ask / contribute / correct anything about this Walkthrough / FAQ about Golden Sun, mail to [knuckle\\_iron\(at\)hotmail\(dot\)com](mailto:knuckle_iron(at)hotmail(dot)com) . Only send mail that has to do with this game. ALL OTHER MAIL WILL BE IGNORED. I don't mean to be rude, but this is a Gamefaq. Do wish to add that under normal

circumstances a reply will be given within 24 hours, if you mail is considered relevant. I almost forgot; don't submit anything that has been done already in this FAQ. In the section below this you can see a list with examples of things that are incomplete.

=====  
Unfinished business  
=====

- More information about the spells like the individual base strengths
- Any Items / Chests that I missed
- Any other special things that I missed

-  
--  
- ----- -  
- ===== | END | ===== -  
- ----- -