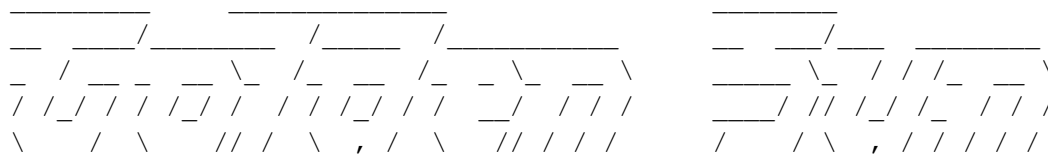


Golden Sun FAQ/Walkthrough

by Michael81688

Updated to v1.19 on Oct 9, 2006



"No bird soars too high if he soars with his own wings."

^-William Blake-^

=====
GOLDEN SUN
FAQ/WALKTHROUGH

By: Diveyed

Made With: Metapad
=====

*Version 1.13 (December 3, 2004) - 193 KB

~Updated contributor name and contact information. Nothing to the actual guide itself has been changed.

*Version 1.12 (November 24, 2004) - 193 KB

~A minor walkthrough correction made pertaining to the exact location of the Mercury Djinni named Sleet. Thanks to Firegirl for the heads up. Also, I've got a new e-mail address (MichaelStevens@Army.com), which is, in effect, just a redirect to Michael81688@gmail.com, but the other one looks so much better on paper, don't you think?), so feel free to e-mail me at that one instead. Oh yeah, I added a brand new section to the guide - Basic Training, which you can skip to by searching for the reference code: (~BT). This new section encompasses all the little things about Golden Sun - controls, the battle engine, etc. Why wasn't this part of the guide implemented sooner, or better yet, since version 1? Well, I didn't think it was necessary. I've come to realize, however, that it's my duty to include such things... It's still put where I deem rightfully placed, though: *after* the walkthrough. Also added a Psynergy list, which I have no idea why I didn't input earlier. I even had the data to create it, too. Basically, I am spicing up the guide a little. It needs/needed more. Unfortunately, I don't think I can possibly cram much more information into this thing. Gyah.

Author's Note: Whoa... 59 extra kilobytes went into this after the initial version. I have an odd sense of accomplishment, bite me. >> Thanks to all who have contributed and helped make my guide better. It was really appreciated and I am grateful for your time and your patience is waiting for updates and whatnot. And, of course, thanks to those watching at home, at work, or wherever you may be.

Hold the phone, Michael, what if you have a mistake? You're still gonna update, right? My answer is simple - Yes. But only if it's necessary. I don't think I've got really anything to add, so it's all minor mistakes that need fixin', I s'pose.

Seya'll.

*Version 1.11 (August 28, 2004) - 168 KB

~My contributor links got screwed in my info pages, plus I was getting sick of using some kind of an alias or another. I figured I'd just flat out use my real name, Michael, and create Michael81688 (my birthdate). Therefore, for all you people who have been contacting me, sorry that the guide was temporarily unavailable. It's back up now, as you can see, and there is updated contact information for you to continue using. Sorry for the inconvenience, but I just hate it when things mess up, >:|. There have been no further questions asked pertaining to the guide or game, but I'm still all eyes if you got any you'd like answered.

*Version 1.10 (August 27, 2004) - 167 KB

~Updated vital contact information to make readers known about my changed e-mail. I've been getting a lot of them so I figured I ought to keep that updated.

*Version 1.9 (August 26, 2004) - 167 KB

~Nyergh! Made some contributonal errors and this version was created to fix those. I spaced the updates so they were easier to read (no idea what the hell I was thinking before, putting them together like that) and that's about it for this guide update. Oh, wait, actually I did some work on the Credits section as well. Some of the things in there were wrong but they're all fixed and straightened out now.

*Version 1.8 (August 24, 2004) - 166 KB

~I got my Vimminent account banned at the boards (so what, y'know?) and made the decision to go back using this old name, Diveyed. Oh, and I added a Q to the Common Questions section.

*Version 1.7 (August 16, 2004) - 166 KB

~I got a helpful e-mail from someone named Nephetsman, and I updated the guide with the information given. Thanks to him for the help. Oh, yeah, and today is my birthday. I'm 16 years old.

*Version 1.6 (August 13, 2004) - 165 KB

~randomwyvern strikes again and fixes a critical problem under my Crossbone Isle section. This just might be [close to the] last version of this guide. I don't have anything to add to it except if questions are asked and I have to update the Common Questions part. Other than that, if you see any errors, lemme know and I'll fix them, and as always you'll be credited. Thanks for putting up with those two dastardly errors that randomwyvern had to correct for me, but it's all good, now. Enjoy the guide.

*Version 1.5 (August 12, 2004) - 162 KB

~Almost the entire Tunnel Ruins section was rewritten by a master Golden Sun player named randomwyvern. That guy knows his Golden Sun! His work is authentic - I checked all the guides at GameFAQs and many other guides around the net to see if he copied and pasted any information, but apparently he did not, from my findings. If anyone can prove different, let me know, and his work will be removed from the guide. However, I seriously doubt you will due to the fact that randomwyvern just doesn't seem the kinda person to commit such a stupid crime. Homies in the 'hood, thug w00t, I got his back, son! Or somethin' like that... However, I did find yet another problem in my guide and that needs fixin', so ugh! It can be found at reference code (RSC6). If anyone can figure out what the hell I meant and give me the correct route, I will credit you in full and offer to have your children... Well, everything 'cept the last part, there, that's just a serious overstepping of boundaries.

*Version 1.4 (August 10, 2004) - 160 KB

~Added two sections to the guide: The Djinn and Common Questions. I figured that it could use those two sections. Questionable Paragraph inserted in

Version 1.1 = answered by a person named randomwyvern. Many thanks to him for helping out the guide. Since he wasn't 100%, if it is still wrong, you can still contact me and give me the correct path. You will be credited, but since randomwyvern helped, he'll still be in the credits section and his opinion on how to get by that spot will remain as an alternate.

*Version 1.3 (July 31, 2004) - 146 KB

~Changed the headers to ASCII, so it's not as bland anymore. Hope you like the changes, 'cause I do. -- Still looking for the Questionable Paragraph implemented in version 1.1, please take a look and see if you can help the guide out by filling in the blanks. As stated, you will be fully credited. Oh yeah, a few, minor grammatical errors were fixed, too.

*Version 1.2 (July 30, 2004) - 139 KB

~Fixed some of those pesky typos, thanks to my loveable girlfriend Rose who picked them out. There were nineteen. -- I also went and found an ASCII generator, which can be found in the Credits section, and got the title ASCII from there. Changed title layout, too. Still seeking correction to the paragraph mentioned in the below version update.

*Version 1.1 (July 29, 2004) - 139 KB

~Reformatted the guide to 79 characters per line one by friggin' one, fixed some grammatical errors and added the "Questionable Paragraph," located at the following reference code: (RSC1). If anyone can help with that, it would be greatly appreciated. If you are wondering *why* I reformatted the guide, I was told that CJayC accepts .txt files more often than .rtf, and though the .rtf was accepted, I felt that it would make the guide better if I gave it a better look, at least to some extent.

*Version 1.0 (July 27, 2004) - 134 KB

~I started this thing a year ago. Sheesh. I should have finished it way back then, but nope... Meh. Anyway, here it is. What you see is what you got, for now. Anyone wanna send in corrections or whatever, check the Contact section. You will be given full credit, of course.

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1. INTRODUCTION..... (~I) ..... (COMPLETE)
2. WALKTHROUGH..... (~W) ..... (COMPLETE)
  2a. Vale
  2b. Vale 2
  2c. Sol Sanctum
  2d. Home of the Elemental Stars
  2e. Vault
  2f. Goma Cave
  2g. Bilibin
  2h. Bilibin Cave
  2i. Imil
  2j. Mercury Lighthouse
  2k. Kolima Forest
  2l. Tret Tree
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- 2m. Kolima
- 2n. Bilibin 2
- 2o. Fuchin Temple
- 2p. Fuchin Falls Cave
- 2q. Mogall Forest
- 2r. Xian
- 2s. Altin
- 2t. Altin Peak
- 2u. Lama Temple
- 2v. Lamakan Desert
- 2w. Kalay
- 2x. Kalay Docks
- 2y. Tolbi-Bound Ship
- 2z. Tolbi
- 2a2. Atmiller Cave
- 2b2. Tolbi 2
- 2c2. Suhalla
- 2d2. Suhalla Desert
- 2e2. Suhalla Gate
- 2f2. Lalivero
- 2g2. Venus Lighthouse
- 2h2. Babi Lighthouse
- 2i2. Upper Venus Lighthouse
- 2j2. Aftermath
- 3. SIDE QUESTS..... (~SQ) (COMPLETE)
- 3a. Sap
- 3b. Kite
- 3c. Extraction
- 3d. Crossbone Isle
- 4. THE DJINN..... (~TD) (COMPLETE)
- 5. PSYNERGY..... (~P) (COMPLETE)
- 6. BASIC TRAINING..... (~BT)
- 6a. Controls
- 6b. Fighting
- 7. COMMON QUESTIONS..... (~CQ) (REVISABLE)
- 8. CREDITS..... (~C) (COMPLETE)
- 9. CONTACT..... (~CT) (COMPLETE)
- 10. LEGAL WHATNOT..... (~LW) (COMPLETE)

HOW TO SEARCH: Press Ctrl+F, then type in the reference code and press enter.

Example: Want to quickly get to the Tolbi subsection? Ctrl+F, type "2z" and press enter.

Example 2: Want to skip to the Side Quests? Ctrl+F, type "~SQ" and hit enter.

=====
 (~I)

1. _____
 |__| \ | |__ | _ \ / _ \ | | | | / |__ |__ |__ / _ \ | | | Some things
 | | | .` | | | | / () | | | | | | () | | .` | you gets
 |__| | \ | | | | | \ \ / | | / \ / \ | | | |__ \ / | | \ | | to know

Beyond this paragraph begins the walkthrough. Since it was handwritten to begin with, there may be a couple errors. I welcome any assistance in pointing them out (you will be credited), because I honestly am fed up with playing Golden Sun and therefore am not going back to play through the game and find them. Thanks, and I hope you enjoy the guide. My writing style, you may see, changed a bit over the long year spent going back and leaving the guide again and again. Might not be all that noticeable, but I noticed it... I wrote the damn thing, after all. But alas! Go on, read your fill. Revel in my hard work.

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(~W)

2. _____
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 \ \ \ / / _ \ | | _ | ' < | | | _ | / () | | | | (| _ | long to find,
 \ _ \ / / \ _ \ _ | | \ \ | | | | _ | | _ \ \ _ / \ _ / \ _ | | | | did it?

Here it is - the walkthrough.

Note: All words in brackets (ex: [Move]) are Psynergy skills, save for a couple instances where it was grammatically correct for brackets to be used.

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2a. _____
 \ \ / / _ | | _____
 \ v / _ \ | / -_) And so it begins...
 \ _ \ / , | \ _ |

You'll automatically name the main character (Default: Isaac) after you choose to start a new game. You'll be awakened, kind of Chrono Trigger-like, by your mom. Only in this case, it's in the middle of the night and boy-howdy, it's stormin' outside. The urgency is all caused by the disturbing fact that the Mt. Aleph Boulder is falling (doesn't sound good). Yo mama will [Catch] your tunic, then you'll head for the door. Doesn't really ever matter, not just in this case but in any situation in which you are asked, if you say yes or no. You'll automatically exit the room.

On the way out, a man will come and warn you. A scene will take place where the man's name is revealed as Kyle (speculation as to relation) and you are directed to go south to the Plaza for safety measures. Once they go on their way, you gain control. Check the door on the left, slightly above yourself. Some insignificant man rushes out and is gone before you know it. Go up the stairs on the right. Go up and talk to the guy pulling away at some crate/chest. After a brief deliberation as to whether or not he should drop his junk or not, childhood friend and neighborhood oaf Gareth will join you. Head up and cross the bridge. Here is where I pondered, "Why did that man stop trying to push back the Boulder? He doesn't need to cut off just to talk to you." After he requests you buck the hell outta there, go down the stairs and a rock will fall to block your path, leaving you no choice but to go left.

Follow the path, past the stairs and head up. Talk to the guy lying on the ground by a fence with a rock perched on top of it. I hereby declare that man was a douchebag. At least now you know there are bad guys to kill in your randomly generated battles. After gaining control, head down, descend the steps, and go all the way right, to the next area. Once there, head down. Pass the bridge, head down the stairs, and watch. A young boy named Felix is struggling to hold on to a small piece of wood, or rock, I can't tell what the hell that is supposed to be, exactly. Against the currents, it doesn't seem like he's going to make it, if you ask me. Go down and up the stairs to the left, then across a bridge. Head right, all the way right to the next screen, and then all the way down. Continue down and check out the events. Some man is charging up his Psynergy so he can help more villagers, and once the mission of rescuing the brother of Jenna, the pony-tailed girl, there is a pointless extra minute or so of blabber before the two join up with ya'll. Once they join, backtrack to Felix. Behold the first thing that made my jaw drop on the Game Boy Advance. I was *effected*!

You're the only one cold-blooded enough, or rather, you're the first to recover from the seizure everyone else looks to be having, and as such no one's coming with you, so go back towards the plaza. A scene occurs with two

enigmatic figures, who don't exactly look human. They must make you forget what you overheard them talking about - breaking in to Sol Sanctum and unleashing a fragment of its retribution.

~~~~~

Mystery Woman - HP: ?

Mystery Man - HP: ?

-Just lose; Gareth being there at the last second makes no difference. They will overpower you in one round or less.

Nothing.

~~~~~

And there you have it - the end of a prologue.

2b.
 \ \ / / _ | | _ _ | _)
 \ v / _ ` | / - _) / / Three years later...
 /, _|_ | / _ |

A rather long and boring story scene will occur right off the bat. Come now, it's just a roof. Alright, stop reminiscing. No, really, I mean it. Shut up! ... ZzzZzzZ... Wha? Oh, the guide, yes. Ahem! Gareth and Jenna will join you, so all was not for... naught. There are a lot of buildings around; check them and their boxes for items (nothing you find will be of heavy significance; if it was, I'd notify you, and if I missed something, someone please tell me). First thing you should do is go to the Weapons/Armor/Item shop, down in the plaza. Don't bother getting anything for Jenna (trust me). For Isaac and Gareth, get a Long Sword, Wooden Shield, and a Travel Vest (one for each). If you can't afford them now, come back after nine paragraphs.

Anyway, go all the way back to the first bridge in the Prologue. Cross it and head down. Go into the left path. Ah! Look who it is - Saturos and Menardi, the two people who castrated you and made you eat dirt three years ago. After a somewhat eerie speech of reunion, head past them and up the stairs. Watch as the old man contemplates the reason for such hooligans being about. Talk to him (his name is Kraden). Once he joins you, go back the way you came. Cross the bridge again and head up. Go left and head around the tree. Bah. Well, when the guy heads around to the right and starts to turn around, run past the tree and up to the Sol Entrance. Follow the path to the doors and enter.

2c.
 / _ | _ | | / _ | _ _ _ _ _ | | _ _ _ _ _
 \ _ \ / _ \ | \ _ \ / _ ` | ' \ / _ | _ | | | ' \ Into the Sanctum
 | _ \ / _ / _ | | _ \ / _ , _ | | | \ _ | \ _ | \ , _ | | | | |

Head up and to the far right. To jump the stones and progress, do as follows: Up(3), left(2), down(2), left, up(2). Continue on to the next room. Now, just follow the path to the next area. Go up the middle path and collect the Small Jewel. Head to the right path, follow to the end and place the Small Jewel in the minotaur relief. Now, get to the far left and enter the newly made door. Kraden will start babbling about how he always thought this room looked more than what it was. Go to the right and push (or use your Psynesergetic Move) the statue. Enter and go up the stairs. Head right and up, to a four-way intersection. Go left and get another Small Jewel. Go back to the +, head up, and left, following the path to the door.

|---Djinn Setup---|
|-Isaac: Flint |

~~~~~

Bandit - HP: 250

Thief x2 - HP: 110

-The Thieves and the Bandit aren't tough. Use Flint and summon it, too, just for the hell of quickening the inevitable end of your opponents. Take out the two thieves with everything you've got, and use Fire, centered on the Bandit. Ray is fun, too. The Bandit can use Herbs and Smoke Bombs. Not much of a problem at all, though. The Bandit can use a move called Slice, which does around 15 damage to one party member. The Thieves ain't got boosnip for moves. I killed them before they did anything special to me.

EXP: 66 / Coins: 110 / Items: Bandit's Sword

~~~~~

A scene will take place after the battle where the thieves are taken away for imprisonment. Justice has been served! Ivan will grab the Shaman's Rod and then you will gain control. Sleep here at the Inn to replenish your lost HP/PP and then go back towards the Mayor's house and enter it.

The Venus Djinn in this town is unattainable right now, but you'll be able to get it in time.

Enter the Mayor's House. By the way, equip the Bandit's Sword on Isaac, sell the Long Sword and buy 2 Leather Caps. It'll lower your present attack power by 2, but that can be spared; the loss is inconsequential due to the weapon's special attack. After done equipping, talk to the Mayor for your reward. He'll give you Water of Life, which is a revival item. Think Phoenix Down, Final Fantasy aficionados.

After the scene with the Mayor, go back to the Inn and to the far left. Talk to the woman beside the barrel with a bone on it. Get ONE bone. To get to the dog, go up the stairs by the Mayor's house and follow the path south until you meet up with the white pooch. Talk to the dog for the complimentary "Ruff! Rrruff!!" and your menu will automatically open up. Go to your items and use the bone on the dog. He'll move back. This would have to be done sooner or later, so I figured you do it now. There's nothing left to do in this town, so leave.

---Take my advice and don't bother leveling anyone up just yet. Belie' in me. Head right, all the way right, across one bridge and up past the first bridge a tad to the cave across another bridge facing east. I wouldn't have brought you here if you didn't have to do the obvious.---

2f. _____ / ____| _____ / ____| _____
| (_ | / _ \ ' \ / _ ` | | (_ / _ ` \ V / -) Easy Fo'reezy, Lizzle Shizzle
_ \ | \ _ / \ | | \ \ , _ | \ \ \ \ , _ | \ \ \ \ , _ | \ \ \ \ , _ |

Go up and jump across the broken bridge. Push the big stump all the way to the right and head up the ladder. Use [Move] on the stump across the gap, dropping it into the space. Cross that and go up the ladder. Attempt [Move] on the stump and then cancel it, afterwards. Ivan rains blah blah upon you as to how he regarded the seriousness of your quest via reading your mind, henceforth deciding to join your party. Seeing so Ivan pre-emptively removed the ivy from the stump, [Move] it into the water. Hop over and [Whirlwind] the bushes to

shreds in front of you. Do not yet enter Goma Cave!

---Halt! For the sake of all things bulletproof, go back to Vale. Go as far as you can up on the first level of ground, behind the shops. [Whirlwind] that bush and collect the Power Bread, an item that boosts your maximum HP by 7. Note that within this small area you can fight enemies that'll level you up much quicker than those you may find out on the world map, due to the fact that they appear in greater numbers. Don't get mad at me for not telling you earlier, because if you had tried to leave Vault when you had Ivan before, he would have left your party until Isaac and Garet returned from outside, and therefore attaining the Power Bread would not have been possible.---

I s'pose it's time to set a couple Psynergy shortcuts. To do this, enter the Psynergy menu. Press L, then select [Move] on either Isaac or Garet. After that, press R, then select Ivan's [Mind Read]. To read the minds of others (always a joy), just stand close to them and press R.

In the cave, simply follow the path. Once you are stopped by the earthen outgrowth, jump left, across the stream. Go down, up the stairs and then through the hole leading down. Go all the way right and talk to the man. Push the stump right(2) and then up(3), into the hole it is designed to set in (Isaac noticeably jumps around it if you step close to it on-screen). Go all the way down and jump the water. Enter the stairway, which also goes down.

Follow the path and head all the way to the left. Jump up to the rock in the water, then left, back to land. Continue following the path and waltz up the stairs. [Move] the stump. Jump down. [Move] the stump on the bottom right, pushing it outwards off the edge. Now, [Move] the stump above you to the left. Jump up and right to the chest containing a Lucky Medal. Backtrack, push the stump to the right and go back down the stairs. Jump on to the stone on the right, then jump right, to land. Go up the stairs. Jump across the stump and try to communicate with the Djinn. It looks like it wants to communicate, too, though not in the most friendly of ways.

The Mars Djinni has 200 HP and can use Flare, which does around 15 damage to two party members. Use Flint, then summon Venus. Use Ray and have Garet slash away with normal attacks. You get 28 EXP, 85 coins, and Forge the Mars Djinni for winning. Be sure to Set it, for it comes on Standby mode as all newly acquired Djinn do.

Jump back across the stump after the man leaves and head up the stairs. Follow the path and be sure to push the stump over on to the water. Don't bother going across the water; that will only lead to the beginning of the cave. (See the "earthen outgrowth?) Follow the northern path. You'll be out of the cave in no time.

---Enter the civilization to the left.---

2g. _ _ _ _ _
| _ |_) () |__ () _ _
| _ \ | | | ' _ \ | ' \ Badabing!
|__/_|_|_|_|_|_|_|_|_|_|_|

Upon entering, [Mind Read] the tree in front of you. It's a man, obviously. Head into the, uh, subcity. There's an Inn, a Weapon/Armor shop and an Item shop all placed simplistically about the area. The Weapon/Armor shop is behind the Inn and the Item shop is to the left a little ways.

Go up and talk to the guard on the right in the next screen standing by

McCoy's Palace and say yes. Enter and simply follow the red carpet through a wooden door. Here you will talk to Lord McCoy and be denied passage through the barricade to the west. However, when escorted out of the room by a guard, he'll drop a hint as to whether or not a key is essential to getting past the barricade. Go up the stairs on the eastern side of town by the equipment shops and head down, across the walls. Follow the path all the way to the leaves against the tiny cliff. [Whirlwind] them off and enter. Go down the ladder and then head right. [Move] the statue downwards, then jump across.

The Jupiter Djinn Gust will join without a fight. Now, leave Bilibin.

---Go southeast, all the way to the Bilibin Barricade. [Move] the box on the left downwards and follow the path out of here. Go right and up the bridge. Head east to the cursed town of Kolima. Ivan will mind read a "treed man" and then he will notice the sparkly stuff on the ground seconds before some form of wave rains down upon the party and stuns them, laying them out on to the ground. More of that sparkly stuff will fall from the sky, and the next thing you know, bubbles of Psynergy form around each of the three members of your company and protect them from the falling pieces of overproduced glitter. Turns out Psynergy is an innate, instinctive essence (who knew?). The sparkles will fall from the sky once more and your Psynergy will once again reject the harmful effects. A freaky lookin' face and a more feminine one with dialogue will appear and do its best impersonation of a twisted Ent from Lord of the Rings. The womanly tree gives you a sudden mission to reawaken Tret's (the evil Ent) gentle side. After a couple of those pointless yes/no questions, you'll gain control. Enter the BACK of the southernmost building. Follow the path, all the way to the next ladder.

Granite the Venus will join without a fight.

Head back to Bilibin and stay at the Inn. Leave and head north and follow the land, crossing a bridge to the entrance to Bilbin Cave.---

2h.

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|_ \ | | | ' _ \ | ' \ | ( _ / _ ` \ v / -_) Hop, skip and jump  
|_ / | | | | . _ / | | | | \ _ \ _ , _ | \ / \ _ |
```

Head all the way up and use Growth (simply have a Venus Djinni couples with a Mars one and Growth will appear on that person's Psynergy list) on the plant ahead of you. Climb the vine and then follow the path. Jump across the gap. Follow the path and drop down once (there's a dug-up spot on the small cliff facing the screen - just walk towards it and you'll slide down). Go around the corner and enter the cave. Follow the path to a chest with an Elven Rapier in it and equip it on Isaac. Drop down, here, and follow the path. Pass the path that leads down; that just leads outside. Continue left, turn north, follow the path for a second and then head right. Enter the doorway at the end of the lane.

Go all the way right to the paired torches and push the torch on the right to the ice block beside it. The ice block will melt. Jump over the puddle and follow the path to a chest with a Vial in it. Backtrack and head down to leave the cave.

---Head up and go right. Cross the bridge and head left. Follow the land to the next town.---

2i. _ _ _

right. Head around the corner and go down, through another staircase, and then make your way to the next room.

Jump across the gap, go all the way right and around the corner to the statue on the other side. Push the statue all the way to the circular tile on the other side of the area. That will open the door in front of you. Now, go all the way right, down, and slide to the bottom. Circle around to the newly opened door and enter. Slide down the dip and into the hole you go.

"He who honors the heart of the goddess shall stand at the center of all, like a swan in the center of a rippling pond." Groovy.

Well then, hop up to the arms of the statue and stand facing the jewel emitting the light. [Ply] the jewel. Notice anything different? Bwaha... jump back to the stone. It would seem as though you can jump across water, and so you can, though how many times you're allowed is limited. But the restraints to this are easy to deal with: after 3 jumps, your next jump must put you on land, or you end up back to where you started. So, go all the way up on the right side, through the door and jump on the stone. Hop all the way right, to the next stone and then take the apparent way out.

Check the waterfall on the far right and you'll enter it. Jump on the stone and skip three times to the right, and once up. Grab the Psynergy Armor in the chest and equip it on Isaac. Now, jump on the stone closest to you and go all the way left. Do not pick up the chest on the right, here, unless you wish to fight a Mimic. Three rounds of Ragnarok's and Heat Wave's will destroy the Mimic, gaining you 164 EXP, 178 coins and a Water of Life. Not a hard fight, therefore no paragraph to itself. Anyway, move along, little minion.

Go back through the left waterfall and head back to the central piece of flooring. Now, head up one area. If you stick to the right-side wall, you'll end up going all the way around to the left (if you want, you can drop in and get the Sleep Bomb). It's really easy. Once on the left side, just jump all the way across to some land and migrate to the next area.

Jump across to the next door. Enter the middle waterfall and up to the next area. Push the top pipe up, the other horizontal pipe up and then the vertical bar left. This will connect the pipes and fill the area outside with water. Jump over to the next door and make the U-turn. In this room, simply push the pipes around, starting with the vertical one. Just go back and forth between the two until the puzzle is completed. Now, go back to the room where the statue landed. Push the statue on to the tile and the door will open. Enter.

The next to the last statue on the right (not including the one on the other side of the wall) has a door behind it. Enter it and get the chest containing a Nut. Go around to the statue on the other side of the wall, on the right, and [Move] the statue either way. Enter. Push the pipe into its place and the water will somehow push the wall aside, unveiling a door. Enter.

The third (I was told via e-mail by one Firegirl, "Actually, the Djinn is in the fourth waterfall from the right. ^^;" and so it may be; check both, you lazy bum, =p) waterfall from the right has a Water Djinn behind it. However, this Djinn will fight. Simply use what you've got to take it out quickly. The name of the Djinn is Sleet.

Enter the door on the left. Just follow the paths until you reach the waterfalls. The far right waterfall is the only one you can go into. Once inside, go to the right, jump up and [Move] the statue to the left to proceed. Follow the path and you will come out of some kind of a multicolored, rainbow-lookin' gate. Save your game and then [Ply] the statue.

Here we go, here we go, here we go! Er... sorry, reminiscing with Drowning Pool. Anyway, make sure Flint, Forge, Granite and Sleet are all junctioned, if you will, to separate members of your party. You'll want to heal up before taking the Psynergy Stone ahead of you, by the way. Save your game. Try to ascend the stairs and on your screen you'll soon be watching a scene of proposed intimidation warning. Sharpen the swords, spill some gore, yada yada yada.

```
-----Djinn Setup-----|
| -Isaac: Flint\Granite |
| -Garet: Forge\Fever   |
| -Ivan: Gust           |
| -Mia: Fizz\Sleet     |
*-----*
```

~~~~~

Saturos - HP: 1200

-In the first round, use Granite, Forge and Sleet. In the second round, use Flint (as soon as safely possible, use Ramses). Also, use Fever, continuously make Ivan use Plasma when he can, and use Fizz. Heal in the third round, if you need to. Saturos can use an incredibly powerful spell called Eruption, which does 85 damage to 3 members of the party. Summon Kirin and Nereid. In the fourth round start repeating the last 3 (note that Kirin doesn't do a lot of damage compared to the others, due to it being of the fire element like Saturos, so you may differ Garet's attack pattern as you see fit). However, Sleet won't be available in the fourth, so use the person with Sleet for healing purposes. Saturos' Heat Flash does 25 damage with Granite around and could possibly still manage to cause delusion. Saturos can also use Fireball, which does around 40 to 75 damage to 3 party members.

EXP: 331 / Coins: 800 / Items: Psy Crystal

~~~~~

And the next thing you know, Alex appears and lets you in on a little secret - Saturos was not at full strength due to the elemental essence of the Mercury Lighthouse and was merely stalling you. Of course, they will leave ya'll there to act a foo', but no one stays still forever, not as long as they've life in their marrow! Ah, sorry... too much Lord of the Rings as of late. Go left once you gain control and the elevator will come up. Jump across and get on to the elevator. It will go down by itself. Go down the steps and ladder and you will see people whom I'm assuming are villagers from Imil around the fountain. Go down to the water, beside the old lady and check out the fountain. Remember the Empty Bottle you got in Imil? Well, now's the time to make use of it. Leave, right after you've gotten the water. Stop at Imil to refresh yourselves, but leave right after you do so.

---Head back to the Kolima area. At the Kolima Bridge, be sure to save the tree in the water by entering the water from the super-small bay below the horizontally fallen tree. [Move] the tree in the water toward you and an indiscrete scene will take place. After this is done, leave. Enter the Kolima Forest, just northwest of Kolima.---

2k.
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Push the log to the right in the water. Go up, without crossing, over the

The chest in your face has a Nut in it. Jump to the only place you can and you'll fall a level - from there, go a half-circle counterclockwise and leave to the west.

Take the lower branch and climb a vine. Follow the branches to enter Tret on the right side of the screen (the doorway is obscured by leaves). Jump on the far right thing attached to the web, heading down, then down again, left once, down, then back up to fall multiple floors to Tret's "basement."

Save your progress and follow the path on the right to a face in the wood - it's Tret, and after a few threats, you'll fight him.

```
|-----Djinn Setup-----|
| -Isaac: Flint\Granite |
| -Garet: Forge\Fever   |
| -Ivan: Gust\Breeze    |
| -Mia: Fizz\Sleet      |
*-----*
```

```
~~~~~
Tret - HP: 700
```

-You'd think this guy would be tough, but he ain't. In the first round, use Granite, Forge, Breeze and Sleet. Chances are Tret will hit you with a wimpy Quake spell that'll do next to no damage to a few members of your party. For the second round, use Flint, Fever and Gust. Flint and Fever will subtract from Tret around 98 hit points apiece - huzzah! Have Mia cast a spell or regularly attack, but do not yet use Fizz (just in case). Summon Ramses, Kirin and Atalanta in the third round - each will inflict some heavy damage. You can do whatever you want for the second round in a row. Once the third round ends, you should have beaten Tret. Waka waka waka!

```
EXP: 226 / Coins: 700 / Items: Potion
~~~~~
```

Once you beat Tret, a queer little story scene will take place where you persuade Tret to help you restore the state of normality to the cursed people of Kolima. However, in his present measure of strength, the old tree cannot do such a thing. First, he must be healed!

Dun dun doo doo!

But alas, we've the cure! Climb the vine in the center of the "basement" and leave to the south. Talk to Tret and your main menu will open up. Remember Hermes' Water? Select and use it on the dying Ent-like being and voila, olé and presto, he's back to normal. As such, the forest becomes not-so-dead and Tret regains the power he needs to retransmogrify the Kolimans. Throughout a little sequence of dialogue, you'll learn that Tret only became possessed with the "horrible power," as his counterpart, Laurel, puts it, because of the "strange gemstones [that] fell from the sky." Psynergy stones, buddy (heh... buddy... inside joke). There is mention of an evil forest south of the river that leads to Tret's, so you'll inevitably end up going there sooner or later. Once you gain control, either meander your way back through the woods or [Retreat].

---Since Kolima is restored, go there. It's to the east, remember?---

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```


(chances are Garet needs it over Isaac). Go back and roll the top log down. Continue on about the path to the next area.

Don't touch the spikes (of course). Hug the western wall, head south and take the log to the other side of the small pond. Go down into another screen. Roll the log right and go through the entryway. Head south of the spikes, ride the log down and roll the one beside it to the left. Take the horizontal log back up, jump to the stone and back to the second log.

Ride it over to where a violent Jupiter Djinni named Zephyr is waiting. Beware that Zephyr can use two destructive spells, Wind Cutter and Flash Bolt, that can hit three members of your party for 40-60 damage.

Roll the southern horizontal log north to a doorway for you to go through. Ride the second horizontal log all the way up. The vertical log to the right is the next one to take. Once you ride that one over, jump up and loop around to the first horizontal log. Take it over to meet the vertical log you just moved, hop left on to land and head down the stairway. There you will find the Dragon's Eye, and item you'll need to use pretty soon. Retreat to the area you were just in and head up the northern staircase to a new room.

Go through the door into a familiar dark-lit area. Go up to the statue of the dragon and use the Dragon's Eye on it. It'll breathe fire as an odd shadow spreads across the area in front of the statue. Hm... Backtrack to where you were on the other side of the shadow and try to walk on it - it's a bridge! Creep across it and enter the next area.

Follow the path, drop down and go through the door. Jump across the water and nab the chest containing the Orb of Force (be sure to equip it). Leave and climb the nearby ladder. Continue on into the next room. Drop down and simply waltz your way out of Fuchin Falls Cave.

-Tell the man you completed the test, then go talk to Nyunpa (the old man in the building up the stairs). After a bit of philosophy, you'll gain control and be able to leave the Fuchin Temple.-

---Head south to Mogall Forest.---

2q.

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      |  _  /
```

Go south two screens and cross the log-bridge. Push the log further down to the right, then push it back after pushing the other log down. Shove the log up into the water and cross. Go all the way right for a chest containing an Apple. Use it. Head back one screen, then down two. Go to the log whose path is blocked by a rock. [Move] the rock into its hole then push the log over. From there, push the remaining two logs in the order they come to progress.

At the end of the path is Quartz, a Venus Djinni who will put up a fight before he lets you have him. Quartz can cast Gaia, which does around 50 damage to multiple party members.

Exit this area by going across the log-bridge and heading west. Continue in that direction for a couple screens, where you end up in an area with a log, rock and chest. [Move] the rock into its place and give the log a shove, then take the chest containing a cool, party-friendly Elven Shirt. From here, go

right one screen and down. Cross another log-bridge, [Move] the rock into its hole, push the log into the water and nevermind going across on that log. Instead, go down and to the left, push your way through and cross on to the other side via log in the water.

Go down and cross a log-bridge. A monster will jump out of the stump and then book it off screen. Don't move! There's a boss coming up. Prepare by healing, setting every Djinn on Standby except for Granite, Fever, Zephyr and Sleet, and saving your game. Once you're ready, continue on and the boss of Mogall Forest will attack you.

```
|-----Djinn Setup-----|
| -Isaac: Flint\Granite\Quartz |
| -Garet: Forge\Fever          |
| -Ivan: Gust\Breeze\Zephyr    |
| -Mia: Fizz\Sleet             |
*-----*
```

```
~~~~~
Killer Ape - HP: 1000-1050
-In the first round, use Granite, Fever, Zephyr and Sleet. In the second
round, unleash Cybele, Procne, Kirin and Nereid. There, the battle is over
half won already! However, this foo' has got a smidgeon of fight left in him.
His regular physical attack does 40 damage, and his Ransack move causes
upwards of 75 damage to a single character. Use Ragnarok and Heat Wave
continuously, substituting Flint for the former when able. If you drop below
90 hit points, heal yourself. That is, if you don't want to die.
```

```
EXP: 460 / Coins: 1400 / Items: Douse Drop
~~~~~
```

Head south and you'll be out on the world map.

---Follow the road west and then north, across a bridge and into Xian.---

```
-----
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     \| \| ( ) _ _ _ _
     > <| / _ ` | ' \ Ai-yi-ki-ki-ki-ki-ki! Tango, el gato, el fuego...
     /_/\_ \_ \_ , _|_|_|
                                     ... los pantalones.
```

Oh goody, a town. First things first, stay at the Inn right in front of you for a mere 40 coins. After you've been rejuvenated, go to the upper left, where the Sanctuary and shops are. Purchase what you wish, but pick up at least 10 Sacred Feather's for the sake of security, mkay?

Want the Djinni in this town? Of course you do. In order to attain it, follow these steps: The girl walking back and forth from the waterfall is carrying water, though you can't tell that from the visual representation. Talk to her when she gets on the bridge, then talk to her again while you're standing beside the bucket by the door on the right. Talk to her before she moves up. She'll spill the water and get all pissy, but the important thing is, she spilled the water. [Frost] it and jump on it from the upper level. Hop right and go to Mist the Mercury Djinni, whom will join without a fight.

Enter the upper right building. Talk to the man at the top of the screen, standing by the upright log. He tells you that if you can use Chi to knock down the log, he'll take you to see Master Feh. In order to do what he asked of you, simply stand at the edge of the line, in-line with the log, and use [Force]. The log will fall over and you'll witness a purple-haired chick named

Feizhi storm out of the room, Master Feh behind her but not one to follow. Turns out she was clonked on the noggin by a Psynergy stone that fell from the sky, much like Tret and Laurel back in Kolima Forest. It also turns out that Feizhi is Master Feh's daughter. Ho-hum, hrm... You'll have to [Force] the tree down once more, so do that...

Leave the Feh Temple and talk to Feizhi at the edge of town. She hopes you will go west, does she? Hm... in a minute. First, you must collect a hidden Djinni.

Go north of Xian until you come upon a bridge. Cross it and you'll be on a small island. Fight in the forest until you battle Corona the Mars Djinni. Its Mad Blast spell can do around 55 damage to a few companions, but that's about all its got besides Flare Wall, which does a little less damage to multiple party members (around 40).

---Head west of Xian, cross a bridge to the north and run west a little ways to get to Alpine Crossing. Feizhi will run in and whimper more about that Hsu character. [Frost] the puddle and use [Growth] on the plant. Ascend the vine that appears and follow the path across the ice log to a chest containing some Power Bread. Use it. Leave Alpine Crossing to the north and enter the nearby civilization of Altin (as you may recall, Feizhi foresaw as flooded).---

2s.

```
 /_ \ | | | | ( ) _ _
 / _ \ | | | | ' \ Oh, my, God, Becky, look at her butt, it is, SO, big...
 /_ / \_ \ | \_ | | | | |
```

[Move] the statue in plain view to the right and grab the Psy Crystal inside. Go down the ladder on the far side of town. A monster is at the end of the path, spewing water into "Altin Lake." It will see you and then haul ass into the mines, where you must go to progress in the game. Note that the last couple hours of the game has had virtually no effect on the central plot whatsoever. Blargh!

2t.

```
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 / _ \ | | | | ' \ | _ / - ) _ ` | / / pillage and burn and steal from
 /_ / \_ \ | \_ | | | | | | | \_ \ _ , | \_ \ Burger King's everywhere...
```

Follow the path and the beast will literally show you what to do. It's... weird. Pursue the beast (Standby all Djinn except Granite, Fever, Zephyr and Sleet) and fight it. No, it's not a boss. In two rounds, you can have the Living Statue beat. The first round is there for you to use your Set Djinn, then summon your most powerful Djinn to take out the bad guy. For winning, you get 377 EXP, 900 coins and a Vial, plus a Frost Jewel and a shortage of water. Living Statues have 500-550 HP.

-Return to Altin via [Frost] and go down the ladder. Follow the path to some rails and re-enter Altin Peak (note: the item shop is to the right of this entrance).-

Follow the path all the way to the second door you come to (don't do anything in the first one, yet). Enter. Follow the railway to the next room. Head left. Follow to the switch (just past the railcar) and flip it. Get in the railcar and you'll end up by the next Living Statue. Kill it the same way you did before. Once you defeat it, the water level will drop again.

Take the railcar back. Leave the room and go back to the first room in the tunnel (the one I told you not to enter in the previous paragraph - at the time, the water was too high for you to get into the doorway in which you should now go through).

Follow the railway to the right when you enter. Hop in the railcar and ride it to the switch. Flip it and ride the railways twice to get where you need to be. Go through the entryway and follow the path, neverminding the Mimic that's on the northern part of the fork. Head in the other direction and continue on to the next area. Pass the ladder and [Frost] the puddle. You know the drill from here. In the new room, go down the ladder and head up/left. [Frost] the puddle in the first inset, head back down and continue left. Ascend the closest ladder and cross the [Frost]ed gap. Take the railcar and ride to a chest containing a Dragon Shield. Ride the railcar back to where you started, re-cross the [Frost]ed gap, go down the ladder, go up the ladder to the left and flip the switch a little to the north. Backtrack to the railcar and ride it to your next destination. Descend the ladder to the east and follow the path to another Living Statue. Once beating it like Ike, that water level will drop again. On that note, [Retreat] to Altin.

-Buy what you can in the newly recovered equipment shops (down a ladder, the armor shop being a house and the weapons shop being below it, set in the landscape). Be sure to rid yourself of any excess junk. [Mind Read] the couple inside the building beside the weapons shop.

"The bottom of the mine... the end of the easternmost passage..."

Got that? Goody. Now let's go to that spot, mokay? You may want to replenish your HP and PP at the Motel 6... er... the Inn, I mean. Yeah, you might want to replenish your HP and PP at the Inn before entering the bottom level mine.-

Follow the rails and head right when you come to a fork. Continue on past the next two areas and, when you come to another fork, go either way - you end up in the same place. I'll just tell you to go right, so... go right. Follow the path all the way to the next room.

Running up, you'll see a Mercury Djinni just out of your reach. In order to get it, you must go right and [Move] the log left. [Frost] the puddle. Ascend the nearby northern ladder, flip the switch and [Frost] the puddle just above you. Go left and do it again. Head back to the ladder, then go right and down. Jump across the [Frost]ed puddle and the log to the railcar. Ride it twice and you'll get over to the Djinni that ain't going to come peacefully. The only spell cast on me was Tundra, which did 40+ damage to three members of my party. No matter, because once you beat it, Spritz the Mercury Djinni will join you.

Ride back and climb the closest ladder. Hop across the [Frost]ed puddle and follow the path to do it again. Go through the entryway and run through this simple area. In the new room, navigate your way through the rocks to the north. Read the sign that says, "Do not strike the wall! Bloogida, humbaaaa!" or something to that effect. Line yourself up with the tree and [Force] it over. A boulder will come down and you'll automatically scramble away faster than any scrambler has ever scrambled. Drop down and use the top part of the broken railway as a ladder to descend into the hole you just made. You dirty vandal, you.

The boss of Altin Peak awaits you, but use the same pre-battle Djinn preparation as before. Once you're ready, follow the path to the final and most difficult boss in Altin Peak.

```

|-----Djinn Setup-----|
| -Isaac: Flint\Granite\Quartz |
| -Garet: Forge\Fever\Corona |
| -Ivan: Gust\Breeze\Zephyr |
| -Mia: Fizz\Sleet\Mist\Spritz |
*-----*

```

~~~~~  
Hydos Statue - HP: 1300

-You know the routine - in the first round, use all Set Djinn, and in the second round, summon your best. From then on, have Garet use Heat Wave every round as the Hydos Statue is to fire as Firestone is to flat. Make Isaac use Ragnarok frequently, and have Isaac switch between attacking and healing while Mia acts as the designated healer. Oh, why am I even bothering? The Hydos Statue will fall by the end of the third round, anyway, though it can hit you pretty hard with Water Blessing and Ice Horn, both being water elemental spells that inflict 70+ damage to three members of the party.

EXP: 496 / Coins: 2400 / Items: Lucky Medal  
~~~~~

A brief discussion within your party will take place and the Hydos Statue will disintegrate, revealing a chest behind where it just was. Inside the chest is the Lifting Gem, which you should equip immediately. After you attain that, [Retreat]. Follow the path. Behind the switch is a small boulder you can [Lift], so do it. Go through the entryway and head to the far left. [Move] the log here and get the Vial in the chest behind it. Head up the middle route, [Lift] the rock out of your way and follow the path to the end of Altin Peak.

---On the world map, enter the nearby Lama Temple.---

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     | |      | |      | |      | |      | |      | |      | |      | |

```

There's a Psynergy Stone just over the bridge and to the left, if you need it. Enter the only building here and a scene will take place. Some foo' named Master Hama seems to know who you are and hints towards incredible powers Ivan has yet to harness. I found it amusing when Ivan said, "I'm not a Jupiter Adept! What are you talking about?" when it was so, so obvious. You're stretching it, ain't'chu, Camelot? *Shakes fist* Oh, boy oh boy...

Feizhi will ruin the moment by busting in and declaring more boosnip about that Hsu guy again. Master Hama will teach Ivan the Reveal spell (replace [Move] in the shortcut menu with it) and leave with Feizhi to help save Hsu. Master Hama and Ivan will meet again, methinks.

When you regain control, leave the building and cross the water to the right. [Reveal] the stone to be a chest with a Water of Life in it. Now, exit Lama Temple.

---Head east to Alpine Crossing. [Reveal] a nearby doorway and go through the path it leads to. A scene with Feizhi, Master Hama and Hsu takes place. Turns out Hsu is stuck under one hell of a rock and, of course, only you can get him out. Maneuver yourself into position and [Lift] the boulder over Hsu. He'll be pulled to safety by Feizhi and Master Hama, then sent off to Master Feh for healing. You'll be zapped back to Lama Temple where you'll converse with

Master Hama for a few minutes, and Ivan will suddenly become a little bit cooler, in my books at least. When you get control of your company back, head southwest. You'll soon enter the roaring hearth that is the Lamakan Desert.---

```
-----  
2v.  _  It's Gettin' Hot  _  In Hurr, So  ___  Take Off All  _  
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| |  _/_ _ \  | ' \/_ _ \  | / / _ _ \  | ' \  | | ) / -| _ -</ -_) ' _ | _ |  
| _ _ \ _ , _ | | | \ _ , _ | \ \ _ , _ | | | | | _ _ \ / _ / \ / \ _ | | \ _ | Clothes...
```

Notice the meter on the left side of your screen? If it reaches the top, you lose 50 HP. Plain and simple. However, the meter only rises if you're standing on the sand, not the dirt.

Follow the path and [Reveal] the oasis in the middle of the circle of stones. Continue on and try to stay away from the sand as much as possible. The bottom left of this area [Reveal]s a Psynergy Stone. Above that is another oasis. Follow the path northwest and head straight up from the edge of the sand to [Reveal] a chest with a Vulcan Axe in it. To the right is a stone circle that [Reveal]s a monster to fight, if you want to. Above that is an oasis, and above that is the next area.

There's a Potion to the left, and above and to the right is an oasis. To the upper right is a Psynergy Stone, and slightly below and to the left is another monster. All, of course, must be [Reveal]ed.

The connecting circle right on the monster's circle's left hip [Reveal]s a Jupiter Djinni named Smog whom will not put up a fight.

In the upper left is some Lucky Pepper in a chest, right beside a monster. Use the Lucky Pepper. There's another monster by the exit to this screen on the far left.

Alright, not so much sand! That's a positive thing, chum. Cross both the sand rivers and follow the path around a loopity-loop to heavier sand. That's a negative thing, chum. But on the bright side of the situation, there's not much sand to traverse because you just have to [Reveal] the doorway behind the sandfall. Enter it.

Follow the path to the next area. Descend the ladder and go left to [Reveal] a Mint (use it), monster and an oasis. Go back up, cross both the sand rivers, and face the last sandfall. There's a boss to be revealed, so heal up, put every Djinn on Standby except Granite, Fever, Zephyr and Sleet, save your progress and then [Reveal] the ugly beast to commence the fight sequence.

```
|-----Djinn Setup-----|  
| -Isaac: Flint\Granite\Quartz |  
| -Garet: Forge\Fever\Corona |  
| -Ivan: Gust\Breeze\Zephyr\Smog |  
| -Mia: Fizz\Sleet\Mist\Spritz |  
*-----*
```

~~~~~  
Manticore - HP: 1700

-Use your set Djinni and then summon them. Behold the power of Boreas, what!? Yea, boooooi! By the end of the third round, you'll have Manticore beat. However, if you somehow suck royally and didn't listen to me, you'd have to face Manticore the hard way. What's the hard way, you ask? By suffering through he plethora of powerful attacks. Nova - up to 80 damage to all party members. Mad Blast - up to 50 damage to three party members. He can Delude,

Impair and Curse you, too. Oh, and you can't forget his Poison Tail, which does 60-80 damage on strike and 40/turn poison damage. Yeah, you're not liking that, are you? Didn't think so. You can start thankin' me 'bout now.

EXP: 590 / Coins: 3400 / Items: Psy Crystal

~~~~~  
After the battle, heal up and re-[Reveal] the sandfall's hole where the Manticore came out from. Go into it and follow the path to the end where you'll exit the Lamakan Desert to the world map.

Cross the closest northwestern bridge and fight in the small forested area. Eventually, you will fight Vine the Venus Djinni, who can use Briar that does 70+ damage to three members of the party.

---Cross the nearest bridge and head all the way west until you reach a city.

+++At this point, you can begin the short sidequest I've documented as 3a. It will take only a couple minutes and you'll nab a Venus Djinni for your minuscule troubles, so I recommend doing it. Right now.+++

Enter the biggest civilization you have thus so far seen.---

2w.

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| ' < / _ ` | / _ ` | | | | I have a sudden urge to watch Aladdin...  
| _ | \ _ \ _ , _ | \ _ \ _ , _ | \ _ , | ... on DVD  
| _ /
```

Go left from the entrance to the middle of the circle of stones. Use [Reveal] and a jar nearby will make its presence known - search it for a Vial. Buy what you can in the shops. Two powerful weapons await Ivan and Mia in the weapon shop's Artifacts section, the Frost Wand and the Psynergy Rod. Be sure to purchase those as they help out Mia and Ivan dramatically.

When you're done messing around in town, head up the few stairs on the upper right side of town. The top part of that building is broken on one part, so walk over it on to land. Go north, [Move] the statue and a doorway is unveiled. Enter.

-KALAY TUNNEL-

Follow the path, push the statue into the falling water and the area below it will flood. Go down the ladder, climb the one beside it and talk to Scorch the Mars Djinni for it to join you, thankfully without a damn fight. I feel like a failed activist when the things I try to help attempt gnawing on my body.

The path continues, but you can not yet accomplish anything by following it. Go back to Kalay. Follow the path north, up the stairs. Run on until you get to a northern path to take - take it. Go down the stairs at the end. Continue south, loop northwards and go up the stairway.

-KALAY-

Head north, up the stairs in the central section of Kalay. A scene will occur, with Ivan getting you into Hammet's Palace. You'll relate the current stature of Lord Hammet and a bit of your story with an automated, short sequence done in the presence of Lady Layana. You'll learn that Lunpa, a town of

once-righteous thieves, ain't so righteous anymore due to their leader, the grandson of the noble thief, Lunpa, and son of another good bandit, Donpa - Dodonpa being the name I'm trying to get at, dammit! Lady Layana will inform you that Master Hammet swore an oath to a Jupiter Adept, a prophecy fulfilled pertaining to Ivan and three warriors from Vale...

... Wait a second, Mia's from Imil... Whatever. Perhaps they meant Jenna. :O But if that's the case, I wonder where Mia fits in? Hm...

Turns out Hammet was saved by Jupiter Adepts on the southwestern edge of the world years ago. At their unnamed village, he was given business advice, the Shaman's Rod, golden doubloons (which appears to be lots of money) and a young boy named Ivan. The Jupiter Adepts told Hammet that the Shaman's Rod would help him recover a lost item for them, but the master merchant never found it. Something or other, and that's why he took Ivan on his last journey north.

When you regain control of your party, leave the room. Go down and through the western door. In this room, go south and you'll find a chest with a Water Jacket in it. Exit this room and go through the door on the other side of the hall. Head right and check the southern portion to [Reveal] a Nut in a barrel. Go to the Inn and talk to everyone, yes, everyone. They're all tourists heading to Tolbi, and if you don't talk to them all, something important will not happen in order for you to continue on in the game. Once you're done talking to them all, try to leave Kalay. A long and utterly pointless scene will take place regarding a missing passenger among the tour group that lines up to go to Tolbi. After the two tour guides count by two's more times than the number of pounds Oprah has put on, you'll be able to exit Kalay.

+++I recommend you complete side quests 3a and 3b at this point in the game. Trus' in dat. Or you could do them later, that's up to you.+++

---Head southwest, around the mountains a little ways to the Kalay Docks.---

2x.

```
  | | / / _ _ | | _ _ _ _ _ | | \ _ _ _ | | _ _ _  
  | ' < / _ ' | / _ ' | | | | | | ) / _ \ / _ | / / ( _ < The Loveboat has SUNK!  
  | _ | \ _ \ _ , _ | \ _ , _ | \ _ , | | _ _ / \ _ / \ _ | \ _ \ / _ /  
    | _ /
```

After Gareth makes a fool of himself (again), enter the building and buy the tickets you need for 600 coins. If you go north, you'll see that there's a Venus Djinni on the other side of the blocked road. You'll be able to pick it up later, but sure as hell not now. Talk to the woman by the small bridge and she'll ask you to pass a message to her daughter; no biggie. Head left, give your tickets to the man before the plank and board the ship.

2y.

```
  _ _ _ _ _ Hey, little boy, _ _ _ _ _ you're going  
  | _ _ | | | | | ( ) _ _ | _ ) _ _ _ _ _ | | / _ | | ( ) _ _ to  
  | | / _ \ | | ' _ \ | _ _ | _ \ / _ \ | | | | ' \ / _ ' \ | | ' _ \ Hell,  
  | _ | \ _ / _ | . _ / _ | | _ _ / \ _ / \ _ , _ | | | | \ _ , _ | | _ _ / _ | | | | . _ / SON!  
    | _ |
```

Walk over to the three men on the left side of the ship. They'll talk to each other about how setting sail is dangerous and that only the big Mexican bodyguard looking fellow will be able to fight if the ship is attacked by the unduly "them." The man with the blue bandana isn't so happy about setting sail and, if you ask me by his remark, he's planning on sabotaging the ship so it can't set out to sea.

The rowmen are through the door above you and the ladder leads to the currently empty crow's nest. There are 23 coins in a barrel just before the rowmen, a Lucky Medal in a barrel on the far end down the stairs closest to the ship's entrance, and a Nut in a jar beyond the southern door. Before you can go through the southern door, however, the man with the blue bandana comes out, says he didn't do anything, and turns tail towards the other end of the ship. Follow and talk to him again.

"At the risk of sounding repetitive, I didn't do anything!" Hm... cute. [Mind Read] him to find out the bastard hid Captain Kaja's "lucky" anchor charm on top of the mast (a.k.a. the "Crow's Nest"). Climb to the top and face east towards the rising mast. You'll receive the Anchor Charm. Go back down to the deck and visit the oarsmen. On your way there, the two warriors heading to Colosso will decide to go "persuade" the captain to hurry up and set sail. Head to the captain's quarters (the far southern door) and talk to the only man you can reach to watch a scene where the two (Ouranos and Sean) decide to help out if the ship is attacked by monsters. However, the captain won't set sail without the Anchor Charm.

Do yourself a favor and put 4 Earth Djinni on Standby.

Go give it to him, and you'll set sail after Sean picks you out (somehow, one way or another, the damn Carnegie clown...) to protect the oarsmen if needed. Head down to where the rowmen are and you'll set sail.

Sheesh, these people are really judgmental...

Pansy sea monsters will come and after you kill them with the awesome summon called Judgment, you have to go ask a passenger to row as an oarsman has been knocked unconscious. Pick any one you wish from the passengers above the rowers, run around to recharge your summoned Djinni, and then restandby them. Go back to the oarsmen and you'll set sail again.

Repeat the scenario once, twice, thrice! However, the third time, you'll have to fight the Kraken, an actual toughy. Prepare accordingly (leave Mia's Djinn alone, as you need her Wish spell for healing), save your game and whatnot after fighting the Vigaro and the two Man'o War beasts.

```
-----Djinn Setup-----  
| -Isaac: Flint\Granite\Quartz\Vine\Sap |  
| -Garet: Forge\Fever\Corona\Scorch |  
| -Ivan: Gust\Breeze\Zephyr\Smog\Kite |  
| -Mia: Fizz\Sleet\Mist\Spritz |  
*-----*
```

~~~~~  
Kraken - HP: 2600-2650

-Do the first two rounds as usual, have Mia heal constantly, and attack with the most powerful spells you have. I recommend Isaac's Ragnarok and Garet's Heat Wave. Kraken can attack with Spinning Beat, a physical strike that causes upwards of 120 damage to a single character. It can also use Ply on itself. The Kraken is susceptible to paralyzation. Kraken's Drench water spell does 45+ damage to three members of your party, and Water Blessing around 50-55. Soon enough, the Kraken will fall.

EXP: 711 / Coins: 5200 / Items: Water of Life  
~~~~~

Save your game after Setting and recharging your Djinn (and healing, too, of course; if you even need it). Go pick another passenger to row and you'll sail

\Location: Go straight from the entrance of Tolbi and you can't miss it.

\Appearance: A small pool of water; a spring, evidently.

\How to Play: Throw either coins or rare Lucky Medals into a ring with four moving animals inside, trying to get whatever you threw in as close to the center of the ring as humanly possible. If you hit a animal, the coin bounces off of it with a boost of acceleration; this could either be good or bad for you. After being hit once, the animal struck will move faster until, after even more hits, it will slow back down. Hitting the animal doesn't have an effect on your reward, just the trajectory of what'chu threw.

\Rewards: Check out the lists following this sentence to see what you can win.

~::~~|*Object Thrown: Lucky Medal*|

AREA	PRIZE (Worth Mentioning)	FOR CHARACTER(S)
Outside Circle	Cocktail Dress	Mia
Outside Circle	Ninja Hood	All
Outside Circle	Potion	(Item)
Outside Circle	Psy Crystal	(Item)
Last Line	Guardian Armllet	Ivan/Mia
Middle of Circle	Assassin Blade	Isaac/Garet/Ivan
Middle of Circle	Earth Shield	Isaac/Garet
Middle of Circle	Spirit Armor	Isaac/Garet

Throwing coins is nigh-pointless... you throw one coin, and at best, win 20.
***** amazing, it ain't.

/Lucky Wheels\

\Location: Doorway above the inn.

\Appearance: A, er... door... above the inn.

\How to Play: You know those Game Tickets you've been accumulating throughout the game? Well, here's where they finally have their use. Basically, this game is the same as the common slot machine, only with a bit of a twist. It works like this:

5 rows/5 columns of 6 different symbols, winning in correspondence as follows:

\Rewards...

Shirts - undershirts (Running Shirt - All), (Silk Shirt - Mia)

Rings - rings (Sleep Ring, Adept Ring, War Ring).

Boots - boots. >.o

Hearts and Stars - items (Vial).

Moons - anything.

You can change your bet to win a prize not only if the center line is a winner, but the two lines above and below (2 bets), the four lines above and below (3 bets), or every line including the diagonal ones (4 bets). For every bet, you give up a Game Ticket, and you have 5 spins to win a prize.

-FUN TIME IS OVER-

Once you get done messing around, go through the northwestern gate of Tolbi and enter Babi's Palace. Go right from the entrance, up two flights of stairs, and search the barrel for a Lucky Medal. Head up either staircase closest to the palace's entrance and go straight to listen in on a conversation between a

man, Iodem, and two soldiers. They say they went to Atmiller Cave as was requested, but could not find the missing Lord Babi; not even a trace. Iodem claims to have followed him into the cave before, but Babi had vanished before his eyes on every occasion. Hm...

Once you regain control, head down the stairs to the left and then the next. Check the blue/white jar that's the bottom of the pair to the right for a Hard Nut. Backtrack to the top of the stairs and descend those on the opposite side of the hall. Go through the door and talk to the girl on the left. Her name is Sheba and she's being held hostage by Babi in order to complete the *lighthouse* by her hometown, Lalivero. [Mind Read] her to learn that A) She has "power" and B) She seems to have known you read her mind. Interesting. After that, waddle out of Babi's Palace and leave Tolbi.

---Head north, across a couple bridges to Atmiller Cave.---

2a2.

```
  / \ | | _ _ _ ( ) | | _ _ _ / _ | _ _ _ _ _ Why don't you
 / _ \ | | ' \ | | | / - ) ' | | ( _ / _ ` \ V / - ) search and rescue
 / / \ \ _ | | | | | | | | \ _ | | \ _ \ _ , _ | \ / \ _ | yourself?
```

Note: Use [Reveal] to light up the darkened areas.

Simply follow the path to the next room, then go left, down the stairs. The chest on the right is really a Mimic, so just run the course of the path to the left and stick to it until you come across the white outline of a shape of some kind against a wall. Talk to the invisible man and tell him you'll find his draught in which he is in dire need of. You'll have to go deep into this obviously horribly lit cave and solve a puzzle or two, but have no fear, for I am here. Leave him once done and go downstairs.

Follow the northwestern loop to grab a chest with a Vial in it. Re-loop and run south, hugging the wall until it flattens out and begins to rise. Chug up from there and go down the stairs.

Go left, head north, and then engage in the nearby puzzle. Push the first pipe over, then the button one up. [Frost] the puddle and walk -behind- the left upright pipe. Push the pipe that was on the bottom back down, the right pipe left, and then go around to the top pipe and push that down. Head left to Squall the Jupiter Djinni. Fighting it is easy, as with all Djinn, and its Wind Cutter attack only does 45+ damage to three members of the party.

Once you acquire the Djinni, circle back to the bottom right part of the puzzle. Push the log into the hole and hop across to the next area, down some stairs.

From the entrance, head south a little and then immediately go left. Grab the chest containing a cookie (boosts maximum PP) at the path's end, then run back where you first started going south and continue in said direction. Hug the southern wall till you pass some rocks, then go north and right, through the path the stones make. Follow the way until you reach some more stairs to tumble down.

The puzzle in this room is rather pointless - just go south, up the staircase and run the path to the drop-down spot close to a doorway.

This is the room with the stones the invisible man told you of. [Reveal] the rocks to see that they're colored. In order to progress, examine and rotate the stones in this order: yellow, white, green, blue, red. A spinning shape of

each of the colored rocks will appear. At the top of the shape, one orb will oscillate, and you'll have to re-rotate the rock it signifies. It's simple. A doorway will open once completed.

Go through and attain the Mystic Draught. Whether you [Retreat] and bring it to the invisible man from the entrance to Atmiller Cave or backtrack from your current position, bring the Mystic Draught to the invisible man. Examine him to rejuvenate the fellow, who turns out to be none other than whom you predicted it was: Lord Babi, Ruler of Tolbi.

Within the conversation that will commence, you'll learn of the power Babi was using to conceal himself and of its origins. He'll go into a cutoff deep lecture about an ancient race called the Lemurians. Babi seems to know Kraden, too. He'll enter you into the Colosso finals and leave you standing there like a bruised stripper. All you got to do is head back to Tolbi.

2b2.

```
|_   _|_| | | |__ ( ) |_ )
  | |/_ \ | ' \ | / / Good books = The Swords Trilogy. Nice.
  |_ | \_ / | | . _ / | / ___ |
```

Note: You can't sleep at the inn - the only real thing you can do is go straight up to Colosso.

-COLOSSO-

Once you pass through the central gate at the top of Tolbi and talk to a few people, you'll be informed by soldiers that Isaac is the only member of the party that will be competing in the events at Colosso. You'll also get a guided tour of the finals, as well as gaining the knowledge of the fact that you do not enter the finals with your equipment. What you must do is go through each stage you are given and collect the items you will use in the one and only battle for that level. However, none of the fights are even breathing on the back of the tough side, so all I've done is strategically outline each stage, for you are given the opportunity to place one of your party members (Garet, Ivan or Mia) at any three of the stage events. When you wish to continue on, talk to the soldier who brought you into the area and you'll be made to believe you're about to get on with the festivities. Instead, however, you have to wait. How long depends on you, because you don't have to talk to any of the seven other combatants in Colosso if you don't want to. Just step inside the small circle to the right of the red warrior for the guard to ask if you're ready. If so, the finals will begin.

/The layout reads like this:

/

/...Part...

/-Stage: [Psynergy that has to be used to benefit Isaac]

/

/And it's that simple.

...Part 1...

-Stage 1: [Move].

-Stage 2: [Douse].

...Part 2...

-Stage 2: [Halt] the man standing by the lever.

-Stage 3: [Frost] the eastern puddle.

2g2.

```
  \ \ / / _ _ _ _ _ _ _ _ _ _ | | ( ) _ _ | | | | | | | | _ _ _ _ _ _ _ _  
  \ v / - ) ' \ || ( _ < | | | | / _ ' | ' \ _ | ' \ / _ \ || ( _ < / - )  
  \ / \ _ | | | | \ , _ / _ / | _ _ | \ _ , | | | | \ _ | | | | \ _ / \ _ |  
  The light... | _ _ / ... it burns!
```

Head north into the Lighthouse. Pass the scholar on the bridge and [Reveal] a passageway. Go down the stairs that have appeared and grab the Carry Stone (bestows [Carry] when equipped - do it), then head back up the stairs. Go through the doorway on the northern side of the room. Go right and down the stairs. From the southern stone, hop left (3), down, right, down, right, down (3) and head up the staircase. Nab the Lucky Cap in the chest and backtrack across the stones and up the stairway.

Head left and go through the doorway. Follow the path (skip the stairs) to the next room. Push the block over, and after Garet disturbs the momentum of the game, [Carry] the block and drop it to the right. With that, you're clear to head up the stairs.

The four lines of electricity you can't pass through, though you'll take no damage if you touch them. [Reveal] another staircase to the right and go up them. Continue on, past the small statue of Venus Lighthouse and to the large one previously seen at the Mercury Lighthouse. Talk to it and lights will appear on the floor. Talk to the statue again to switch the position of the lights. Now, leave Venus Lighthouse.

---Go back to Lalivero and leave through the northern exit. Take a few steps to enter Babi Lighthouse.---

2h2.

```
Estimated Running Time:  
| _ ) _ _ | | _ ( ) | | ( ) _ _ | | | | | | | | _ _ _ _ _ _ _ _ 42  
| _ \ / _ ' | ' \ | | | | | | | / _ ' | ' \ _ | ' \ / _ \ || ( _ < / - ) minutes  
| _ / \ _ , | _ . _ / _ | | _ _ | \ _ , | | | | \ _ | | | | \ _ / \ _ |  
| _ _ /
```

Climb the nearby ladder, then go down the next. Shove the block left two times and up into the gap. Go climb the other ladder and hop to some Lucky Pepper. Head north to the next screen.

Go down the ladder to the left. Cross to the pillar and [Move] it toward you. Backtrack up the ladder, go right and push that pillar aside. Climb down that and [Move] the pillar ahead of you to the left and cross the gaps. Climb the ladder and use [Growth] on the plant. Ascend the vine, drop-down and head through the door.

Drop-down again and fight Luff the Jupiter Djinni, also the final one of its kind.

Drop-down once more and go up the stairs to the left two times and plummet down the first spot you can. You'll land in a room with four people, including Feran, Sheba's guardian of sorts. He'll diss you a time or two, claiming you are mere children and the same old, same old. Bleh... stereotypes make the world go 'round. ~_~

Iodem will persuade the other to allow you to demonstrate your powers, so let's not let him down. Go up to the door and [Reveal] a switch to the left. Press it and the door will open. When the others try to go through, the door

will close 'cause people without Psynergy cannot pass. U R T3H WINNAR. Re-open the door and head down the stairs on the other side.

-TUNNEL RUINS- <-- Written by randomwyvern until further notified.

A room reminiscent of the last one in Venus Lighthouse is here. Now, the light map on the floor in this room will tell you which route is set up. If there are no lights, then you didn't follow the walkthrough and therefore you didn't talk to the statue in Venus Lighthouse. Why didn't you follow the walkthrough?

Southern Route:

```
      Statue
      X
O      |
      X
O      |-----X
      X
O      |
      X      Lighthouse
O      |-----X
```

Western Route:

```
      Statue
      X
X-----|
|      O
X      O
|      O
X-----|
|      X      Lighthouse
X      |-----X
```

The O are unlit holes and X are lit ones. There's nothing to do here, so move on to the next room. ^_^

In this room, [Move] the right pillar east twice, and down once. [Move] the western pillar right and down, one time apiece. Now, hop across and run into the next room.

Now, this is where the path branches based on the route you chose. You will only be able to go one way here; only one route is available at a time. To change routes you'll have to go back to Venus Lighthouse and talk to the statue. You do not need to complete both routes, unless you want to get both items (Asura's Armor and Oracle's Robe).

The guide for the Western Route is after the Southern Route guide.

__Southern Route__

Push the statue on to the water drop icon. Hop across and do it again but [Douse] the pillar so it has water in it. Go to the next room and jump over the gaps to the eastern room. [Reveal] the statue to be Asura's Armor. Return to the previous room. Now head south.

To get through this room, go down both stairs to the bottom. Cast [Douse] on the hollow pillar. [Move] the pillar down twice, right twice, and then up twice. Go up the short flight of stairs and stand in front of the water-filled

pillar. Cast [Frost]. Go up the longer flight of stairs. Jump on the [Frost]ed column and then jump right. Go to the next room.

This room is where the Southern and Western Routes join. Jump over to the middle platform. You won't be able to reach any of the western platforms; those are only for the Western Route, so don't worry about it. Move south into the next room.

~~*~~An e-mail from one Nephetsman clarified my doubts about not having to change the lights in Venus Lighthouse to go to the Western Route. Indeed, you do have to do just that. He writes, "When you talk to the statue in the Venus lighthouse, and change the lit paths, you can go to the south, get the armor, then you have to go talk to the statue again, and change the path again." That means that after you get Asura's Armor, go back to Venus Lighthouse, talk to the statue and change the position of the lights. That is the only way you can progress and run the Western Route.~~*~~

__End Southern Route__

__Western Route__

[Move] the western pillar down once and west thrice. As for the other one, [Move] that one down and left as far as possible. Jump across those and continue on into another screen.

Push the tiny left pillar all the way in that direction. [Move] the eastern pillar left three times. Jump over the bushes and [Whirlwind] the spot twice to unveil another small pillar. [Move] it down once and left just as many times, then shove it to the bottom level. Go back down and push the eastern pillar to where it originally was. [Move] the third pillar around its track until you place it in its little space. Hop across to the bush - blocked doorway, use [Whirlwind] and go through.

Follow the path and you'll reach a room with three blocks. [Carry] two blocks on to the scale on the right. Walk on to the left scale and jump left. Go on to the next room.

This room is where the Southern and Western Routes join. Jump onto the west platform, and go south into the room. Use [Reveal] on the statue to find a chest containing the Oracle Robe. Go north to the room you just came from.

Jump over to the middle platform. You won't be able to reach the eastern-most platform; that is for the Southern Route only, so don't worry about it. Move south into the next room.

__End Western Route__

This room has 5 colored statues. If you [Mind Read] each, they hint you as to where they go on to the 5 area on the floor. The correct placement is:

End randomwyvern's input in the guide - many thanks to that man!

R B
Y
G V

Red, Blue, Yellow, Green, Violet.

The door will open to the east, so go through it and up the stairs.

(Pieces identified as 1-4, left-right)

- 1 - Far southeastern gap.
- 2 - Far northwestern gap (closeby).
- 3 - Second gap below the one positioned by #4.
- 4 - Gap below #2.

Head through the now-open door, press the switch to move a sandfall on a lower level, cross the gap and run up, across another gap to a hovering platform and a downward staircase. You have to go down the stairs to progress, so do that.

Follow the floor till your screen opens up to three sandfalls. Simply run through the northeastern path and up some stairs to a Psynergy Stone and a drop-down point that leads you to the hovering platform, which in turn brings you to the roof of Venus Lighthouse to fight in the last boss battle of the game. Heal up, use the Psynergy Stone, and descend.

At the top, Saturos and Menardi will be attempting to light the beacon of the Lighthouse. Felix will try to take Sheba to the ship where Jenna, Kraden and Alex wait, but Saturos and Menardi won't allow that. A trust issue comes into play and it appears as though Felix is going to fight the pair when you regain control.

Put all Djinn on Set right now, but have the following on Standby mode: (Venus: Flint, Quartz, Ground), (Mars: Forge, Fever, Ember), (Jupiter: Gust, Breeze, Kite), (Mercury: Fizz, Sleet, Spritz). If you haven't done the sidequests, you really should do them. The final battle is based on the character strength that you have done the sidequests. The benefits are very... beneficial... o.o

Go over to the group and the Rod of Hesperia - a rod required to reach Jupiter Lighthouse - will be the hot topic. In a few minutes, the Shaman's Rod is revealed as the Rod of Hesperia, and you must hand it over so as to not let any harm befall Sheba. However, when give over the Rod, Menardi and Saturos won't allow to go with your party, because they merely said no harm would come to her and not that they'd let her go. They tricksed us, they did... Lies, tricksies, we should make them pay, yees...

And then you get the opportunity to do just that.

```
|-----Djinn Setup-----|
| -Isaac: All 7 Venus  |
| -Garet: All 7 Mars   |
| -Ivan: All 7 Jupiter |
| -Mia: All 7 Mercury  |
*-----*
```

```
~~~~~
Saturos - HP: 3000
Menardi - HP: 2800
```

-In the first round, use Granite, Corona, Zephyr and Hail. In the second round, heal (for the rest of the fight, use Mia's Wish Well every turn, once it becomes available) and summon Judgment, Meteor, Thor and Boreas (as soon as possible). Be sure to use Wish Well every turn! I cannot stress the importance of that enough! Focus your attack on Menardi first, because she's a damn nuisance.

After the initial summons, start using Djinn one by one but DO NOT summon again. Never have Mia or Ivan use another Djinn, though - your party needs her

for healing and him for reinforcing offense and defense. Have Ivan cast Resist and Shine Plasma, as well as heal if Mia's Wish Well ain't quite enough. Do not use Granite or Corona for the rest of the battle. Your regular physical attack shouldn't be too shabby, either. Quicker than you think, this battle will be over...

EXP: 6000 / Coins: 7800 / Items: None

+++++

ATTACKS

*Saturus - Potent Cure (restore 300+ HP, grrr). Break (lowers attack). Protect (boost defense to both). Pyroclasm (100-180 Fire damage to all). Inferno (85-115 Fire damage to all).

*Menardi - Impact (boosts attack). Fiery Blast (100+ Fire damage to all). Death Size (120-150 [elemental?]/physical damage to party member). Resist (boosts resistances). Flare Storm (40-85 Fire damage to three).

~~~~~

There's that music I like from the beginning of the game! ^\_^ Anyway, when you try to take Sheba, Felix won't let you. Saturus and Menardi will get to their feet. And then Saturus chucks an Elemental Star into the beacon - though it's the Venus Lighthouse, "fire and earth share a symbiotic relationship," as Menardi puts it (Saturus and Menardi are Mars Adepts, remember). Felix will be ordered to take Sheba to the ship and so he does - just as S&M become one.

-----Djinn Setup-----  
| -Isaac: All 7 Venus |  
| -Garet: All 7 Mars |  
| -Ivan: All 7 Jupiter |  
| -Mia: All 7 Mercury |  
\*-----\*

~~~~~

Fusion Dragon - HP: 5000

-If you've done as I said in the previous round, you can summon Judgment and Meteor in the first round. As before, have Mia use Wish Well every friggin' turn and Ivan cast Resist and Shine Plasma, healing as necessary. In the second round, you should use Granite, use Corona, and become aware of the fact that the Fusion Dragon can attack twice per round. >:(

Make use of Flash as soon as it's available, as well as Sap, Scorch, Vine, Torch and Bane. Have Garet use Protect periodically but not every round. Once they're used, summon Judgment and Meteor again (yes, I know that they're S&M's elements, but you need Mia and Ivan for keeping your maximus rumpus alive, so deal with it). Now just repeat the process and, with any smidgeon of luck, you'll finish off Saturus and Menardi once and for all.

EXP: None / Coins: None / Items: None

+++++

ATTACKS

- Outer Space: 50-200 to all, more damage towards Isaac.
- Dragon Driver: 50-130 to all, more damage towards Ivan.
- Deadly Gas: Small damage, but poisons - rid the ailment with either Isaac or Garet, because Mia and Ivan cannot, must not differ from their regular round routine.
- Break: Lowers strength.
- Evil Blessing: 40-80 to three party members, causes Curse.
- Severe Blow: Drops HP to 1 on one party member. Ugh.


```

/ _|_ | \ | _ | / _ \ | | | | _ / _ | _ _ / _ |
\_ \ | | | | | | | ( ) | | _ | | _ | \ _ \ | | \ _ \ Can't forget the sauce...
| _ / _ | _ / | _ | \ _ \ \ _ / | _ | _ / | _ | _ /

```

Golden Sun doesn't have a lot of side quests to complete, but the ones there are be ones you actually benefit from doing, unlike some RPGs where all you get out of the ordeal is a Hi-Potion and 100 Gil, if you know what I'm sayin'. Then again, those games have many, more interesting side quests to complete, whereas Golden Sun is a game that feels like one, huge side quest to begin with.

But whatever...

=====

```

3a.
/ _ | _ _ _ _ _
\_ \ / _ ' _ \ Never leave a Djinni behind, soldier... Pancakes?
| _ / \ _ , _ | . _ /
      | _ |

```

---This sidequest is first available to you as you reach Kalay. Go north of the city and simply take a shortcut to Vault by heading north across a bridge, then north a bit more across another (remember to hold the L shoulder button to enlarge the view of the world map so you can see where you are going). You'll come out by Vault, so enter.---

So, why have I brought you here, exactly? Well, there's a Djinni to pick up that you were unable to get earlier in the game.

From the entrance, go up the stairs on the northwest side of town. Loop all the way south, then east, pass the dog, over the head of a woman and across a bridge. Continue on and you'll reach a small tower with a ladder. Climb the ladder and you'll see a Djinn's head all hidden-like behind a tree on the outskirts of the town - trying to reach the Djinni by walking up to it on the lower level of Vault is a no-no, because you'll be forced to exit the town before you can get to the Djinni. Ring the bell atop the tower and the Venus Djinn will jump to where you want it to be. Now, go back to the dog and the circle of stones. Earlier in the game, I told you to get a bone from the Inn and give it to the dog so he'd move out of the way - if you have yet to do that, do it now. Stand before the dog and [Mind Read] him to learn that there's a hidden underground passage nearby. [Reveal] it and proceed.

-VAULT CAVE-

The chest on the right is really a Mimic (which pose such a small threat to you now that it's not a bad idea to fight them for the hefty 321 EXP they give you). Head left and go through the entryway to the north. In the next room, just go east and enter. Here, push the left statue with a flame on top of it on to the switch to make the gate drop. Go through and continue on. [Whirlwind] the bushes you come upon and grab the Vambrace in the chest. Go back and take a look at the puddles. Here's a cruddy depiction of what to do:

```

  _ J _ L
  1  2
      6
34  5

```

'Aight, L is the ladder (_ is land), J is the spot where you should jump from, and 6 is the only puddle you don't need to [Frost]. Hop across the ice logs and pass into the next room.

Nevermind both sets of stairs for now and go down the ladder. Follow the path to the next area, where you have to go up the nearby stairs and push the button that will flood the room of its water. Head south and follow the path to a room with two lit statues (I'm just going to call them "torches" from now on) and one that ain't. There are drops of water falling from above, and you need to move the unlit torch to the side so you can get the southern lit torch to the switch. If two drops of water hit the torch, the flame goes out and you need to leave and re-enter the room to start over. Firstly, move the unlit torch all the way to the left so it's out of the way. When a drop of water lands to the right of the lit statue, push it up, then immediately right. Shove it around so the lit statue is diagonal and to the upper left of the eastern invisible one, like so:

```

|_____|
|       | <-- Lit Statue
|_____|
      ooooooo
      o      o
      o      o <-- Invisible Statue
      ooooooo

```

Once the top left drop of water hits the ground, halfway between the point where it hits and begins to splatter, quickly push the lit statue to the left and up to the switch to drop the gate. Go through the entryway and head left. Go up the stairs. Head through the next couple rooms, descend a ladder and enter the doorway. Jump across the gap and follow the path.

You'll come out to where Sap the Venus Djinni is waiting for you.

Re-enter Vault Cave and then [Retreat], which will put you all the way to the other side where you first came in to the cave. Climb the ladder and you'll be back out in Vault.

This side quest is officially complete.

```

-----
3b.  _  _  _
     | | / ( ) | _  _
     | ' <| | _ / - ) Mama Said, Ma-Ma-Mama Said, M-M-ama, Mama Said...
     | _ | \ \ _ | \ \ _ |

```

---Go to the left of Kraden's house in Vale, where the game began. See the rock atop the fence to the left of his home? [Lift] it and proceed into Vale Cave.---

-VALE CAVE-

Hop onto the stone and [Reveal] another. Follow the path until you come upon some more stones. Jump up, face the eastern box and [Move] it into the water. Do the same to the western box. Skip to the stone by the fallen log and roll to the next area. Head left and continue to a new room.

Push both the logs into the water and drop down. Give the third log a shove (don't take the southern exit because you'll have to backtrack the whole way and do everything again) and cross, continuing to the next room.

***Climb the ladder, grab the chest containing the Halt Gem and equip it. The Jupiter Djinni ahead of you will drop down and circle the rocks continuously.

-LUNPA FORTRESS-

Go through the archway and [Cloak] yourself in the eastern shadows. Run behind the guard (if you're caught, you're merely thrown out of the building) and into the next room. Immediately [Cloak] yourself and enter the northern room. Search the northeast barrel for a Vial, leave the room, [Cloak] and enter the southwestern door.

When the guard comes up, [Cloak] and when the guard goes left, book it by his area of light and through the southern door. [Cloak] and go up the stairs to the south. [Cloak] yourself and run up when the guard patrols west. Duck into the eastern dent in the wall, wait for the next guard and chug through the northern door, then through the one on the eastern side of the next room.

After fighting the easy Brigands, walk to the next area. Loop around and beat a lone Brigand. Go through the door he was defending and talk to the woman. Tell her you are the one Dodonpa, who lies sleeping on the nearby bed, said would come to punish Donpa. Leave and go through the southern door.

[Cloak] and stand by the left path. When the guard goes right, run through the southern door. Behind the cell bars in the next room, stand close to'em and [Catch] the Cell Key (which is automatically used once you try to go through the cell doors). Fight off the Brigand and go down a couple flights of stairs. [Whirlwind] the bush to the left, [Reveal] a button, push it and go through the door.

Note: You start encountering random enemies from here on in.

Go east, [Whirlwind] the bush and go through the doorway. Grab the Power Bread in a chest in the central cell, then go south through a passageway. Follow the path and head north. Push the crate south fifteen times and it'll drop. Hop left, through a cell and [Whirlwind] the bush. [Reveal] a button, press and go through the door. Be sure to heal up and save the game, as well as put four of each character's Djinn on Standby.

Walk through the cell to find (dun dun dun!) Master Hammet. After about twenty seconds of talk, Dodonpa will enter, pull a level and shabooya - we've got a boss to fight. Don't worry... he's insanelly easy.

```
|-----Djinn Setup-----|
| -Isaac: Any four+       |
| -Garet: Any four+      |
| -Ivan: Any four+       |
| -Mia: Guess what? Any four+ |
*-----*
~~~~~
Toadonpa - HP: 2800
-Those 16 Djinni on standby? Use'em. You win.
```

EXP: 999 / Coins: 3200 / Items: Psy Crystal

~~~~~

After that crapfest, Dodonpa will have tried to get behind you, and therefore will end up under his fallen monster. Good stuff. Push it off of him and after a few moments, Donpa will walk in and initiate some events. He'll scold his son and request you leave the same way you entered. You'll automatically leave the fortress with Hammet in tow. Re-enter West Lunpa Cave.



automatically use the Blue Key on the first door. Grab the 333 coins in the chest and then jump on to the far right stone. [Reveal] the Red Key in the center of a circular ring of stones and [Catch] it. Back to the far left, hop down three times, once right, up once, then right twice. [Catch] another Blue Key and go open the second blue door for a Fairy Ring. Stop laughing you hyena, that's what it's called... Anyways, skip back to the entrance, jump right thrice, up twice and [Catch] another damn Blue Key. Use it on the third door to get a Cookie. The fourth chest is a Smoke Bomb, and you don't need it. Trust me. Ain't gonna have you wasting your time like I did. >:| Continuing on, go through the red door to the far left. Follow the path, down some more stairs and through another guarded door.

Walk up to the closest statue. If you try to pass it, it'll block you. That's Spud Webb-tight D right thurr! Run it to either side and [Halt] it. Go up and grab the Sleep Bomb. Do the same thing to the right statue, but when you pass it, you can't pass the next because it's too far away to effect with [Halt] (author's note: while I was typing the previous sentence, I originally had "effect with the Halt Materia," - don't ask; --). However, your body, like Lord Babi's was in Atmiller Cave, is covered in shadow. Therefore, [Cloak] yourself and the statue won't see you as you go by and nab the 444 coins. Backtrack to the entrance afterwards and go left. [Cloak] yourself again and sneak by the statue. Follow the path, grab the Psy Crystal and exit. Go down the stairs and through yet another door.

Head right, all the way around to a chest with 555 coins in it. Go down the stairs and push the top left log in that direction. Push the log just below it to the north, then shove the first log back. Go press the switch you skipped and the water level will rise. Run back to the stairs and hop across the logs, west then north to a chest containing a Lucky Medal. Backtrack, re-flip the switch to drain the water. Go back and push south the horizontal log to the right of the first one you pushed before. Push the latter to the right, then the other back up. Give the next-to-most southern log on an eastern shove and roll the topmost log south. Push the new top log left, the horizontal log back to its original position, and the lowest vertical log all the way left. Shove the top horizontal log down and the southwestern vertical log to the east. Once again push the horizontal log back where it came from and then cap this part of the puzzle off by pushing the western vertical log to the east. Flip the switch and cross the logs to a chest with Ninja Garb in it, which just so happens to fit Ivan perfectly.

Flip the switch to drain the water again. At the logs, push both verticals to the west. Shove the bottom horizontal log north, and the top vertical log back east. Push the top log south and go press the switch a final time. Cross the logs and grab the Potion in the nearby chest. Head south, down some stairs and to a new yet same old door. o\_o

Go northwest to a stump with a chest perched atop it. Push the log up twice (you'll get it later). The two logs near the entrance need to be [Move]d to hop across and head north to an at-this-point-in-the-game-practically-useless Elixir.

\*\*\*Follow the path, down and up a ladder. Head west and in direct line with you is a Venus Djinni. On approach, it'll drop down a level. Go south, push the stump over the drop-down point and follow it. Hop left and go [Frost] the puddle. Jump across the log/[Frost]ed puddle bridge and head north to a chest containing a disturbing 666 coins. Continue on - the Djinni will charge eastward and you'll hear a noise. Shove the nearby stump right and over the ledge. Go [Move] it twice to the east, then ascend the two ladders. Descend the big one and you'll hop on to the log. Go right and nab the cursed, albeit powerful Garet's best weapon strength-wise, the Demon Axe. Head back up and

follow the Djinni. You'll chase it to a small area with three stones between you and it. [Halt] is good, here. Talk to it and Bane the Venus Djinni will join you. It was my final of the type.\*\*\*

And now just re-step back to the western side of the room, leave through the southern door and - well, you know.

In the next area, head north, cross the gap and enter the upper area. Push the block left twice, [Carry] on to the next level of land, cross the gap, climb and descend the ladders, [Move] the block one space left and [Carry] it north. Hop across to grab the chest. Go south and jump a gap. Push the block two spaces down and five spaces left. [Carry] it north and then hop over. Follow the path to a chest with 777 coins in it. Jump over just south of the chest and leave the level. Damn this routine, it's really, really starting to make... me... angry. And you won't like me when I'm angry. --

Here, go up and [Frost] the two puddles, left to right. The statue of the dragon will breathe fire and melt the first [Frost]ed puddle, but it's all good. Hop across it, [Frost] it again, climb the ladder and hop some more (unless you want that space-clogging Smoke bomb to the east). Grab the 888 coins in the foremost chest, and then use the nearby drop-down point (not the ladder). Go around the logs and push the rock right two times.

To get the Cleric's Ring, use this paragraph. Once you get that ring, backtrack to the end of the last paragraph and continue from the next. Okay? Alright, go up the ladder to the northwest and backtrack the gap to the dragon. [Frost] the puddle under the pale platform. When you do this, the dragon will burn down the pillar blocking your path to the ladder. Hop across it and re[Frost] it when you're on the other side. Use the ladder, cross the gap, and then use the drop-down point. Give the horizontal log a downwards shove and then climb the ladder to grab the chest containing a Cleric's Ring, which allows you to use cursed items without the negative effects. However, you will still be deemed Cursed; that'll have to be removed at a Sanctuary.

[Frost] the puddle to the left (after hopping across it) and grab the Potion in the chest. Drop-down and leave to the south. This time, going down the stairs, how about you purposely trip yourself so as to add entertainment value? Sounds like a plan...

Take the first log up, the next to the right. Go on to land and ride the bottom horizontal to the north. Head back east to land and roll the bottom vertical log to the chest in the center with 999 coins. Ride that back and go north. Ride south, loop back to the northeast corner and ride the one log you have yet to have gained access to - roll it west and on to land. Grab the chest containing a Water of Life.

\*\*\*randomwyvern takes over until I notify you... again\*\*\*

Okay, now it's time for the log rolling puzzle from Hell. Or the programmers at Camelot. At times like these it's hard to tell the difference. ~.^

There are six logs in this puzzle: 3 horizontal and 3 vertical.

Go to the middle vertical log. Roll it west.  
Go to the middle horizontal log. Roll it north.  
Go to the bottom vertical log. Roll it west.

Move over the logs to the middle vertical log. Roll it back east.  
Roll the top vertical log west.

Run around to the left horizontal log. Roll it north.  
Step over to the middle horizontal log and roll it north.

Step onto land. Run back around to the middle vertical log. Roll it west.  
Walk down to the bottom vertical log. Roll it east.

Go to the right horizontal log. Roll it north.  
Jump over to the bottom vertical log. Roll it west.

Walk over the logs to the top vertical log. Roll it east.  
Go around to the middle horizontal log. Roll it north.

Run around to the top vertical log. Roll it west.  
Step down to the middle vertical log. Roll it east.

Step on to land. Jump on to the bottom vertical log.  
Step on to the right horizontal log and ride it north.

Jump over to the middle vertical log. Roll it west.  
Walk over the logs to the middle horizontal log. Ride it south.

Run around to the bottom vertical log. Jump on to it.  
Walk over the logs to the top vertical log. Ride it west.

Run around to the middle vertical log. Jump on.  
Step on to the right horizontal log. Ride it north.

Run around to the middle horizontal log. Roll it north.  
Step to the top vertical log. Ride it east.

Step on to land. Jump on to the middle vertical log and ride it west.  
Walk over the logs to land.

Go to the right horizontal log and ride it south.  
Jump over to the top vertical log. Ride it west.

Jump north and you're at the chest!  
You get Muramasa, a cursed long sword with an attack of +124 that unleashes  
Demon Fire.

And there you go! ^\_^

\*\*\*Thanks much, randomwyvern! I'll take it from here >.>\*\*\*

Go south, then down even more stairs and... holy hell, not a door!  
A cave, it seems. liek omgawd g0 in rofl1!

Go up the bridge to the deck of some broken and tattered ship. Don't yet head  
towards the other part of the ship! The chest is a Mimic, and there's a boss  
waiting for you.

-PREPARING FOR DEADBEARD-

~

"Flash"

---

```
|-----Djinn Setup-----|
| -Isaac: All 7 Venus      |
| -Garet: 6 Mars/1 Jupiter | <-- Flash
| -Ivan: 6 Jupiter/Flash   |
```



```
| -Mia: All 7 Mercury |
*-----*
```

Beware, the following fight may possibly be the toughest in the game. Deadbeard, as he is named, is no pushover. To defeat him, you can either go at him with all your might or use the slower but safer alternative, dubbed the "Flash tactic." If you want to know what the Flash tactic is, read the next paragraph...

The Djinn setup would be the same as always, save for the fact that the Mars Djinni named Flash would be put on Ivan. Why is this? Because Flash would be used one round, put on "Set" the next, and used again. Why? Because it greatly reduces the amount of damage done by Deadbeard's attacks. Gareth is much more of an attacker than Ivan, therefore the latter would have Flash equipped for the battle and not the former. Mia would use Wish Well every turn as Isaac and Gareth attacking, using Djinn and summoning the big four whenever possible. Simple, time-consuming, but works every time.

~

"Bash"

```
-----Djinn Setup-----|
| -Isaac: All 7 Venus |
| -Garet: All 7 Mars | <-- Bash
| -Ivan: All 7 Jupiter |
| -Mia: All 7 Mercury |
*-----*
```

Judging from the name, you should get the gist of what the Bash tactic is all about. Put four Djinn on each character on Standby, summon them right off the bat (summons do a mammoth amount of damage to Deadbeard, more so than even regular baddies), have Mia use Wish Well every turn and Ivan cast Shine Plasma and act as the secondary healer if Mia falls behind. A bit more dangerous, but quicker.

~~~~~

Deadbeard - HP: 6000-6400
-Use either of the two plans of action described above. They work.

EXP: 8000 / Coins: 9000 / Items: Water of Life

+++++

ATTACKS (without Flash)

- Impact: Boosts attack.
- Break: Lowers party attack.
- Freeze Prism: 120-190 [Cold?] damage to three party members.
- Ward: Boost resistance +40.
- Spark Plasma: 120-160 to all party members.
- Regular Physical Attack: 190 to one party member.

+++++

ATTACKS (with Flash)

- Impact: Boosts attack.
- Break: Lowers party attack.
- Freeze Prism: 20-40 [Cold?] damage to three party members.
- Ward: Boost resistance +40.
- Spark Plasma: 30-40 to all party members.
- Regular Physical Attack: 50 to one party member.

~~~~~



barrier covers each friendly.

#### 9. Flint - Venus

Location: Waiting for you on the World Map just outside of Vale.

Description: Hard physical attack, +Earth damage.

Visual: Caster leaps forward, blade raised into the air. Just before s/he comes down upon the enemy, s/he is suspended for a split second and Flint flashes at the tip of the blade before the caster cuts into the baddie.

#### 10. Forge - Mars

Location: Goma Cave.

Description: Boost party attack.

Visual: Forge appears above the caster, then circulates over the party. Small beads of fire coalesce into the party members and then a red sword flashes over them.

#### 11. Granite - Venus

Location: Kolima.

Description: Creates a mighty earthen barrier (damage divided by 2[?]).

Damage divided is an estimate as much as Flash damage reduction is, but I think it's pretty accurate. Only, the 2 might be a 5, instead, but I'm not thinking so.

Visual: Same animation as Flash, only instead of the redness, there's a golden makeover.

#### 12. Ground - Venus

Location: Outside of Tolbi, follow the coast and keep it on Isaac's right side. Continue on until you get to this Djinni.

Description: Use gravity to hold a foe.

Visual: Ground appears over the caster's upraised arms, then disappears as it sends forth four black spheres with what appears to be electrical energy pulsing inside, radiating a generic core. These spheres collide into the enemy all at once.

#### 13. Gust - Jupiter

Location: Bilibin.

Description: Attack with mighty wind gusts with a chance for 2x damage.

Visual: The Djinni appears above the caster, then slings out to the enemy two times and slams into it.

#### 14. Hail - Mercury

Location: Encountered in an area reached by going northwest over two bridges beyond Tolbi.

Description: Does Water-based damage and lowers target defense.

Visual: An entire level of water rises suddenly from the earth, projecting itself in a spire at the enemy's location and knocking it back in a blue splash.

#### 15. Kite - Jupiter

Location: Vale, later on in the game (not the beginning). See the Kite Sidequest for more information.

Description: Attack twice next round. Bonus!

Visual: Kite appears over the caster and then quickly disappears. That's it. No, really. That's it. Stop reading. Why are you reading this? There's nothing more to be seen. Stop! ... 'Aight man, for real, quit it. Must I go get the iodine and toothpicks? Yeah. Didn't think so.

#### 16. Luff - Jupiter

Location: Babi Lighthouse.

Description: Seal a foe's Psynergy, meaning the target can't use Psynergy for two or three rounds. I don't think this works on the main bosses, like those you'll find in the Upper Venus Lighthouse or in the bowels of Crossbone Island.

Visual: Luff appears over the caster and then flies around the enemy. A shape, more specifically a triangle, rotates and closes in on the target. As it gets closer, the triangle stops and three circular symbols appear on the three straight sides of the triangle, at the middle of each line.

#### 17. Mist - Mercury

Location: Xian.

Description: Lull a foe into a deep sleep. Webster's defines this as: useless.

Visual: The caster charges forward and slaps the enemy with his or her weapon, a flash of blue emanating from the strike.

#### 18. Quartz - Venus

Location: Mogall Forest.

Description: Revive a downed ally with half of his or her max HP.

Visual: Same animation as Dew, only switch the blueness with yellow. Whee.

#### 19. Sap - Venus

Location: Vault, later on in the game (not the beginning). See the Sap Sidequest for more information.

Description: Attack a foe and steal HP.

Visual: Same as Flint's animation, except for the strike effect being a splash of earthly energy. Once the enemy is knocked back, yellow healing particles transport from the bad guy to the caster.

#### 20. Scorch - Mars

Location: Kalay Tunnel.

Description: Stun a foe with a blast attack.

Visual: Pretty much the same thing as Forge and Bane, only Scorch's cloud is more of an explosion and not a little poofer.

#### 21. Sleet - Mercury

Location: Mercury Lighthouse.

Description: Drench a foe to drop its attack.

Visual: Sleet appears over the caster and spews blue vomit at the target. Yay!

#### 22. Smog - Jupiter

Location: Lamakan Desert.

Description: Veil a foe's vision in smoke. Bleargh.

Visual: The caster runs to the enemy and slaps it with his or her weapon. A splash, for some reason, is the result of this impact.

#### 23. Spritz - Mercury

Location: Altin Peak.

Description: Restore party HP with a soothing mist.

Visual: Same as Fizz, only it pisses on everyone.

#### 24. Squall - Jupiter

Location: Atmiller Cave.

Description: Paralyze a foe with a storm.

Visual: The caster strides toward the enemy and strikes it while a bolt of electrical energy darts from the sky and into the target.

#### 25. Tonic - Mercury

Location: Lunpa, specifically Lunpa Fortress. See Extraction Sidequest for more information.



Reveal |N/A| |1| Perceive hidden truths |N/A

/EARTH\-/VENUS\  
\*\*\*\*\*

| (Name         | X/O | PP | Effect                             | # ) |
|---------------|-----|----|------------------------------------|-----|
| Annihilation  | X   | 18 | Attempt to annihilate a foe        | 1   |
| Avalanche     | X   | 30 | Attack with a blast of rock        | 5   |
| Briar         | X   | 11 | Attack with sharpened briars       | 3   |
| Clay Spire    | X   | 13 | Attack with earthen spire          | 3   |
| Condemn       | X   | 8  | Disable your enemy with evil power | 1   |
| Cure          | O   | 3  | Restore 70 HP                      | 1   |
| Cure Well     | O   | 7  | Restore 150 HP                     | 1   |
| Curse         | X   | 6  | Draw the spirit of death to a foe  | 1   |
| Demon Night   | X   | 12 | Unleash a myriad of monsters       | 3   |
| Earthquake    | X   | 7  | Attack with a mighty tremor        | 5   |
| Gaia          | X   | 7  | Attack with the earth's might      | 3   |
| Grand Gaia    | X   | 32 | Attack with the earth's might      | 5   |
| Growth        | X   | 4  | Attack with wild plants            | 1   |
| Haunt         | X   | 5  | Haunt a foe with an evil spirit    | 1   |
| Helm Splitter | X   | 8  | Paralyze a foe with a mighty blow  | 1   |
| Mad Growth    | X   | 10 | Attack with ferocious plants       | 3   |
| Mother Gaia   | X   | 17 | Attack with the earth's might      | 5   |
| Nettle        | X   | 23 | Attack with stinging nettles       | 5   |
| Potent Cure   | O   | 10 | Restore 300 HP                     | 1   |
| Punji         | X   | 7  | Attack with a bamboo weapon        | 3   |
| Punji Strike  | X   | 24 | Attack with a bamboo weapon        | 5   |
| Punji Trap    | X   | 13 | Attack with a bamboo weapon        | 3   |
| Quake         | X   | 4  | Attack with a powerful quake       | 3   |
| Quake Sphere  | X   | 15 | Attack with a massive quake        | 7   |
| Quick Strike  | X   | 12 | Blind an enemy with a rapid strike | 1   |
| Ragnarok      | X   | 7  | Strike with a massive sword        | 1   |
| Rockfall      | X   | 5  | Attack with a blast of rock        | 3   |
| Rockslide     | X   | 15 | Attack with a blast of rock        | 5   |
| Spire         | X   | 5  | Attack with earthen spire          | 1   |
| Stone Spire   | X   | 22 | Attack with earthen spire          | 5   |
| Thorn         | X   | 6  | Attack with stabbing thorns        | 3   |

~~~~~

/WIND\-/JUPITER\

(Name	X/O	PP	Effect	#)
Angel Spear	O	12	Boost attack with a heavenly blade	All
Astral Blast	X	5	Attack with a celestial force	1
Bind	X	4	Block a foe's Psynergy	1
Blue Bolt	X	14	Attack with a lightning bolt	3
Bolt	X	4	Attack with a lightning bolt	1
Death Plunge	X	14	Plunge your weapon into a foe	1
Demon Spear	O	7	Boost attack with a demonic blade	1
Destruct Ray	X	21	Attack with a magnetic storm	3
Drain	X-O	3	Transfer enemy's HP to yourself	1
Dull	X	6	Drop enemy attack	1
Enfeeble	X	6	Drop enemy party's resistance	3
Flash Bolt	X	7	Attack with a lightning bolt	3
Gale	X	3	Attack with the wind's might	3
Impact	O	7	Boost ally's attack	1

High Impact	O	12	Boost party's attack	All
Hurricane	X	25	Attack with the wind's might	7
Magic Shell	O	3	Boost Elemental Resistance	1
Magic Shield	O	5	Boost Elemental Resistance	All
Mist	X	4	Wrap a foe in a cloud of delusion	3
Plasma	X	8	Attack with a barrage of bolts	3
Psy Drain	X-O	0	Transfer enemy's PP to yourself	1
Ray	X	6	Attack with a magnetic storm	3
Resist	O	5	Boost party resistance	All
Shine Plasma	X	18	Attack with a barrage of bolts	5
Shuriken	X	8	Attack with a huge throwing knife	3
Slash	X	4	Attack with a blade of focused air	1
Sleep	X	5	Lull multiple enemies to sleep	3
Sonic Slash	X	20	Attack with a blade of focused air	5
Spark Plasma	X	37	Attack with a barrage of bolts	7
Storm Ray	X	10	Attack with a magnetic storm	3
Tempest	X	27	Attack with a fearsome windstorm	5
Thunderbolt	X	19	Attack with a storm's fury	5
Thunderclap	X	9	Attack with a storm's fury	3
Thunderstorm	X	39	Attack with a storm's fury	7
Tornado	X	14	Attack with a mighty tornado	5
Typhoon	X	12	Attack with the wind's might	5
Ward	O	3	Boost an ally's Resistance	1
Weaken	X	4	Drop enemy Resistance	1
Whirlwind	X	5	Attack with a swirling tornado	3
Wind Slash	X	9	Attack with a blade of focused air	3

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 /FIRE\-/MARS\  
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| (Name        | X/O | PP | Effect                                  | # ) |
|--------------|-----|----|-----------------------------------------|-----|
| Blast        | X   | 7  | Attack with a massive explosion         | 3   |
| Carpet Bomb  | X   | 29 | Attack with a bomb blast                | 7   |
| Cluster Bomb | X   | 11 | Attack with a bomb blast                | 5   |
| Debilitate   | X   | 6  | Drop enemy party's defense              | 3   |
| Dragon Cloud | X   | 6  | Strike with a Dragon Cloud              | 1   |
| Eruption     | X   | 14 | Attack with volcanic might              | 3   |
| Fiery Blast  | X   | 19 | Attack with an explosive blast          | 5   |
| Fire         | X   | 6  | Attack with a scorching fireball        | 3   |
| Fire Bomb    | X   | 5  | Attack with a bomb blast                | 3   |
| Fireball     | X   | 12 | Attack with a scorching fireball        | 5   |
| Flare        | X   | 4  | Attack with flaring flames              | 3   |
| Flare Storm  | X   | 12 | Attack with incinerating flames         | 3   |
| Flare Wall   | X   | 7  | Attack with searing flames              | 3   |
| Guard        | O   | 3  | Boost ally's defense                    | 1   |
| Guardian     | O   | 3  | Boost Defense with a divine might       | 1   |
| Heat Wave    | X   | 6  | Attack with fiery bolts                 | 1   |
| Impair       | X   | 4  | Drop enemy's defense                    | 1   |
| Inferno      | X   | 23 | Attack with a scorching fireball        | 5   |
| Lava Shower  | X   | 4  | Attack with a volcano's might           | 1   |
| Mad Blast    | X   | 9  | Attack with an explosive blast          | 3   |
| Magma Storm  | X   | 27 | Attack with a volcano's might           | 5   |
| Molten Bath  | X   | 12 | Attack with a volcano's might           | 3   |
| Nova         | X   | 13 | Attack with a massive explosion         | 5   |
| Planet Diver | X   | 7  | Leap skyward and lunge into a foe       | 1   |
| Protect      | O   | 5  | Boost party defense                     | All |
| Protector    | O   | 5  | Boost party defense with a divine might | All |

|           |   |    |                                 |   |
|-----------|---|----|---------------------------------|---|
| Pyroclasm | X | 29 | Attack with volcanic might      | 3 |
| Supernova | X | 31 | Attack with a massive explosion | 7 |
| Volcano   | X | 6  | Attack with volcanic might      | 1 |

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/WATER\-/MERCURY\

(Name	X/O	PP	Effect	#)
Break	X	5	Eliminate enemy's bonuses	All
Cure Poison	O	2	Cleanse the body of poison	1
Cutting Edge	X	5	Inflict damage with a shock wave	1
Deluge	X	20	Attack with a deadly flood	5
Douse	X	5	Attack with a torrent of water	3
Drench	X	10	Attack with a torrent of water	3
Freeze Prism	X	31	Attack with ice crystals	5
Frost	X	5	Attack with frigid blasts	3
Froth	X	5	Attack with frothing bubbles	3
Froth Sphere	X	12	Attack with frenzied bubbles	5
Froth Spiral	X	31	Attack with a bubble vortex	7
Glacier	X	15	Attack with frigid blasts	3
Hail Prism	X	16	Attack with ice crystals	5
Ice	X	5	Attack with spikes of ice	1
Ice Horn	X	11	Attack with spikes of ice	3
Ice Missile	X	23	Attack with spikes of ice	3
Ply	O	4	Restore 100 HP with faith's power	1
Ply Well	O	8	Restore 200 HP with faith's power	1
Prism	X	7	Attack with ice crystals	3
Pure Ply	O	12	Restore 1000 HP with faith's power	1
Pure Wish	O	20	Restore 300 HP to the entire party	All
Restore	O	3	Remove sleep, stun and delusion	1
Tundra	X	8	Attack with frigid blasts	3
Wish	O	9	Restore 80 HP to the entire party	All
Wish Well	O	13	Restore 160 HP to the entire party	All

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\_\_\_\_\_  
/PSYNERGY GRANTED BY ITEMS\  
\*\*\*\*\*

| (Name (Item)         | X/O | PP | Effect                       | # ) |
|----------------------|-----|----|------------------------------|-----|
| Catch (Catch Beads)  | N/A | 1  | Grab light objects from afar | N/A |
| Carry (Carry Stone)  | N/A | 2  | Lift and move light objects  | N/A |
| Cloak (Cloak Ball)   | N/A | 1  | Hide away in shadows         | N/A |
| Douse (Douse Drop)   | X   | 5  | Attack with a surge of water | 3   |
| Force (Orb of Force) | N/A | 2  | Strike a distant object      | N/A |
| Frost (Frost Jewel)  | X   | 5  | Attack with frigid blasts    | 3   |
| Halt (Halt Gem)      | N/A | 2  | Stop a moving object         | N/A |
| Lift (Lifting Gem)   | N/A | 2  | Lift an object vertically    | N/A |

~ Catch: Used primarily to grab Nuts in various trees in Golden Sun. Nuts will heal a character for 200 HP.

~ Carry: Used to move blocks and place them on something else, or drop them off a ridge.

~ Cloak: Absolutely necessary to complete the Crossbone Isle and Extraction



side quests. Cloak allows Isaac to slip into the shadows, becoming one with them so as to not be seen. As long as Isaac stays in the range of the darkness, he will be invisible.

~ Douse: It's not just an attack to be used in battle. Sometimes, Douse has to be used to place water in certain areas or extinguish tornadoes in deserts.

~ Force: Knocks over stuff, but not most stuff. Only stuff the game requires you kinda stuff.

~ Frost: Just like Douse, Frost can be used outside of battle. The benefit of this is that Frost will freeze puddles of water which, as the game would have it, is always an utter necessity to surpassing challenges set up by the environment.

~ Halt: Fun little thing that allows you to stop moving objects dead in their tracks. You use it, like, three times. >.>

~ Lift: If there's a boulder in the way, use Lift to give Isaac and company a passage. That's about it.

=====

(~BT)

6. \_\_\_\_\_  
| \_ ) \_ \_ \_ ( ) \_ | \_ \_ \_ | \_ \_ \_ ( ) \_ \_ ( ) \_ \_ \_ \_ The stuff  
| \_ \ / \_ \ ( \_ < / \_ | | | | ' / \_ \ | | | ' \ | | | ' \ / \_ \ | that gets you  
| \_ / \ \_ , / \_ / \ \_ | | | | \ \_ , | | | | | | | | | | \ \_ , | started.  
| \_ /

This section is all about the small stuff. You don't have to sweat it, but you should at least know (if you don't already) the controls and how to operate smoothly in and out of the battling. I will begin with controls for and then make the transition into a more elaborate analysis on the Golden Sun fighting system. There just may be a few things you don't know about.

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6a. \_\_\_\_\_  
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| ( \_ / \_ \ ' \ \_ | ' / \_ \ ( \_ <  
\\_ \ \ \_ / | | \ \_ | | \ \_ / / \_ / Correspondence.

\_\_\_\_\_  
/WORLD MAP\  
\*\*\*\*\*

- ~ D-Pad: Move around.
- ~ B: Pressing it does nothing, but holding it down and using the D-Pad makes you run.
- ~ A: Opens party menu.
- ~ Start: Opens game menu, where you can Save, put the GBA in Sleep mode, or change some settings.
- ~ Select: Opens party menu.
- ~ R: Opens world map. A tiny dot and the words "Present location" show you where you are. Places you haven't been to yet will not be marked.
- ~ L: Hold it down to zoom out on Isaac. This is key in some situations where you have a choice between two different paths.

\_\_\_\_\_  
/TOWNS/DUNGEONS\  
\*\*\*\*\*

~ D-Pad: Move around.

- ~ B: Hold to run \ / Advance current conversation.
- ~ A: Opens party menu \ / When in close proximity, talk to people and advance the conversation.
  - \ / Performs environment related action, such as using the Psynergy Stone in Vale.
- ~ Start: Opens game menu.
- ~ Select: Opens party menu.
- ~ R: Use preset Psynergy set to R \ / Advance current conversation.
- ~ L: use preset Psynergy set to L \ / Advance current conversation.

\_\_\_\_\_  
/MENU\  
\*\*\*\*\*

- ~ D-Pad: Choose between options.
- ~ B: Cancel \ / Go back one submenu.
- ~ A: Confirms selection.
  - Status submenu - View specific details about the selected party member.
- ~ Start: Cancel \ / Go back one submenu.
- ~ Select: Serves absolutely no purpose whatsoever.
  - Status submenu - Brings up a list of collected Djinn.
- ~ R: Nothing.
  - Psynergy submenu - Set a Psynergy to a preset command (R).
  - Djinn submenu - Toggle the Standby/Set mode of the selected Djinni.
  - Item submenu - View equipment \ / After selecting a character, R changes to view the items of the next character in line.
  - Status submenu - Rearrange the order of the party.
- ~ L: Nothing.
  - Psynergy submenu - Set a Psynergy to a preset command (L).
  - Djinn submenu - View character status.
  - Item submenu - Nothing \ / Hold + A = automatically arrange items.
  - Status submenu - Rearrange the order of the party.

\_\_\_\_\_  
/BATTLE\  
\*\*\*\*\*

- ~ D-Pad: Choose between options \ / Toggle between which enemies to strike.
- ~ B: Cancel \ / Go back one submenu.
- ~ A: Confirms selection.
- ~ Start: Nothing.
- ~ Select: Nothing.
- ~ R: Nothing.
  - Djinn submenu - Check what Psynergy is lost/gained upon using selected Djinni.
- ~ L: Bring up character status screen from the primary list of battle options, but from the other menu screens it doesn't do anything.

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6b.

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|  |  |  \  _  |  |  |  |  \  _  |  |  |  |  \  _  |  |  MYYYYYYYY
|  _  /  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  SKIIIIIIIIIIIIIN!

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Fighting in Golden Sun is done through a very straightforward, turn-based battle engine. This section will tell you all the things I know involving the act of beating up the evil thingies in this game.

\_\_\_\_\_  
/RANDOM BATTLES\  
\*\*\*\*\*

In some RPGs, you can see the enemy before you fight them. But, as in most, it

is not that way in Golden Sun. All battles take place on the world map or in a dungeon, with very few exceptions (that are story-based). Using an item called a Sacred Feather will drastically reduce the chance of a fight. As in, you most likely won't get into a battle under its influence. Note that all boss battles are not ones easily foreseen by the player. Therefore, as you would in every role playing game, save your progress often.

/PHYSICAL ATTACKS\VS\PSYNERGY\

\*\*\*\*\*

- ~ Physical Attacks: The basis of all combat. Most battles that you take part in will have you bashing something up against the head with a sword, axe, or mace of some kind. Since there are no ranged physical attacks in Golden Sun, such as the use of a bow & arrow, you don't have to worry about which row a party member is in. Physical strength is dependant on two independant variables - STR (character) and ATK (weapon). However, certain Djinni can raise either/or of the two, thus giving a character's base physical attack a sharper edge. Some weapons have innate special attacks, which I will elaborate more on later.
- + Requires no PP
  - + Can always be used
  - Doesn't close enough damage later in the game
  - Some enemies take virtually no damage

A big problem with physical attacks is that later on in the game, enemies tend to shrug off anything you smack'em with. No physical attack will strike multiple enemies and when the game kicks into high gear, you will have to rely more on Psynergy to eliminate the competition. However, underestimating the effect of simply chipping away at an opponent can be highly detrimental to your party.

- ~ Psynergy: Psynergy is just another term for magical spells. Earth, water, fire and wind (which somehow encompasses electricity) make up the four basic elemental attacks. For a list of all these, visit the Psynergy section located at reference point (~P).
- + More potent
  - + Kills quicker
  - + Best healing route
  - May be useless on the offense
  - Can be "shut off"
- Who has what Psynergy depends on a few different factors. One is character class, which is the result of character level and what Djinn s/he has equipped. Not specific Djinn, but by element. Say Isaac has three Venus Djinn and two Mercury Djinn equipped. His character class is X. Drop one Djinn, put in a seperate elemental Djinn and you've got character class Y. It's quite simple, really; but the trick is finding out what character class is best for your style of play. Judging from my guide, you can tell which I prefer.
- Psynergy changes when you use a Djinni in combat. Take note of what Psynergy you will not be able to use by pressing the R button in the Djinn screen while fighting.

Psynergy, unlike physical attacks, can pinpoint what an enemy is more susceptible to and what it's strong against, which ultimately gives you the edge in battle. The only thing you have to watch out for is the Bind spell, which will make one character [at a time] unable to use their Psynergy. If this occurs, you have to wait it out (I think it's three turns) until you can cast again.

=====  
(~CQ)

7. \_\_\_\_\_  
/ \_\_\_/ \_ \| \ | \ / | / \_ \| \ | | Any questions that you ask will be added  
| ( \_ | ( ) | | \| | | \| | | ( ) | .` | to this section. Doesn't matter if you  
\\_ \ \ \ / | \_ | | \_ | | \_ \| \ / | | \ | ask by E-mail or messenger or whatever.

/ \_ \| | | | \_ / \_ | \_ \_ | \_ / \_ \| | \| / \_ | It does matter, however, if they  
| ( ) | | | | \_ \| \_ \| | | | | ( ) | . ` \| \_ \| are related to Golden Sun. >.>  
\ \_ \| \_ \| / | \_ | \_ / | | | \_ \| \_ / | | \| | \_ / Ask away. I'll try to respond.

Q: What does the A button do?

A: This is a perfect example of a question I will not answer. \_ \_

Q: I've heard about this thingy... What is the Kikuichimonji?

A: The Kikuichimonji is Isaac's best physical attack weapon. It can be only be found by killing the Fenrir's in the Upper Venus Lighthouse, as they are the only enemies in the game that can drop it. The Kikuichimonji cannot be bought from a vendor.

Q: Just pwned a group of Fenrir's, where's my Kikuichimonji?

A: Stupid n00b. They don't drop the item every time you fight them. It will likely take a few tries, sometimes more. I am not certain of the drop rate but it's not that deep. Try again.

Q: How many Djinn are there in Golden Sun?

A: There are a total of 28 Djinn. They are listed in the Djinn Spots section, but greater detail on attaining them can be found reading the walkthrough.

Q: How do I get to Crossbone Island?

A: There's a gigantic calico tornado on a branching path in the Suhalla Desert that will take you to Crossbone Island.

Q: Alright, so I got to Crossbone Island. How do I get those statues to stop?

A: You have to use [Cloak] and slip by in the shadows, so that the statues won't be able to see you, thus they won't be able to keep you from passing.

Q: Cloak? o.o

A: Gah! Yes, Cloak. To attain it, you must get the Cloak Ball and equip it on a character to activate the Psynergy. To do that, you gotta save Babi in Atmiller Cave and then visit him after Colosso in his room. Search for the following reference code for more information: (RSC2)

Q: I'm cursed! How the hell do I get rid of that?

A: Visit a Sanctuary and pay for the curse to be removed.

Q: I'm dead! How the hell do I get rid of THAT?

A: 1) Use an item called Water of Life.  
2) Go to a Sanctuary and get Revived.  
3) Use Quartz the Venus Djinni.  
4) Use Dew the Mercury Djinni.  
5) Use the [Revive] Psynergy.

Q: How come I can't go back through Mogall Forest?

A: I don't know the reason, but the fact remains that you can't. To get back to the other side of the forest, you have to use the bridge that was broken earlier in the game - the one Hammet could not cross. You may remember it.

Q: The Cleric's Ring is fun. Can I have two?

A: Only if you chop off whatever makes you the gender you are and use a cheating device.

Q: I've heard you can play as Sheba, Felix, and some other guy. Is that true?

A: Not if you play legit.

Q: How long does it take to complete this game?

A: The average time it takes to complete Golden Sun, in my experiences, has been right around 30 hours. Of course, the file I did the walkthrough with says 42 hours, but I wrote the guide as I played the game (for the third and likely last time).

Q: What level should I be when I finish Golden Sun?

A: Anywhere around level 32 will do nicely.

Q: I've got a fair collection of Lucky Medals and Game Tickets going. What am I suppose to do with'em?

A: They can be used for games in Tolbi, one of which you can actually benefit from, and that'd be the Tolbi Springs game in which you toss your Lucky Medals. Only way to go.

Q: Are you ever going to stop updating your guide?

A: Eventually.

Q: How do I do the Lunpa sidequest? How do I get there?

A: That would be my "3c. Extraction" part of the guide. I give directions on how to get there and what to do when you arrive.

Q: Can you switch Djinni between characters during battle?

A: No.

=====  
(~C)

8. / \_ \_ \ \_ \_ \ \_ \_ / \_ \_  
| ( \_ | / \_ | | ) | | | | \ \_ \ Hold the following responsible...  
\\_ \_ | \_ | \ \_ \_ | \_ / \_ \_ | | | \_ /

I made this walkthrough by myself (originally) 'till I needed to have some errors fixed...

Firstly, my adorable, amazing, and even gaming girlfriend, Rose. Geez... I love you beyond comprehension. Buddy&Sally forever. She also picked out a load of typos that I corrected in Version 1.2. Can't forget that she went and alphabetized my jumbled lists of Psynergy for the Psynergy section implemented in Verison 1.12.

Props to randomwyvern, who answered the "Questionable Paragraph" problem that had been eating away at me for a couple weeks. He also made a big impact on the guide by correcting some things that were wrong in the Tunnel Ruins section - that entire part save for the last few lines are of his creation. He posted them on the Golden Sun message board and I copied and pasted them, with his permission of course. Again, huge props to randomwyvern for his input in the guide... Myeh, well, randomwyvern helped the guide out big-time again in version 1.6. Back-to-back version contributions, and he undoubtedly help put the nail in the coffin on this guide.

Thanks to Nephetsman, who e-mailed me and told me the truth behind the lights pertaining to the Southern and Western Routes near the end of the game. His input is well appreciated.

Thanks to Firegirl, who e-mailed me about the mistake I made pertaining to the exact location of the Mercury Djinni called Sleet. Keep in mind that I got her e-mail on October 20th, but my neglecton to my inbox kept the guide from being updated. I apologize to both the one reading this guide and to Firegirl for the unprecedented busy spurt I had. =p

