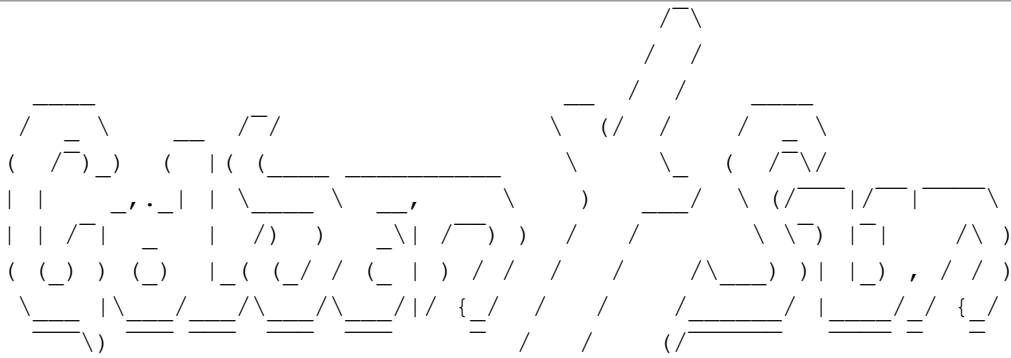


Golden Sun FAQ/Walkthrough

by Shotgunnova

Updated on Oct 13, 2015



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I. CONTROLS [CNTR]

Naturally, being a GBA game, there is no option to change the controls. For a great tip, harness the psynergy shortcuts as they'll make field use much, much easier.

BUTTON	FUNCTION
D-Pad	Controls character movement
Start	Un/pause game
Select	Displays field commands
A-Button	'Examine/Confirm' button
B-Button	Run (hold down) / Make dialogue appear faster
L-Button	Use psynergy shortcut / Zoom-out when on map
R-Button	Use psynergy shortcut / Display world map (when on map)

II. TH' BASICS [THBS]

STORY [STRY]

From manual:

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

Now that seal has been broken. A mysterious figure is attempting to release the powers of alchemy upon the world, a power so great that one who wields its full force can attain any of his hearts desires -- countless riches,

endless life, even the power to destroy the world. Once the combined power of the four elements -- earth, water, wind, and fire, which make up all matter -- is unleashed, the world will fall to its knees before the one who wields it. If this horrible fate is to be averted, a brave soul must now arise!"

ELEMENTAL RELATIONSHIP [ELMT]

Like 99.9% of RPGs, Golden Sun's abilities & characters are elemental-based, so they have inheret strengths and weaknesses. Fire/Water and Earth/Wind are paired together, each one good against the other while neutral to any not aligned with it. For instance, Fire is super-effective against water-type enemies but does normal damage to Earth/Wind. Djinn and equipment will help mold players' resistances, so always check to see the fine print on their effects (for equipment, the 'Detail' option).

STATUS EFFECTS [STTS]

Golden Sun introduces a couple seldom-seen effects here: Curse and Haunt. The former is caused by equipment that, once on, can't be removed unless a village healer is paid to; the latter is caused by Haunt-type enemy spells and also requires a healer's aid. The rest of the statuses are normal fare. Most self-alleviate after 'x' amount of time in-battle or by ending battle, although some (Curse, Downed, Haunt, Poison, Venom) require special action.

Status	Effect
Curse	Caused by equipment; may paralyze character during round
Deluded	Causes decreased physical accuracy
Downed	User is defeated (0 HP) and can't participate in battle
Haunted	Caused by spell; user takes damage at end of each turn
Paralyzed	Paralyzed and can't take action or evade
Poison	After taking an action, user's HP decreases a minor bit
Predict Downed	User is cursed by enemy spell, and dies after 7 turns
Seal	Can't use psynergy
Sleep	User cannot take action for a random number of turns
Venom	After taking an action, user's HP decreases a crapload!

STAT OVERVIEW [STTO]

Like any good RPG, Golden Sun has some stats to learn. These can be viewed in their non-abbreviated form by checking the Status menu.

HP - Health Points. When they reach 0, the user can't participate in battle
PP - Psynergy Points. When they reach 0, the user can't use psynergy
LV - Person's level. Determines stats and class psynergy.
EXP - Experience level. As it goes up, the person gains a level
ATK - Attack. Determines strength of weapon strikes and some psynergies.
DEF - Defense. The higher it is, the lower enemy physical attacks do.
AGL - Agility. As it grows, unit acts quicker and evades phys attacks more
LCK - Luck! Influences enemy drops, critical hits, and status resistances

SEND OPTION [SNDO]

What's the Send option? It's a special method of transferring saved data to Golden Sun: The Lost Age, the game's sequel (also on GBA). There's a few steps to opening it up though!

- 1) Beat the game entirely and save a cleared file after the credits
- 2) Go to game's main menu

- 3) Hold Left on D-Pad and R-Button
- 4) Press B-button
- 5) Send option appears!

Now, there are two options for transferring data: password or link cables. The former is annoying to type in but an option anyone can do, since it doesn't require extra accessories; the latter requires link cables (sold seperately) to instantly transfer data.

The password option has three levels (in descending order of usefulness): gold, silver, bronze. Gold saves will transfer more things than Bronze, but will be longer passwords, expectedly. So what transfers over on each tier?

- Gold ---> Levels, Djinn, Stats, Items, Coins
- Silver -> Levels, Djinn, Stats
- Bronze -> Levels, Djinn

The essentials will always be carried over, but for people who want "perfect saves" for The Lost Age, they'll want to carry over their inventories. After all, some items in Golden Sun CANNOT be found in the 2nd game! Check out the Appendices section to see what you will want to or should carry over.

NOTE: Passwords are case sensitive, so if even one letter is screwed up, the entire thing is screwed up! For gold passwords with 6 pages of stuff to write down, this can be very annoying, so be meticulous!

DJINN USAGE [DJNU]

Djinn not only determine which class a person is (and by that extension, the current psynergy), but also a character's stat boosts and general power level! They can also be used in-battle to aid the allies. There are three modes to djinn:

- #1) SET : A set djinn is simply on the person, ready to be used. In this stage, it can either (1) be manually put on standby, if in the djinn menu (2) used in-battle and then automatically put on standby. Set Djinn will give stat boosts as long as they're not in recovery or standby mode.
- #2) STANDBY : These djinn have been used, or manually put in this mode, and can be readily summoned in battle. Standby djinn do not give stat boosts until they're put back in Set mode!
- #3) RECOVERY: After being used as a summon in-battle, each djinn has a 1-turn downtime _per each. This means a 4-djinn summon will take four turns 'til all can be used again. The stat boosts, abilities, and classes lost when a djinn is used will be automatically be regained. If you finish battle while a djinn's recovering, simply walking around will suffice as their "turns" -- a little chime plays as each becomes set again.

So the flow is Set -> Standby -> Recovery -> Set again. Each element has four summons, using 1-4 djinn, and increasing damage. As more djinn are found, the better summons can be used. Manually putting a djinn in standby lets a player pop off a summon at the start of battle! The summons are:

Earth: Venus -> Ramses -> Cybele -> Judgment
Fire : Mars -> Kirin -> Tiamat -> Meteor
Water: Mercury -> Nereid -> Neptune -> Boreas
Wind : Jupiter -> Atalanta -> Procne -> Thor

TIPS N' TRICKS [TPST]

Here's the depository for game tips! Like most of my latter-day guides, if a reader has a doozie to put here, drop me a line and I'll put it here (as long as it's up to snuff).

- ENEMY DROPS: they're often hard to get. Some of the rare equipment pieces found toward the endgame have such low chances of dropping, a person could pass them by completely! However, there is a way to even the score a bit and that's by defeating enemy with psynergy/djinn that plays off their elemental weakness. If done right, an enemy will blink polychromatically before they disappear from the field -- this is the telltale sign they were killed by their elemental weakness. Now, this doesn't boost the drop rate of items up to 100% but it'll help you find rare items like the infamous K-Sword (Kikuichimonji) a lot easier.
- RNG: a.k.a the Random Number Generator. This governs random events in the game, such as monster encounters, drop rates, enemy formations, and so forth. If you know how to use it in your favor, you can save lots of time in getting enemy drops! Check out this FAQ for more information on the subject: www.gamefaqs.com/portable/gbadvance/file/468548/19312
- INVENTORY MANAGEMENT: it's crucial! Everyone can hold fifteen (15) items, so that makes sixty maximum. Consumable items are combined into one group, but equipment won't be. In places like Crossbone Isle, where a bunch of items are obtained at once, it pays to have an inventory reasonably clear of clutter. One good way to do this is to use all stat-boosting items and dump any junk like herbs, antidotes, elixirs (since psynergy can take care of those). NOTE: If you have an artifact you need to get rid of but aren't near any shops, drop it as a last-ditch effort. It WILL magically appear in shops thereafter for some reason. I only found this out by accident, m'self...
- SHORTCUTS! Not battle-wise, but psynergy-wise. Since it's such a large part of field work, use the L- and R-buttons as shortcuts to pick some of the more common psynergies. To make a shortcut, go into the psynergy list and press L/R Shoulder, then pick which spell to match with it. It helps a crapload.

/ III. Walkthrough [WLKT] |

01) VALE

[WK01]

To start a new game, select "New Game" on the options screen after the main title. At this point, you can name the hero (Default: Isaac) of the game. If you want to harness a hidden feature that lets you name the other allies, press the select button thrice on the options screen. You'll hear a "ping!" that lets you know you've done it correctly. You can now name the other three members of the party (Default: Garet, Ivan, Mia).

If you feel like naming three of the game's incidental NPCs (mostly), while on the "Mia" naming screen, press Up, Down, Up, Down, Left, Right, Left, Right, Up, Right, Down, Left, Up, then Select. Now you can name Felix, Jenna, and Sheba, too!

			To Mt. Aleph
01	1 Coin		Sanctum
02	Herb		/
03	Smoke Bomb		
04	3 Coins		
05	Antidote		Kraden's

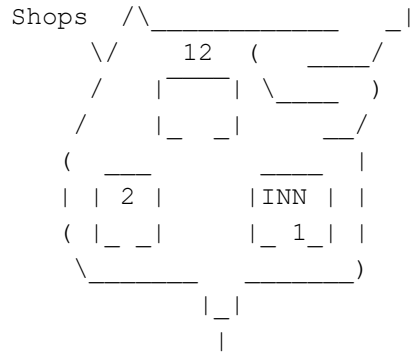
- | 06 | 6 Coins | __________ | | | | |
- | 07 | Elixir | _ | _____ | | | | _____\
- | 08 | 5 Coins | _ | | 7 | 8 | | _____ | | _____ |)
- | 09 | Nut | | | | _ | | _ | | _____\ | | _____ | -Garet's
- | 10 | 123 Coins | | _____ | | _____ | | | _____ | House
- | 11 | Vial | | _____ | | _____ |) _____
- | 12 | Power Bread | | __________ | | _____ 6 | _____
- | _____ | | _____ | | _____ | | _____ | -Isaac's
- | _____ | | _____ | | _____ | | _____ | House

The first level is split in 2 parts: past and present. They gotta be done in that order, too...

VALE (PAST)

Jenna's House _ | _____ | | _____ | | _____ |

After some events, Dora will leave Isaac outside during the storm. You will notice that boulders block the stairways if Isaac deviates from a set path, so locate Garet near his northern house, then go west across the bridge to Kraden's. The object is to arc southwest and locate Jenna's house, down by the waterfall's base. The titular girl is sent to the town entrance, so follow her there and she'll join the party. At this point, return to Jenna's house for a scene, then leave as Isaac back toward the lower residential area (where he just was). An eavesdropping scene later, do the unwinnable fight and end this sequence. [No items in this portion!]



To World Map

VALE (PRESENT)

Back in reality, the three kids are now spry teenagers. Finish the roofing scenes at Isaac's house and Garet/Jenna join the party. The objective is to find Kraden's house, still in the same place as before, although he'll be there this time! Get past the two obstacles en route and talk with Kraden, who suggests going to Mt. Aleph to corroborate some travellers' stories. At this point, Isaac and the gang can explore the town and loot it for the meager items. Some of the booty (#10-12) can't be found yet -- only later can we pocket 'em. Also, there are no enemies to fight intown like before.

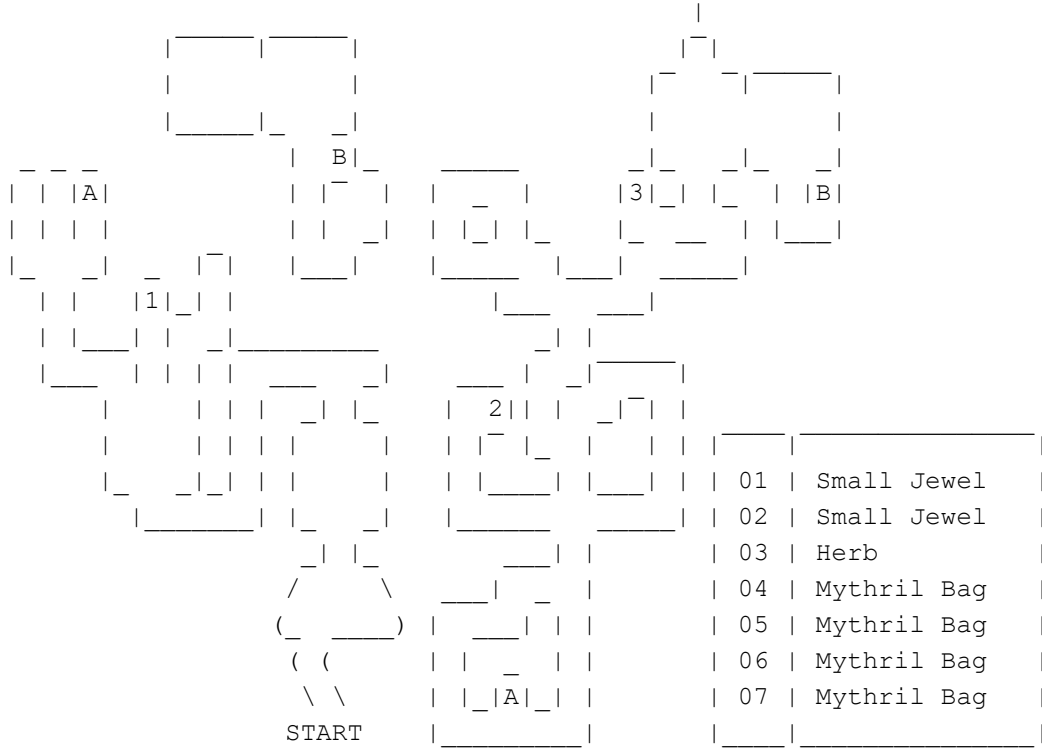
To get to Mt. Aleph, there's a single priest guarding the path. When he's on the side of the building opposite the road up, sneak by. [Consider outfitting most of the party with Long Swords and Travel Vests -- if you sell the old stuff, two characters can be geared up properly.]

02) Sol Sanctum

[WK02]

ENEMIES: Bat, Wild Mushroom, Vermin, Slime, Amaze

The enemies here are all weak versions of counterparts that appear later, for reference. Also, you may find that Garet always defends in battle even though you chose him to attack. This is because, if his target is defeated by a faster character, he (and anyone else in this situation) auto-defends rather than choosing another target. Kind of annoying! Pick a target different than Isaac's to make the most out of early battles.



Enter the sanctum after the ascent and proceed to the water room, which has stepping stones here. Isaac can only jump in the cardinal directions, so work from the right side, to the middle, then out. The corridor beyond leads to a 2nd water room which has three exits, the leftmost being a dead end. Take the [Small Jewel] from the middle and put it in the rightmost's minotaur relief when the item menu appears -- this reveals the dead end's secret door!

The large chamber opened up supposedly has two secret entrances, and Kraden talks about how he thought the place looked strange. So where are these alleged hidden paths? Why, just look behind the statues with the dots on the floor! These will be telltale signs (throughout the game) that something can be moved within the dotted border. The left of the two is a dead end, but the other leads to a stairway.

On 2F, continue until coming to a 4-way intersection. Take the left path to find another [Small Jewel], then head up and out of the maze. There'll be more movable statues except only "Move" psynergy can reach them -- there's a relief behind the leftmost, and an exit alongside it. Put the Small Jewel we just obtained in the relief, then leave through the new entrance behind the rightmost statue. The small maze beyond has an [Herb], while the other entrance leads to...

...The Sun Relief! Watch Kraden yak about the two rooms, then go upstairs (3F) and find more movable statues. Try to push one of the nearest ones and Kraden will talk about how it's a trap! Instead of doing the moon relief puzzle first, do the one adjacent: the sun relief. Push the two statues onto the floor tiles to make a hole in front of the larger statue, then use Move psynergy to pull the clunky thing into the hole. Now the four moon relief statues can be safely placed.

Back downstairs (2F), visit the sun room and inspect the wall where the beam of light appears -- a warp should open. This leads into the heart of the mountain, the alchemic chamber! After some dialogue, agree to help Kraden collect the stones and get the four [Mythril Bag]s. Start in the southeast corner, then hit the northeast and southwest statues, respectively. Looking at each statue makes rock pillars appear from the water.

When the 3rd Statue is inspected, there'll be some events and the squad'll have to get the remaining stone from the NW (Mars) statue. Eventually Garet and Isaac will be teleported out of the alchemic chamber and back to the sun relief. There'll be no enemies to sort with here, but it's a lot easier to just use Isaac's "Retreat" ability to leave Mt. Aleph.

AFTERMATH: VALE

Following some more scenes in the village sanctum, the Great Healer asks if the duo will own up to their responsibility and go on a quest to save the land. Of course, choose yes -- choosing no actually ENDS the game completely. At the town entrance, Isaac gets the [Catch Beads] and an [Herb] before being sent on his way.

If you return to Vale, you can get two more [Herbs] from the item seller and -- using Catch -- get the [Nut] from the tree near Jenna's house. There's nothing more to do, though, so hit the road, Jack.

WORLD MAP

Locate the weird thing running around to find the first djinni of the game, Flint. He's an earth-type like Isaac and joins without any rigamarole. This opens up the 'Djinn' option in the menu. Setting a djinn on someone will increase the powers of that djinn's type, and may even change their class & psynergy abilities. A mandatory tutorial on this is given, so...

The next stop is Vault, the town in the southeast.

03) Vault

[WK03]

Unlike Vale, Vault is rather small and not confusing at all. First things first, time to steal valuables.

- Sleep Bomb - item shop barrel
- 7 Coins ---- jar in house nearest entrance
- 4 Coins ---- barrel in middlemost house
- Mint ----- inn's barrel (1F)
- Nut ----- crate near mayor's house
-

If you climb the rim of town and ring the watchtower's bell, you'll notice there's another earth djinni that can be obtained. Unfortunately, we won't be able to snatch it until the "Reveal" synergy is found. So, with that said, let's do the mandatory stuff.

At the Mayor's house, talk with Ivan, the kid Hammet dropped off before he left. This new guy will be searching for his master's stolen rod, and after some talk, he'll join the party. His "Mind Read" powers can be used to help solve the stolen goods mystery -- it's useful to set it to one of the shoulder buttons.

#####

OPTIONAL: Vale

If you return to there at this time, Ivan's Whirlwind can be used on the bush behind the weapons shop to get a [Power Bread] chest!

#####

Mind Read can be used on anyone, person or animal. There are three shady people hanging around town, and two of 'em are in the inn. They'll try to avoid being near Ivan, so try to leave the quarters and a plan will be devised: corner 'em and read the minds! It's rather simple, and Garet will prevent them from leaving.

After the event, Ivan finds out the stolen goods are being kept in the inn. Outside, the person guarding the ladder will have left and the team can climb inside. "Move" the large crate out of the way and find the stolen goods in a hidden attic. This will start a boss fight!

BOSS	HP	XP	WEAK	DROPS	COINS
Bandit	240	36	Fi Wt Wn Er	Bandit's Sword	123
Thief [2]	120	15	Fi Wt Wn Er	-----	Total

The first real boss fight in the game can be kinda hard if y'slacked off in training. The best way to tackle this fight is to go after the Bandit, particularly with offensive synergy that can attack his cohorts as well. The thieves can use Herbs to heal themselves so the blitzkreig strategy works well: hit hard every turn unless healing is required, and then have Ivan do it since he's fastest.

After the fiends are arrested and Ivan leaves with the [Shaman's Rod], it'll be time to leave as well. Make sure to visit the mayor to receive an ample reward, a [Water of Life] for reviving fallen comrades.

WORLD MAP

The options now are to go north to Lunpa in the north, or Goma Cave west of Vault. The former is locked down now and there's a single [Nut] to take; we'll return here later. The latter is the real place to go.

04) Goma Cave

[WK04]

ENEMIES: Will Head, Skeleton, Ghost, Zombie

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At the cave entrance, do the easy stump-moving portions until ascending the

PATH DECISION

There are now two options on where to go, although both will have to be tackled eventually: Mercury Lighthouse or Kolima Forest. Taking the latter will give some extra djinn and items early, but after finishing the former, the player will have to backtrack through the forest. It's not hard or anything, but that can be annoying for some people. Taking Mercury Lighthouse first may be the "expected" path, as you'll have a 4th and final character to fight the Kolima Forest boss with.

Which do I suggest? Kolima, of course! Getting djinn early and such gives a leg up for later, and that's always good. The backtracking is minimal and will be easier later, too.

BILIBIN BARRICADE

This is east of Bilibin and a mandatory stop en route to Kolima. There'll be a blocked path here, but you'll notice there is a dotted line on the ground, so something can be moved -- the left part of the barricade! Use psynergy to get it out of the way, and y'can pass through unimpeded! [NOTE: As soon as you cross the bridge past the barricade, go west onto the "peninsula" and search the ground for Turtle Boots. These raise DEF at the expense of AGL, but beware: sell these and they're gone permanently!]

06) Kolima

[WK06]

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_| |_1_| | | / \ | 01 | Lucky Medal |
|_ | |_3_| | | / ___ / \ ) | 02 | Herb | | | | |
| |-----| | | ( ( ___ / / | 03 | 7 Coins |
| |_ _| |-----|B| | |A| |B / | 04 | Apple |
| | 2|_A_|5| | | | | 05 | Djinni: Granite |
| |-----|
```

There's very little to do here, as you can see: everyone is turned into a tree by the forest curse. That means no shops are open and no one to talk to (although you can still Mind Read folks). The main reason to come here is to collect another djinn, seen standing inside a fence in plain sight. There's no obvious way to get to him...but there is a way. The hint is told by the tree-people in the house alongside the djinn; apparently the dad has a "secret treasure"! To find it, enter the house's backdoor (blindspot) to find a ladder! The small screen below has enemies (Skeleton/Ghost/Bat) but leads to the second earth djinni, Granite. It joins without a hassle, too.

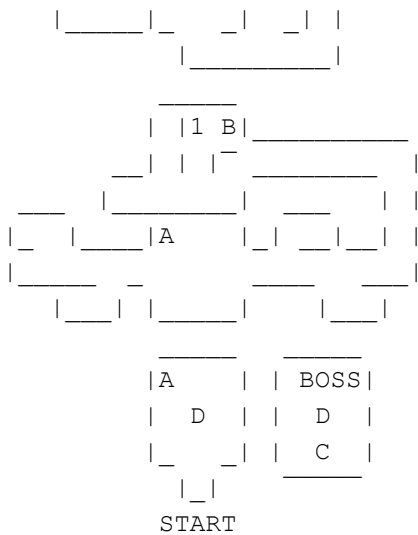
That's all there is to do here. Next stop is Kolima Forest, although you'll probably want to return to Bilibin and heal up, as well as get better gear.

07) Kolima Forest

[WK07]

ENEMIES: Rat, Rat Soldier, Drone Bee, Skeleton, Will Head, Troll

To Tret Tree



This place can be a little confusing, as the exterior boughs are blocked by foliage and this obscured the path. First things first, climb to 2F and exit out the right side. There'll be a vine connecting to the 3F branches here, which can be taken on into the interior again. The chest in the center has a [Healing Ring], but the leaf stepping stone Isaac takes breaks after one try, and he'll fall down to 2F again -- it's worth the backtracking!

Climb up to 4F when ready. The two paths here both lead to 5F, but the right path leads to a [Nut] and Jupiter djinni (Breeze) who must be fought to be tamed; the left path is the real

way to go though. Go across the middle leaf until it's cracked, then jump back onto it to fall all the way to B1 where the boss is. ["Retreat" psynergy can be used if you're not sure about winning here.]

BOSS	HP	XP	WEAK	DROPS	COINS	USES: Sleep Star, Growth, Quake, Thorn
Tret	710	226	Fire	Potion	700	

Each character should use his best single-target psynergy here, and one character should have the Healing Ring for extra support (Ivan's fastest). If Ivan has two Jupiter djinn, he will have the "Impact" spell and can use that to increase the other boys' ATK -- this helps since Tret's strong vs. wind attacks. This would be a standard battle if not for Sleep Star, which can put multiple targets to sleep.

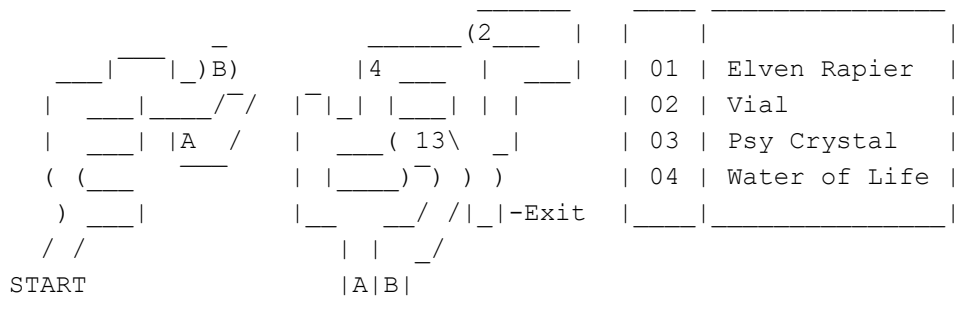
When the battle's won, a vine upwards appears and the Kolima segment will be done. Now it's time to visit Bilibin Cave, northwest of the titular city and near the frozen wastes.

09) Bilibin Cave

[WK09]

ENEMIES: Ooze, Gnome, Ghoul

Later on we can backtrack here to find some hidden items, but for now, it's just a couple (1 & 2) marked on the map.



NOTE: The first time you visit the next city, no shops will be available, so make sure to get equipment in Bilibin before going!

At the cave entrance, spy the tiny vine sapling at the base of a cliff. The psynergy "Growth" is needed to make it spring upwards, but most classes do

not learn this naturally. The easiest way is to just give Gareth a venus djinni, use the field spell, then switch back. Along the cliff, jump down to the middle cliff entrance and take it to the [Elven Rapier] chest, which is a great sword that outclasses everything thus far. Slide down from there and continue into the next screen, which has no puzzles except moving a torch next to an ice pillar, which gives access to a [Vial]. The exit to the wastelands is south of there.

10) Imil

[WK10]

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      | 7 |
|-----| | | | 5 | | |
|_ _ | | I | | _ |
| 1 | C | | |
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|-----| | I | 6 | | _ |
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|_|-Enter

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This sleepy northern town, as you'll soon find out, has townsfolk feeling under the weather. Unlike Kolima's problems, however, the town is still basically functional. The flu's hit all the shops except the item-seller, so there'll be no updating equipment -- told y'to fill up back in Bilibin!

A frozen creek runs through town, and at its cave up the way is a Mars djinni (Fever). Getting to it can be found by doing another RPG staple, the sliding ice puzzle! Before attempting, locate the snowman near the town bridge and push it onto the creek.

- | 01 | 9 Coins
- | 02 | Lucky Medal
- | 03 | Empty Bottle
- | 04 | Lucky Pepper
- | 05 | Sleep Bomb
- | 06 | Vial
- | 07 | Djinni: Fever

Now, stand by the sanctum and slide "east" onto the river. To reach the mars djinni, go this way: U,L,U,L,U,R,U,L,U,R,U. The letters stand for the directions, like [U]p, [L]eft, and so forth. The djinni will join without putting up a fight, so that should make two of each type except Mercury.

To continue with the storyline, nothing happens until Isaac talks with the girl in the sanctum, learning that Mia was headed to the old folks' house by the entrance. Visit there to meet the locally renowned healer, who runs out after something happens at the Lighthouse -- that's the player's pursuit cue. Before leaving, think about picking up some first.

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TIP: As a rule of thumb for taking on Mercury Lighthouse, I recommend having Isaac and Gareth be at least Lv13 and Lv12, respectively. If they stick with djinn of the same type, they'll know Ragnarok and Heat Wave, both really good single-target attacks. This is really the only time the guide will recommend you grind a little, and it'll pay off with huge dividends later!
#####

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11) Mercury Lighthouse

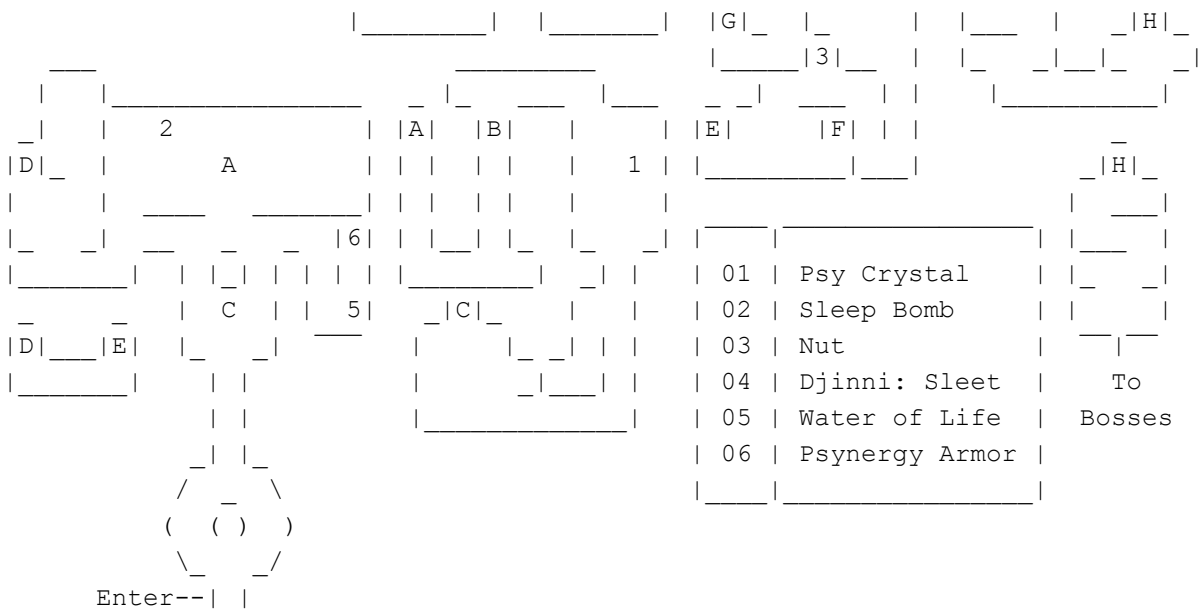
[WK11]

ENEMIES: Lizard Man, Siren, Ghoul, Harpy, Mauler, Ooze, Cuttle, Gnome, Mimic

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      | | | | 4 | | | |
|D| | | | E | | | | F | | | | G |

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Find Mia at the base, and she'll need help getting inside. "Move" the statue out of the way and she'll use her special ability (Ply) to break the weird barrier. Inside, defeat the Lizard Man blocking her way -- it's so weak it ain't worthy of miniboss status. Proceed north two screens to a watery pond, and jump to the isolated stairway. Up there, Mia will need another statue removed from her path -- once it's done, she joins the party permanently! She comes with the 7th djinn (Fizz) already equipped, and since her type is the same as the lighthouse, she'll gain +4 PP after battle free!

Further on, there'll be a room with pipes, i.e. metal log-rolling puzzle! Luckily, this one is very simple: push the first out of the way, go around the room until getting back to it, push it the other way. This stops the water flow, and lets one get the [Psy Crystal] chest and exit in the south. This leads to a tiered walkway portion, where a statue must be moved onto a floor tile to open the next door -- easy! Jump down the chute to land by a statue in 1F again. Jump to the statue and use Ply, which lets the team walk on water for three jumps.

From this statue room, exit right and jump across the pond there, which'll lead to a dead end area with a mimic chest (fight it for Water of Life) and a behind-waterfall chamber containing the super-awesome [Psynergy Armor]! Return to the lighthouse's stairway to 2F (pond room) and some of the tiles will be glowing with the water-walking power. Go counterclockwise around the room, picking up the [Sleep Bomb] along the way, and exit in the SW. This'll lead to a room with three waterfalls, only this one has a secret entrance behind the middle. Connect the pipe puzzle beyond and jump across the new pond to find the next stair ("D" on map).

Go up three floors to find yet another pipe puzzle. The object here is to make the streams hit the statue, pushing it into the hole. A horizontal pipe is in the open, but the "vertical" one is already connected to the conduit. After three pushes, the statue falls through to the floor below, and can be used to depress the switch. The corridor beyond has movable statues and two exits: both lead to the same room, but only one gives access to the [Nut]. Complete the water conduit to push part of the wall back. Behind one of the next waterfalls is a mercury djinni (Sleet), the 8th so far. This should make two of each kind for each ally, if you've been thorough. The doorway nearby leads up another floor.

Follow this one to its end, with more doors-behind-waterfalls trickery. The next corridor is the lighthouse's last, and it leads to a dead end room with a rainbow and statue. [NOTE: If you didn't make Garet and Isaac learn Heat

Wave and Ragnarok, respectively, do that now!] Cast Ply on the statue to make the waterfall reverse, carrying the party up to the aerie. Proceed a bit to start the boss fight, after taking the psynergy stone, of course!

BOSS	HP	XP	WEAK	DROPS	COINS	USES: Heat Flash,
Saturos	1200	331	Watr	Psy Crystal	800	Fireball, Eruption

Saturos can be formidable for an under-levelled party, particularly the Fireball and Eruption psynergies which attack the entire party for 50+. Use Breeze to boost the party's RES as soon as possible, and Granite to create a damage shield -- these should be used as much as possible. However, if you learned Ragnarok & Heat Wave, having Ivan item-heal and Mia use Ply all the time can suffice to get through. Our wind adept is probably the weak link here, able to die within two hits usually, so baby him a bit!

Finishing battle ends the lighthouse events...but it's not truly over yet! With the place lit up, the healing waters at its base will now flow again. If you took the Empty Bottle from the house in Imil, fill it up here to get the [Hermes Water]. This is MANDATORY, and the item that will save Tret and Kolima. Buy some stuff in Imil now that the equipment stores are open, and head back to Kolima Forest!

NOTE: The Fur Coat will be outclassed slightly now, but IT IS NOT AN ARTIFACT and cannot be rebought if sold. This is only pertinent if you want to transfer all Golden Sun-only items to its sequel game (Fur Coat exists only in this one!).

12) Kolima Forest [II]

[WK12]

If you followed this walkthrough, you already put Tret in his place and just need to revisit to lift the curse. However, if you put it off, then you need to do all the Kolima, Kolima Forest, and Tret Tree events: WK06, WK07, WK08. Do those first, then we'll talk.

BILIBIN BARRICADE [OPTIONAL]

One of the easiest missable events in the game takes place after defeating Tret, but before the curse is lifted. This means if you put it off, you'll have to backtrack all the way out! Anyway, one of the trees that dammed the river has gotten loose and is in danger of being swept away. "Move" it out of the current and, after the curse is lifted, the ex-tree woman will give Isaac a [Hard Nut].

KOLIMA FOREST [MANDATORY]

Once Tret's beaten, inspect his outer face and give him the Hermes Water from Mercury Lighthouse. This will rejuvenate him completely and he'll lift the town's curse, no questions asked.

BILIBIN [OPTIONAL]

Visit McCoy's Palace and he'll offer a reward for breaking the curse. Isaac can choose one of four treasure chests (stingy!) and he can't see what's in each until he picks. The options are a: Vial, Potion, Psy Crystal, or Water of Life.

LUNPA [OPTIONAL]

You can now sneak into the town (north of Vault) by entering the cave nearby and using Frost on the puddle beneath a gate. The fortress is off-limits, and shops are off-limits, and most of the good stuff is too. This is just a head's-up -- we'll return here much later.

WORLD MAP [MANDATORY]

To finally put all these minor things behind and start the storyline-related stuff again, exit Kolima and go east, finding Kolima Bridge. The gatekeeper will open the way now (before, when he was a tree, it stayed close!) and the team can now access Fuchin Temple in the south, which is right by Mogall Forest. Do the former first.

13) Fuchin Temple / Fuchin Falls Cave

[WK13]

Enter the temple at the top of the place and see Nyunpa. He won't give any responses unless his meditative state is broken with Mind Read, however. He'll agree to help the team if they undergo the grotto's trials, so agree and enter the cave behind the waterfall.

FUCHIN FALLS CAVE

			ENEMIES
_____ 5	_____	01 Game Ticket	
_____	_____	02 Arctic Blade	• Skeleton
		03 Djinni: Zephyr	• Ooze
_____	_____	04 Dragon's Eye	• Mole
_____	_____	05 Orb of Force	• Dirge
_____	_____	_____	• Mimic

NOTE: Map levels are combined to show paths easier.

```
|2|  | _____ |
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The mimic in the first screen drops a [Game Ticket] after defeat, so pick that up and go north. Here, hop to the "west" exit which leads to a cliff flanking a lower central path. Continue to the room that's nearly pitch-dark, and exit "west" again, down some stairs. One of the logs in this 1F portion leads to an [Arctic Blade], so equip that before continuing. South, avoid some spikes, roll a log eastward, and end up in the entrance screen. This time, Isaac can go the west/east route that he couldn't take prior. East leads to the cave with a jupiter djinni.

To claim this sucker, roll south, put the vertical log against the wall, and ride back north, using the stepping stone to ride the vertical eastward. Now fight the djinni (Zephyr) and he'll join up! Ride the log north, do the next little log puzzle, and find the side-entrance ("4") that leads down to B1 where the [Dragon's Eye] is. Go back upstairs, go north to the next stairs, and continue along the right cliff into the dark room. This side has a dragon statue and, when its eyes are inserted, it lights up the room. There will be a shadow on the ground that denotes an invisible path, accessible from the other side! [Actually, you could have walked on it when the room

was dark, but that requires foreknowledge that a newcomer wouldn't have!]

Continue along, drop down to a room with the [Orb of Force], then "Retreat" out unless you wanna take the scenic route. Talk with Nyunpa when finished he tells the secret of progressing through the forest: use "Force" to bely monsters' hiding spots, who will then run and show the way through the maze-like jungle.

14) Mogall Forest

[WK14]

 WARNING: Once you go through Mogall Forest, you can't return to any previous location until reaching Kalay. There should be nine (9) djinni found so far, so have those and make sure to get the Orb of Force!
 #####

START		ENEMIES
	X	Looping Path
	01	Nut
X	02	Apple
	03	Djinni: Quartz
	04	Psynergy Stone
	05	Elven Shirt
1		2
X		
4		
5		3
	X	
	X	
BOSS		

If you talked to NPCs earlier, you'll know that Mogall Forest has a reputation as a bewildering maze, with looping paths easily making one lose his/her bearings. The trick for proceeding, as mentioned previously, is using Force psynergy to hit giant stumps; this scares monsters off, and they'll flee down the correct path to take. Try it in the first screen and go south with the monster!

Exit-|_| The first pond area has a simple log puzzle, and probably a [Nut] as well. These things seem to not be there all the time, I guess. From here, go east three screens to an crunchy [Apple]! Double back one screen, go south twice to reach the 2nd pond area. After another simple log puzzle, it's possible to fight a venus djinni (Quartz) and tame him like the others. If you don't get him now, he can't be gotten for a long time, remember!

West twice: another crossroads! North leads to a psynergy stone if y'need it, but west goes to an awesome [Elven Shirt], which is better than most current armor and it gives a hefty speed boost. Naturally, slowpokes like Garet or Mia should get it (latter moreso, for quick healing?). South of the crossroad leads to another crappy log puzzle, then the south exit. The final screen of this place has the boss emerge from a stump, so heal up before approaching!

BOSS	HP	XP	WEAK	DROPS	COINS	USES: Debilitate,
						War Cry, Ransack,
Killer Ape	1000	460	Fire	Douse Drop	1500	Douse, Bind

This guy has a little less HP than Saturos but can still put up a good fight, what with Debilitate (lower targets' DEF), War Cry (inflict: paralysis), and Bind (can't use psynergy). It definitely spells trouble if you're unprepared, but there are some ways to make this easier: (1) Sleep magic puts this beast into beddy-bye land (2) Arctic Blade's Blizzard unleash will lower a foe's ATK, which comes into play with his damage. Isaac and Garet should spam Ragnarok and Heat Wave, respectively, while Mia heals and Ivan pulls double duty as Sleep-meister or with offensive psynergy.

The Douse Drop obtained is a special item that teaches Douse psynergy. It can be used to put out fires, and when we can backtrack again, some items can be obtained with this spell! On the world map, there's a town nearby...

15) Xian

[OPTIONAL] [WK15]

This sleepy town may be optional but there's still reason to come here! Like usual, first we loot the town like ancient marauders!

- Lucky Medal -- pot in the orchard
- Elixir ----- barrel in house NW of inn
- Sleep Bomb --- barrel by bedside, house underneath training dojo
- Antidote ----- training dojo barrel

With the looting out of the way, it's time to get the mercury djinni on the ledge. There's no obvious way up there, but you'll notice that the girl carrying water to and from the pond can be startled, making a puddle on the ground. Make the puddle, cast Frost on it, and stand in front of the dojo -- it can be used as a stepping stone! Naturally it has to be placed just so; re-enter the screen if y'mess up. The djinni (Mist) comes without a fight!

The other thing to do in Xian is an optional event that has basically no consequence now, but by doing it, can result in an item later (In Golden Sun: The Lost Age) once the chain's completed. Enter the dojo, hit the wooden block with Force, and do some events where Fei wants to see it again. Perform the cool feat once more.

WORLD MAP

Northwest of Xian is the "Silk Road" pass, which is basically a stopgap crossroads that connects Lama Temple and Altin to the region. However, before going there, go directly north of Xian, finding a small bridge to an island. There is a wild mars djinni (Corona) who can be fought there. He may flee battle so try to put him to sleep -- that's easiest.

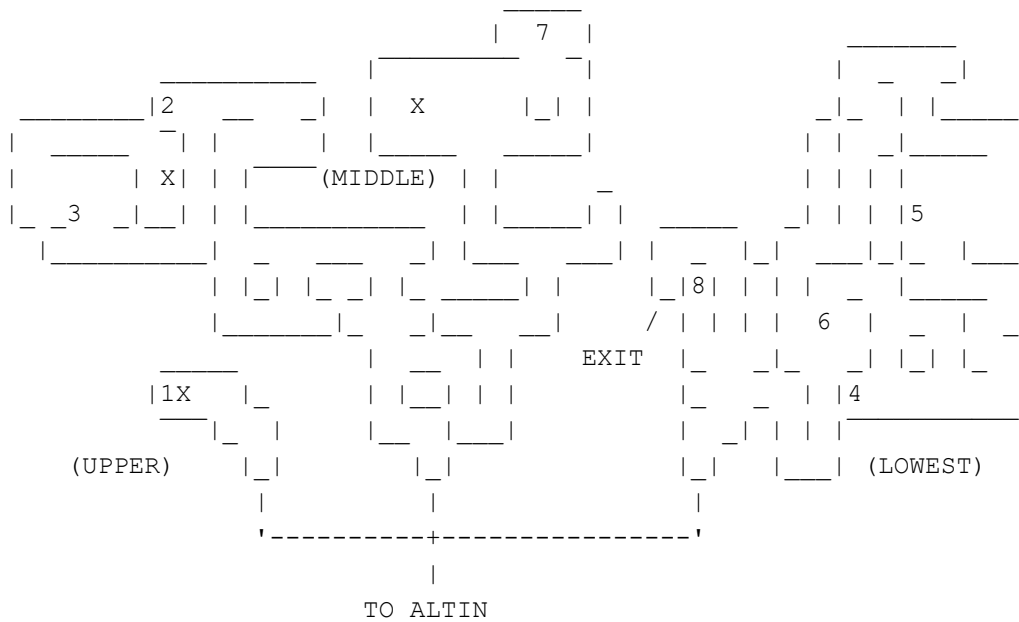
ALPINE CROSSING

The aforementioned crossroads. Feizhi will be here but can't continue; Isaac and his crew can't either, so the only way to go is toward Altin. Before going, there's a [Power Bread] to take. Use Frost on the puddle, Growth on the vine, and use the cliffs to find the chest. Badabing! North to Altin, folks.

16) Altin / Altin Peak

[WK16]

ENEMIES: Dirge, Bone Fighter, Slime Beast, Ape, Rat Fighter, Tarantula,
Calamar, Living Statue



		Altin's got a bit of a drinking problem, and by that
X	Living Statue	I mean they've become a coastal town! The flooding's
01	Frost Jewel	so bad that everything's submerged, and it's all due
02	Game Ticket	to some pesky statue monsters with an endless supply
03	Dragon Shield	of H2O. Isaac's crew will have to fight 'em in three
04	Lucky Medal	levels of Altin Peak: upper, middle, lowest. Killing
05	Djinni: Spritz	one will make the waterline recede, giving access to
06	Lifting Gem	the other parts of the mine. Easy to understand, no?
07	Cookie	
08	Vial	Shops open innately: inn, sanctum

ALTIN PEAK (UPPER)

The smallest of them all, and the first accessible, this one's near the water's edge. The Living Statue will flee a bit but will eventually be cornered and can die a cruel and unusual death! It knows Water Blessing, but that's its own useful attack. It has about 650 HP and leaves the [Frost Jewel] upon defeat. [NOTE: Other statues will leave Vials 100% of the time, but these aren't listed on the map.]

Shops now open: item

ALTIN PEAK (MIDDLE)

This one has the other two living statues, and they have to be done in a certain order, unfortunately. Luckily, to find the first, just follow the cart tracks two screens until the large pond is revealed. Flip the track switch and ride the cart to the Living Statue, who will soon be in the monster morgue, I hope. This lets the water recede again!

(Shops now open: Armor)

Retreat back to the entrance and follow the tracks until a doorway comes into view. Before, it was flooded; now, it leads towards the 3rd and final statue. There's a simple track-switch puzzle here (hit it once), leading to a corridor connected to the pond room. Water puddles can be frozen to give access to the mine cart, and the track switch will change where the cart goes: towards the [Dragon Shield] chest (by default) or towards the miniboss

near a pool. Killing it should make Altin completely water-free, just like the good old days.

(Shops now open: Weapons)

Various items can now be collected around town, if y'wanna do that now.

- Psy Crystal --- Behind upper town statue
- Nut ----- rightmost house, third-lowest tier (barrel)
- 9 Coins ----- weapon shop barrel

ALTIN PEAK (LOWER)

The final stretch! Continue ahead two screens, ignoring the suspicious rock along the way, to find a tiny "maze for dummies," i.e. something very simple and not confusing. A [Lucky Medal] chest is in one of the corners. This room is adjacent to yet another cart puzzle, although this one is simplistic by design, too. Flip the cart switch, then go to ground level and move the stump/freeze the puddle; this gives access to the cart. Ride it twice to find a mercury djinni (Spritz), who has to be fought before it joins. This one has some high-level magic like Hail Prism, so hit it fast and hard, use Sleep if you have to, and save beforehand! When it joins, give it to Mia so she has four (I hope!) -- she should be a Cleric with the Wish spell, which heals everyone! To leave the room, freeze the two upper puddles and go along the cliff.

Follow the next path to revisit a previous room, only on the upper cliff. Go up the long path to where a sign says to be quiet in case boulders fall. Use Force to topple the wood piece; or, if you somehow forgot to get that psynergy at Fuchin Temple, Gareth will do the honors. Either way, a giant boulder will blow a hole in the mine track, and it leads down to the cave boss.

BOSS	HP	XP	WEAK	DROPS	COINS	USES: Tundra,
Hydros Statue	1200	496	Fire	Lucky Medal	2400	Water Blessing,
						Froth Sphere,
						Ice Horn, Drench

This mother of all evil statues is like its tiny denominations, using a lot of -- you guessed it -- water-based attacks. If Mia has 4 Mercury Djinn, this fight will be easy-peasy: just use whatever attacks and let her cast Wish each turn, keeping everyone in good spirits! Naturally this is easier if her AGL is boosted, such as by the Elven Shirt. If Mia doesn't know Wish, have the Ragnarok/Heat Wave combo served up, while she uses Ply and Ivan attacks/heals when possible. Hydros' attacks do about 50-60 damage before any RES-boosting djinn are used...heck, y'don't even have to summon any djinn, really.

Afterwards, collect the [Lifting Gem] -- this gives Lift psynergy that can temporarily raise those tiny brown boulders we've seen twice: (1) in the 2nd Living Statue's room, which leads to a [Cookie] (2) lowest mine portion, near the start. The latter is where we're headed! Beyond, a path with a stump blocks a [Vial] chamber, while the middle route needs Lift once again -- it leads to the world map!

down quickly. Save every so often, and use Retreat if you can't take the heat (figuratively).

Past the desert, there's more cliff areas, and those are easier to get past than the dunes before -- you may have noticed the temperature gauge doesn't fill unless the team's on sand. In the 2nd cliff area, the lower area will have the final treasure, a [Mint], plus an oasis. Find the large waterfall at mid level and use Reveal to find the boss. Come into battle fully-healed, natch!

BOSS	HP	XP	WEAK	DROPS	COINS	USES: Nova, Impair, Mad Blast, Curse, Delude, Poison Tail
Manticore	1700	590	Watr	Psy Crystal	3400	

The most dangerous part of this battle is that the boss gets two attacks per turn, either for skills, psynergy, or regular attacks. Poison Tail will hit a character with deadly poison, so cure it immediately before things turn south! Besides that, the most-damaging is Nova, which can do upwards of 70 at its epicenter; the rest do 50-60 typically. With Mia's Wish (4 Mercury Djinn on her) this battle is very manageable, with only minor hiccups if she has to cure her own poison, etc. The Ragnarok/Heat Wave strategy will work best here since she needs to focus on healing; Ivan should use his best attack (Storm Ray?). Now, offensive mercury djinn can do about 100 damage here but resist the urge because Mia can't use Wish then.

The cave the boss guarded leads to the world map.

WORLD MAP

Before heading west to Kalay, there's another optional part where the team can tame a wild djinni, this one being a venus type. Go north to a bridge-connected island and it should show up, hopefully! Since it can flee, try to defeat it (Vine) quickly.

19) Kalay

[WK19]

1	2	9	01	Water Jacket
			02	Nut
			03	Sleep Bomb
3			04	Nut
		INN	05	Vial
		8	06	11 Coins
4			07	Smoke Bomb
			08	Elixir
5		6	09	Djinni: Scorch
	START			

Ah, glorious Kalay! Before doing anything, it's easiest to get the story crap out of the way: visit Lady Layana (Hammet's wife) in the mansion north of town. Search the meager rooms for a [Water Jacket] and [Nut] before heading back into town. Another good reason to search town is for the secret entrance to "Kalay Tunnel," which is behind a statue aft of the NE house. Use Move to get it out of the way and head on inside! A Mars Djinni (Scorch) will be in plain sight, and accessible after the nearby statue is pushed in front of the

water pipe. The rest of the tunnel can't be fully explored until later, so we'll come back another time.

KALAY [MANDATORY]

One thing many people can't figure out is why the warriors in Kalay won't have went down to the Tolbi-bound ship. The reason is simple: you need to talk to the tour guide in Kalay's inn, then try to leave town. Everyone'll then migrate out and you can continue with the rest of the storyline.

However, before leaving, there's a little backtracking we can do that will be very useful! If you're a partypooper and don't want fancy things, skip the next section.

20) Vault / Vale

[WK20]

There are two main backtrack quests that can be done right now, and it's two sleepy little villages we've already been to. [NOTE: You can do more stuff in Lunpa than was possible previously but that's its own sidequest and will be in that section.]

VAULT

Two things worth doing here.

- Talk with the mayor to learn the bandits first seen in town escaped! This has no importance now but does carry significance if you transfer your GS save to GS: The Lost Age!
- Ring the town's watchtower bell to scare the venus djinn off its perch, then use Reveal at the graveyard to find a secret entrance leading into Vault Cave. [NOTE: You cannot Reveal the secret entrance without first having visited Kalay.] It ain't too hard, and has a couple treasures:

ENEMIES: Ghost Mage, Ravager, Death Cap, Undead, Cave Troll, Gargoyle

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      |D|__|C| [1 - Vial / 2 - Vambrace / 3 - Djinni: Sap ]
      |__| |
      |__| |
| |E| |D|_|__|A| | | |C| This is kind of an easy dungeon, although
| 3 | | |E|__|B_| |__|2| | | | there are lots of stairs. A mimic chest
|__| | | |A| | | | | by the entrance has a Vial; after, follow
      |__| | | | | | | | to a room with lots of water puddles.
      |_____| | | | | | | Whirlwind the leaves here to find the
      |_____| | | | | | | | hidden [Vambrace], then jump across the
      | |_____| | | | |B| | frozen puddles to reach the next cavern.
      | | _ (\ | | | | Take the lower route (path "A") to find
      ( ( | |_)1) |__| | a changes the water drainage, then take
      \ START / path "B" to a torch puzzle. The water droplets'll
      |_____| | | | | | douse the flames, so save and be careful how one

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proceeds (it needs to go from NW corner to switch). Afterwards, take the "D" path to arrive at the first pond, now drained. From here, take the lower door ("E") up to the djinni (Sap) who joins without a fuss. Whew! Everyone should have four djinn except Isaac, who'll have 5...if you've been thorough. Enjoy the hike out, haha!

VALE CAVE

Remember the boulder near Kraden's house? "Lift" it up and enter the cave it blocked.

ENEMIES: Death Cap, Undead, Fighter Bee, Mad Vermin, Ghost Mage

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      |_____|
      |_____| [1 - Halt Gem / 2 - Djinni: Kite / 3 - Nut]
      |_____|
|_____| |_____| | Pretty tiny dungeon overall. At the start, use Reveal to
|_____| |_____| | show the pond's hidden stepping stone and exit that way.
| 3|12 _| _| | The next pond has some movable crates that can be pushed
|_ | | | _| _| | into the water to make new stepping stones -- the rightmost
| | | | _| | | | leads to a [Nut] and the uppermost leads to the real exit.
|_____| |_____| | Follow this path to a cliff with two logs; push 'em into
|_ | | | | | | | | the water! Then, use the 3rd lower log to roll across the
START pond and get near the jupiter djinni (Kite). Grab the cool
      [Halt Gem], use it on the djinni, and claim him! Then leave!
```

Vale has other items, if you didn't get 'em earlier: (1) the Power Bread in the overgrown cave behind the weapon shop (2) some coins and a Vial in the lower district's warehouse. Stop by and say hi to the families, too!

21) Tolbi-Bound Ship

[WK21]

WARNING

Once you get on the ship, you'll be self-contained and not have access to the world map until it's finished -- this means no leveling, getting extra items, etc. You may want to make an onshore save in case things go south! [The return-to-sanctum trick will also not work while sailing the seas, in case any glitches happen!]

KALAY DOCKS

The docks are southwest of Kalay, as said previously. The ship carrying all the tourists to Colosso in Tolbi is almost set to depart, but Isaac's group can't board without buying a [Boat Ticket] in the shack (600 coins). Show it to the guy guarding the gangplank and get on in! [You may have noticed a Venus djinni north of the shack -- we'll get it on the round trip!]

TOLBI-BOUND SHIP

I'll just list all the ship's items to get 'em out of the way:

- Lucky Medal --- barrel in belowdeck area
- 23 Coins ----- barrel in passenger area
- Nut ----- barrel in captain's cabin

Okay, to start the pre-launch preparations, overhear the captain talk about his precious anchor charm, then listen to Ouranos' conversation in the passenger area. Visit the captain's cabin afterwards to learn the anchor charm has vanished! Of course, that foolish shipmate before stole it, so Isaac's team will have to find it. Mindreading the blue-bandanna thief will tell where the trinket is: on top of the mast! Climb the crow's-nest, fetch the thing (inspect mast), and deliver it. Finally, visit the oarsmen in the subdeck to finally get a move-on!

KARAGOL SEA


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| |__| ___/____ |__| | | 02 | Lucky Medal | | | |
| _____ FOUNT _____ | | 03 | Vial |
| _____ |__| | | | 04 | 9 Coins |
| | | / ___ ___ | | | 05 | Power Bread |
| |__| ( | 1 | | | 2 | | | 06 | Djinni: Ember |
| ___ 5 ___ |__| |__| | | | 07 | Hard Nut |
| \ _____ | | | 08 | Lucky Medal |
| _____ |
|__|
ENTER

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There's not a lot going on around town, surprisingly, because entries for Colosso have closed. Approach Babi Palace to see some soldiers looking for a missing person, and once inside said palace, visit 2F for a scene with Iodem -- which is the real storyline-related portion to do here at the moment. There's a bunch of crap to find around town, plus a fountain to use those Lucky Medals at (getting rare items!). There is no inn open within town, but you can sleep for free at Babi's palace. Downstairs is a [Hard Nut] in the magician's workshop, and a [Lucky Medal] in the SW corner on 3F. Anyway, Iodem's conversation hinted that Babi went to Altmiller Cave, so that is the next destination.

Before that though, there is a mars djinni (Ember) to get in town. At the entrance, go right to find a "Growth" vine, which leads up to a puddle. Use Frost, then go back around to the inn's exterior, jump across, and get the djinni sandwiched between the cliff wall.

Also, the Tolbi Fountain and Slots (unmarked room above inn) are a great way to obtain rare items! The best ones so far are probably the Assassin Blade (can instantly kill foes) and the slots' prizes (Hyper Boots, Quick Boots, Running Shirt, Silk Shirt). The shirts can be equipped underneath armor, and the boots are just another category of accessory everyone can have one of. Hyper Boots increase critical hits while Quick Boots increase AGL -- useful for Mia and Garet. Just remember to save beforehand!!!

WORLD MAP [OPTIONAL]

Altmiller Cave is north of Tolbi (across some bridges), but there's two other djinni to get before then!

- West of Tolbi, cross the bridge going north; look for a NW bridge leading to a dead end area. A mercury djinni (Hail) can be encountered here.
- By the bridge that leads to Altmiller Cave, go east instead, which takes the team along the northern rim of the Karagol Sea (i.e. the Silk Road). Continue until getting back to the Kalay Docks, where the Venus djinni (Ground) can be obtained with no hassle.

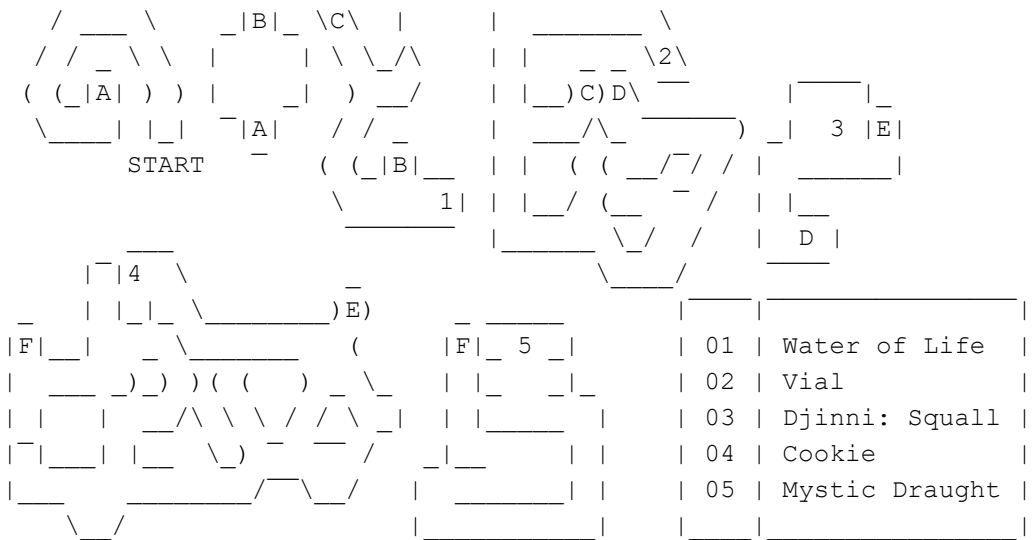
You can also go south and visit Suhalla but there's little reason to go there -- although the item shop does sell a rare Potion/Psy Crystal.

23) Altmiller Cave

[WK23]

ENEMIES: Wight, Gnome Mage, Mad Mole, Worm, Clay Gargoyle, Golem, Dread Hound, Armored Rat, Foul Dirge

_____ _ _ Babi _____



This place isn't too hard once it's mapped, since the main impediment here is the darkness. Some paths are stuffed up with rocks and it's always the long way 'round that is the correct one. Anyway, in the third screen, talk to the silhouette on the ground (Babi) and he'll bid the party to recover his draught hidden deep within the cave. The clue to getting it is the five rocks in the room before: rotate the leftmost and rightmost to make five colors appear. Then, turn the rocks in accordance with those colors. Seems simple...

In the 5th screen, there's a pseudolog puzzle, this time using pillars! To get the jupiter djinni (Squall), do the following: (1) push both of the "logs" out of their initial places (2) freeze the puddle (3) push both logs back the way they came (4) push 3rd log out of the way. The trick is mostly with the imagery here -- Isaac can move behind the erect pillar to get access to the horizontal pillar, which seems to have no way around it! The djinni must be fought but he's kind of a pushover, especially if you got awesome equips back in town. Exit past the movable log, after.

Eventually, the team will reach the penultimate room with five rocks. Twist the left and rightmost rocks to make the colors appear. Don't remember the order to turn 'em in? Use Reveal to see the stones' colors. Do the next two colors to open the door to the [Mystic Draught]. It's easier to get to Babi if you just Retreat at this point and go to the 3rd screen again.

Babi promises a reward after the Colosso finals have ended, once he's had a swig of his crunk juice. That's that for this dungeon, although you may wanna stick around and see if the Dread Hounds drop a Prophet's Hat.

Although the team had not signed up for Colosso, Isaac is put into the finals by the ruler himself! There won't be any way to train once it's started, so perhaps make an extra save before this. [NOTE: The reward for winning Colosso is a rare item, the only one in the game, and if you want to transfer it to Golden Sun: TLA, it'll be wise to attempt a win here.] Head to the colosseum when ready.

Finals battles will consist of Isaac and his opponent rushing through an obstacle course toward the center stage, where two pieces of armor are. Since Isaac is stripped of his best gear (don't worry, he'll get it back later on) he can pick the best and give the crap to his enemy. The courses themselves

are very simple so I won't give a strict play-by-play, although the cool part is that his teammates can "cheat" with psynergy while spectating! Before each match, check the course carefully and make sure to match allies psynergy with the correct obstacle. For instance, if someone can move a stump to help Isaac along, put Gareth there...and so on.

Remember: equipment carries over through the matches, so it's very helpful to be quick-footed and claim the best. Chests along the way give other items, but feel free to skip 'em if they're mundane.

NOTE: Isaac starts Colosso with a Short Sword, and Catch Beads/Orb of Force if he had them previously.

ROUND 1

Box 1: Gareth (Move)

Box 2: Someone with Douse

Box 3: Someone with Growth

Items: Nut, Oil Drop, Nut -> Iron Shield/Padded Gloves

Fight: Azart [450 HP]

Easy course, although the third chest (a Nut) should be skipped, as it's really out of the way and Isaac will probably just blow his lead. The fight with Azart is pretty easy, since he just attacks for about 65 damage, or uses an Oil Drop (~88) when he's almost defeated. Not much worth talking about on his behalf.

ROUND 2

Box 1: Gareth (Move)

Box 2: Ivan (Halt)

Box 3: Mia (Frost)

Box 4: ---

Box 5: Whoever has Force

Items: Nut, Smoke Bomb, Nut -> Cotton Shirt/Chain Mail

Fight: Satrage [570 HP]

This one has five possible help spots instead of three, but that's alright. Another pathetically easy course, although it's worth noting that, if you use Halt in the 2nd box, Isaac will be unable to get the Nut! The Smoke Bomb chest is a piece of crap and should be skipped (it's the one by the movable log). At the cliff portion, make sure to go down the middle groove to avoid a long walk back. Satrage is basically the same strategy as before, except he will can use a Smoke Bomb/Nut, plus can defend to halve damage. His attacks may actually be weaker than the previous foe (by about 10).

ROUND 3

Box 1: Someone with Frost

Box 2: Gareth (Move)

Box 3: Someone with Halt

Box 4: ---

Box 5: Someone with Force

Box 6: ---

Items: Smoke Bomb, Nut, Sleep Bomb -> Claymore/Hunter's Sword

Fight: Navampa [820 HP]

If you have to choose with Ivan here, pick Box 3 over Box 5. Also, in the last puzzle (log rolling), you can push stumps over the wall to save time; however, you won't be able to get the third treasure, which sucks anyway.

If you want to get the Claymore at the end, ignore the Smoke Bomb and go for the Nut (assuming allies helped out). Without help, Isaac probably won't get the best treasure.

Navampa is the final opponent, and he's the toughest of them all. If you're planning to OHKO him with Judgment, think again! Like the previous opponent, he can defend, as well as using both types of bombs (Smoke/Sleep), plus Nuts to refill health. He'll do about 60 damage with each attack, which isn't that good overall. If you need to, use Sap to get health. REMEMBER: If you don't win, you don't get the great rare item, nor can you get the rare item based off of it (in Golden Sun: The Lost Age).

TOLBI

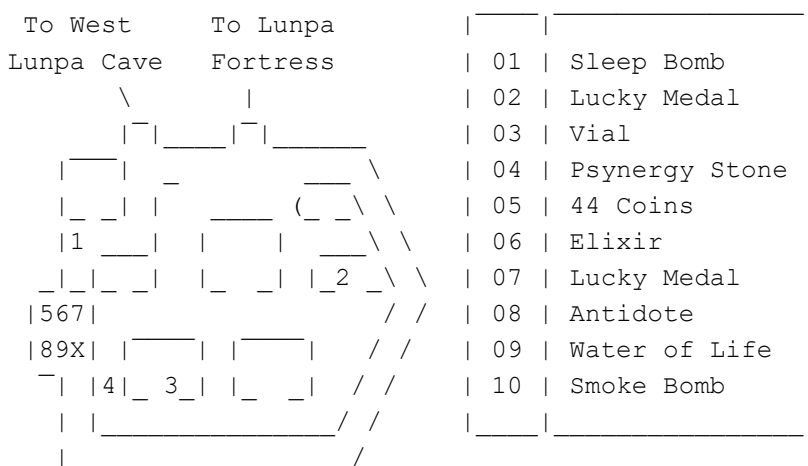
So what is the great item reward? See Babi to get the [Lure Cap] headgear, which increases the frequency of monster attacks. This is a great item for grinding levels, although it gets more useful in the other Golden Sun game. After some long-winded scenes, visit Babi's room and inspect the [Cloak Ball], at which time Babi will let the team "borrow" it for the rest of the game. Before leaving, talk with the town mayor to get some [Corn], and visit one of the inn basement rooms to find a girl stealing. A [Lucky Medal] should be in one of the barrels there.

Now, the real destination is the Suhalla Desert, southwest of Tolbi; however, the Cloak ability lets us finish a sidequest in Lunpa, which we previously skipped entirely. But how to get past over the sea again without a ship? Why, Gondwan Cave tunnels underneath! It's located on the south rim of the sea, so you can find it SE of Tolbi. [It has a Lucky Medal and Apple within, but is very straightforward so I'm not going to waste a section on it.]

If you just want to get on with the game, skip to section [WK27].

25) Lunpa / Lunpa Fortress

[OPTIONAL] [WK25]

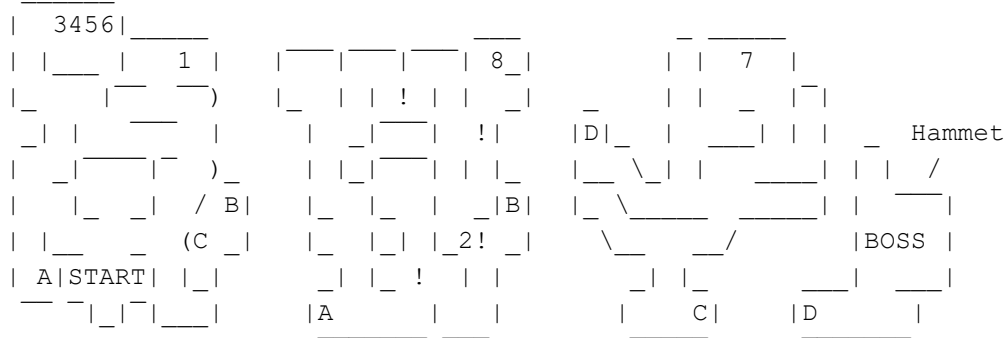


Nut-' |^| Lunpa is essentially under martial law -- no
 - one goes in or out without Dodonpa's say-so. As such, no shops are open except the item one, but there's plenty of items to find around town. The largest cache is hidden in a cliff vault, so how does one get up there? Near the north part of town, use Reveal to find a puddle disguised as a rock. Cast Frost, scramble up the ladder, and jump across to the cliff before Reveal disappears. At the cliff dead-end, use Reveal again and inspect the shimmering knob, which will open up into the rest of the items. Most suck, but the Water of Life is a nice bonus.

Now, to get into the northern fortress, use Cloak psynergy while in the shadows and sneak in. [One of the soldiers actually hints at this if you try to get in earlier.]

LUNPA FORTRESS

Enemies: Brigand, Vile Dirge, Kobold, Rat Warrior



		To sneak around like a pro, Isaac will have to be
01	Vial	Cloak-ed most of the time, since the passages are
02	Cell Key	usually guarded. Guards are either static or moving,
03	Elixir	the latter type requiring Isaac to dodge their path.
04	100 Coins	
05	Lucky Medal	The first floor is the easiest, with most guards
06	Mythril Circlet	just standing around. Isaac'll have to progress by
07	Power Bread	going counterclockwise, with a northern room having
08	Djinni: Tonic	a hidden [Vial]. Eventually, the path should lead
		to the "A" stairway as listed on the map.

On 2F, the nearest door will lead to a mandatory fight with a single Brigand, which is basically a slightly more powerful version of the thieves fought in Vault. However, this area is a dead-end for the most part, so Isaac will have to get past the two fast-moving guards near the stairwell. Time the advance past the first, hide in the wall cranny, then get to the door north of there. The path leads toward three Brigands, one of which who can be mind-read after a beating to learn there's a secret switch hidden on a cave wall near Hammet. The next passage has another brigand guarding Donpa's bedchamber, although there's nothing in there just yet. South of there, find the locked jail area and use Catch to steal the guard's [Cell Key], which opens all those locked doors in the fortress. The door near the brigand is the "B" stairway.

NOTE: You can now open the door on 1F's northwest corner, which leads to a few treasures, the best of which is a [Mythril Circlet]!

Down the "C" stairway, use Whirlwind on the suspicious bush, then Reveal to show the hidden switch. In the waterway area beyond, locate the next bush masking a passageway. Get the [Power Bread] in a cell beyond, and after exiting, go north to find a box that can be pushed off the southern cliff, making a path. Take the highroad to another Bush- and Reveal-masked switch, which opens the path down to Hammet's cell. After some scenes, a boss will be sicced on the party.

BOSS	HP	XP	WEAK	DROPS	COINS	USES: Dark Blessing,
Toadonpa	2800	999	Fire	Psy Crystal	3200	Rotten Blood, Sticky Poison, Thrash

Toadonpa doesn't get two attacks each turn like some previous bosses, so it's already taken down a peg on that end (plus he can be put to sleep!). Dark Blessing is a common multi-target attack, mimicking other Blessing-type

attacks; Rotten Blood will greatly lower a target's DEF; Sticky Poison does what its name implies. Thrash is just trash, mere damage! If you want to get this stupid battle over with, you can bombard him with 4-Djinn summons at the start and take off over 70% of his health. The most the boss can do is about 80dmg, maybe a little more if combined with Rotten Blood.

Isaac automatically leaves the fortress afterwards. Enter West Lunpa Cave and one of Hammet's acolytes will return him to Kalay; without the extra baggage, everyone can re-enter the fortress to get what was missed before: a mercury djinni (Tonic)! Visit Dodonpa in his 2F bedchamber following all the commotion and he'll open up his backroom to the party.

NOTE: Lunpa's shops are now completely open, too. They have some upgraded artifacts, although the Demonic Staff is cursed, so watch out!

KALAY [OPTIONAL]

If you rode the wagon back to Kalay, this part's easier; if not, you'll have a long walk ahead. Either way, see Hammet for a scene and go into the tunnel underground, which is now completely open. There are some items near the stairwell (Sleep Bomb, Lucky Medal, Potion, 200 Coins) plus another awesome one (Spirit Gloves) by moving the statue in front of the water spout and freezing the puddle. Additionally, there's an Apple and a Nut if you choose to backtrack toward the Kalay Tunnel entrance (the guarded one).

[You get back across the Karagol the same way y'came last time, obviously.]

26) Suhalla / Suhalla Desert

[WK26]

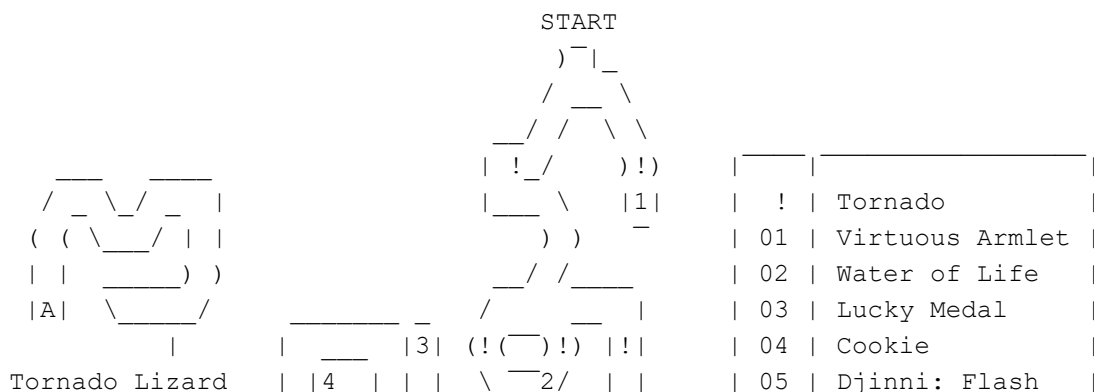
South of Tolbi is Gondowan Passage, where Iodem will travel with the party in a guest capacity. East of there, near the desert, is the sleepy town of Suhalla. One house has a scene with wounded soldiers, but besides that, there is only an item shop (which has some good item artifacts). Item-wise:

- 5 Coins ----- jar near entrance
- Hard Nut ----- northwestern chest
- Lucky Medal -- jar near sanctum
- Smoke Bomb --- house oven

Suhalla Desert is south of town.

SUHALLA DESERT

ENEMIES: Tornado Lizard, Harridan, Roach, Mimic, Vile Dirge, Magicore, Storm Lizard, Acid Maggot, Brutal Troll, Tempest Lizard




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      | | _ ) | | | | _ | | | G|
Start-| _ | Lucky \ _ |
      Cap Carry Stone

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The main reason to come here is to get a new psynergy, necessary for certain kinds of lifting. Feel free to visit Lalivero first for updated equipment (if y'want) but it's not mandatory. The first interior room with a mural has a secret path revealed by...well, Reveal. Find the [Carry Stone], bestowing the titular psynergy, and backtrack, going north. Going down the "C" route leads to a [Lucky Cap], while going toward the "E" stairway -- which requires Carry to proceed -- leads toward the top floor. Just make sure to find the "G" stairway by using Reveal again. At the top, there is a statue like the one in Mercury Lighthouse.

Now, inspecting it affects which path from the next dungeon the player takes to reach the 2nd part of the lighthouse. Inspect it once to make one path, again to switch to the other. [You can come back and get treasures on the other path later, if you choose.] Retreat out once a path is set -- time to head north!

28) Lalivero

[WK28]

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      | _ _ | | | | _ _ | | | | _ _ | | | | _ _ |
      | _ | 67 | | 45 | | | | | 01 | Warrior's Helm |
      | _ | | _ _ | | _ _ | | _ _ | | | 02 | Psy Crystal |
      | _ _ | | | | | | | | 03 | Lucky Medal |
      | _ _ | | | | | | | | 04 | Water of Life |
      | _ _ | | _ | | | | | | 05 | Antidote |
      | | _ | | _ |2| _ | | _ | | | 06 | Lucky Medal |
      | | _ _ | | _ _ | | _ 3 | | | 07 | Djinni: Torch |
      | _ _ | | ENTER | _ _ | | _ _ | | _ _ |
      | | | | |1|
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Lalivero is a tiny coastal town, the last one in the game. Many items are available in houses, but some require Isaac to walk on the town walls. The SWmost house has access to the roof and from there, one can jump to it; this same thing can be repeated in the weapon shop. This is the only way to get the final mars djinni (Torch) on the inn roof.

29) Babi Lighthouse

[WK29]

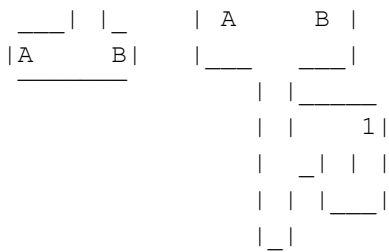
FOES: Ice Gargoyle, Chimera Mage, Gnome Wizard, Wild Gryphon, Manticore King, Skull Warrior, Orc Lord, Plated Rat, Willowisp

To Tunnel Ruins

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      | _ _ | | | | _ _ | | | | _ _ | | | | _ _ | | | |
      | _ |FD|C | |D| |C| |F | | _ _ | | | | 01 | Lucky Pepper |
      | | _ _ | | | | _ | | | | _ | | | | 02 | Djinni: Luff |
      | | I 2 | | | _ _ | | | _ _ | | | | _ _ | | _ _ |
      | _ |G| | | _ _ | | | E | | _ _ | |H| | E|
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At the lighthouse approach, look for the [Lucky Pepper] chest isolated on a cliff. To reach it, move the block against the cliff, then "Carry" it onto its holder, creating a stepping stone. Should be pretty obvious once y'see it.

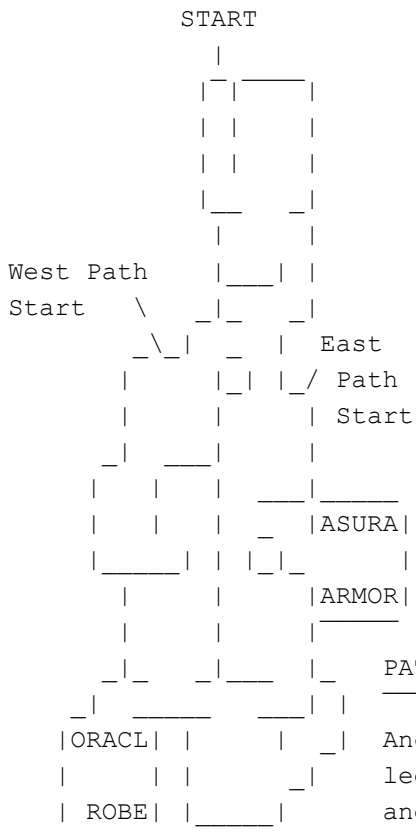
To save time, it's easier to do the optional stuff first. Outside the lighthouse, the "A" stairway is already uncovered. Down below, move the pillar left and exit; then, using the hidden "B" path, move the other pillar left, gaining access to the "G" stairway. This leads up to the lighthouse scaffolding where Growth will open a path to 2F. Drop down the only groove here to land right by a jupiter djinni (Luff), the final one! It's quick, uses great psynergy and has a penchant for running on the 2nd turn, so save beforehand!

After getting the djinni, drop down (to B1) and take the "D" stairway series up to 2F again, this time on the room's other side. Drop down the groove nearest the door to land near Faran and his allies, trying to get through a door Saturos' party went in. After a scene, Isaac's team will have to prove their worth by opening said door -- use Reveal to show the hidden switch by the plaque. The way now leads to the Tunnel Ruins.

30) Tunnel Ruins

[WK30]

ENEMIES: Chimera Mage, Gnome Wizard, Manticore King, Willowisp, Wild Gryphon
Skull Warrior



NOTE: If you haven't been to Venus Lighthouse [Part 1: Lower] yet, you will not be able to get through here!!

When you first enter the ruins, there will be a replica of the statue seen in the lower section of Venus Lighthouse, displaying which path the ruins are set up to give. The floor circles'll represent the accessible rooms, so any not connected by the line cannot be accessed yet. Isaac's team will have to go through twice to get both of the treasures here, for reference.

Past the first puzzle room, which has a crappy pillar "conundrum" (move it one tile lower than NE corner), the paths will split up according to the layout.

PATH 1 (WEST)

Another pillar puzzle! Notice that one part of the ledge sticks out? Put a pillar two south of there, and the other two tiles south of that one -- this completes the chain to the highroad. Adjacent to this room is a chamber with a bunch of overgrowth and two mini-pillars. Move them so Isaac can jump to the largest foliage portion, then Whirlwind it away to find a 3rd pillar. Push it against the west wall and off the cliff, then along its route; one of the other pillars can be pushed east to make a stepping stone series. Use Whirlwind on the final leafy stuff.

The 3rd room has a Carry/Weight puzzle. Put the blocks on the rightmost scale to raise the leftmost -- yawn! Past there, the path splits. Go left and use Reveal on the statue to find Mia's ultimate armor, the [Oracle's Robe]! Go into the remaining room after.

PATH 2 (EAST)

The first puzzle here involves a water pillar. Push the first onto its floor tile; do the same with the next after filling it with Douse. At the next corridor, go east and use Reveal on the statue to find [Asura's Armor], a good one for Isaac and Garet. The final puzzle on this path involves more water pillars. Fill the one in the room, push it the length of its treads, then cast Frost to allow one to leave from the top level. There'll be no alternative room to access on this path, except the south (mandatory) one.

PATHS REJOINED

This one has a colored statue puzzle that seems impossible, until you figure out the statues can be "Mind Read" for some reason. This gives clues to the location! The exit to Venus Lighthouse opens when they're correctly placed, however. Their locations should be:

- NW : Red
- NE : Blue
- Mid: Yellow
- SW : Green
- SE : Violet

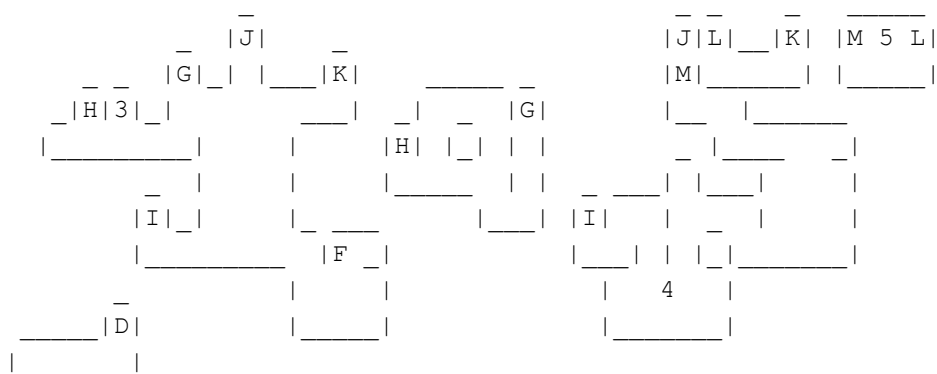
 Troy Rogers writes: when in Babi's Lighthouse and you go down the west side, if you go up to the top and head into Venus Lighthouse, switching the paths, the path back does get blocked; but, if you use retreat you get warped back to the door on the north side, therefore bypassing the energy field, and can back track up the west path much easier to claim the asura armor and only have to do the third room again to get back to the 5 statues.
 #####

31) Venus Lighthouse [Part 2: Upper]

[WK31]

ENEMIES: Fenrir, Recluse, Boulder Beast, Thunder Lizard, Grand Golem, Wild Gryphon, Skull Warrior, Horned Ghost, Nightmare, Willowisp, Manticore King

NOTE: If you leave the Lighthouse entirely, you'll have to do all the puzzles over again (unlike some dungeons like Crossbone Isle)!



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|C| | | |C| |2| _ | _ | _ _ _ | _ | 01 | Psynergy Stone | |
| _ _ | | _ | |A| _ _ | | |D| _ _ | _ | | 02 | Thunder Crown |
| _ _ | | _ | | _ | _ _ | | _ _ _ |E| | | 03 | Dragon Scales |
| _ _ | _ _ | _ _ | _ | _ | _ | | 04 | Gaia Blade |
| _ _ | | _ | |A| _ | |F| | 05 | Psynergy Stone |
To Lower -|_|_|_|-Enter | _ _ | | _ _ | | _ _ |
Lighthouse | 1 | | _ _ |

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When you first enter Venus Lighthouse, there'll be a psynergy stone -- it respawns as well, making it a good training spot if you want to turn the party into murder machines (with Beefcake psynergy...NOT). The passage with the psynergy stone also has a left stairway that leads back to the lower portions of the lighthouse, although this will be ONE-WAY as the electric trap resets when the room is entered again.

In the lighthouse's first room, ignore the doors near the sandfalls and take the lower-left room to a "the World's Dumbest Carry Puzzle". Beyond, ignore the "C" door and find the sandfall entry point -- run "right" across it and hopefully end up at the other side, instead of down at the bottom of a pit (connects to "C"). Here, the lower room has a [Thunder Crown] headgear, which is great for Garet if he already got his Muramasa and the Cleric's Ring from Deadbone Isle (the latter prevents curse effects, which applies to the Thunder Crown as well). Take the "D" stairway upwards after. Through a hidden sandfall door, follow the passage to a button that changes the sand flow in the first room we visited here.

Visit there and see that the "B" door is now accessible. Hold B and press diagonally (NE) on the d-pad to get across -- many people have trouble with this, actually! Do the crappy pillar puzzle beyond and take the "E" stairway up, which leads to "F" after. There'll be another put-block-in-hole puzzle, and there's a couple ways to do it...luckily it's a cinch! In the ensuing room, cross the sandflow and locate the nearby room with two sandfalls in it. One has a [Dragon Scales] armor behind it, the other the "H" stairway. Do a Carryblock-on-Scales puzzle and reach another button that opens a sandflow in the chamber below, giving access to the "I" stairway.

The first puzzle is kind of annoying, and it's the moving sand puzzle (be glad it's not a sliding tile puzzle, folks!). The sand flows in a certain direction and Isaac has to navigate it to find the exit. However, the real reason to linger here is Isaac's best weapon, the [Gaia Blade], which has a great and frequent unleash ability, not to mention being the most damaging in the game. Past there, another block-in-conduit puzzle. This one's the largest but is still pretty easy -- work from the SE corner to the NW. Since I'm so nice, though, here's a pic of the completed solution:

<http://img.photobucket.com/albums/v242/Shotgunnova/Solution.png>

Out of the room, step on the 3rd button to make another sandflow appear below. Take the "J" path downward to locate appear there, then go to the "K" stairway. This leads up to a final psynergy stone! There's no ultimate setup for characters, but here's my decked-out party setup:

<u>ISAAC</u>	<u>GARET</u>	<u>IVAN</u>	<u>MIA</u>
• Gaia Blade	• Demon Axe	• Kikuichimonji	• Righteous Mace
• Warrior's Helm	• Thunder Crown	• Ninja Hood	• Lucky Cap
• Dragon Scales	• Demon Mail	• Storm Gear	• Ninja Garb
• Spirit Gloves	• Mirrored Shield	• War Gloves	• Virtuous Armlet
• Running Shirt	• Running Shirt	• Running Shirt	• Silk Shirt

- Hyper Boots
- Quick Boots
- Hyper Boots
- Quick Boots
- Cleric's Ring

NOTE

This is the "point of no return" in terms of doing everything. Make a save here if you still want to do things later, because there won't be time after all the hubbub is over!

Drop down the slot to be taken to the aerie, where the final battles play!

BOSS	HP	XP	WEAK	DROPS	COINS	USES: Death Size, Heat
Saturos	3000	3000	Watr	-----	3600	Flash, Eruption, Flare
Menardi	2600	3000	Watr	-----	4200	Wall, Eruption, Nova, Fireball, Pyroclasm, Break, Impact

Finally, we get to see Menardi in battle! She's faster than her cohort and can do some mean damage with Death Size, so target her first (she has least HP, too). Like before, these fire adepts are weak to water, so after one is gone, you could probably pull a Boreas and take out the other, right? DON'T! The reason being, all djinn recharges and such carry over to the next fight, and who wants to start off with a disadvantage? This battle should seem easy if you already beat Deadbeard, and the same strategies can be employed: use and abuse Ground, Corona, Flash, Granite, Luff, etc.

BOSS	HP	XP	WEAK	DROPS	COINS	USES: Evil Blessing, Dragon Driver, Outer
Fusion	5000	----	Watr	-----	----	Space, Severe Blow, Deadly Gas, Drain Fang
Dragon						Break

The final FINAL boss -- some people find this easier to fight since there's only one target. All HP, psynergy, and djinn values from before will have carried over, so that's why it was recommended to not summon-rush the two bosses previously. The same strategy to winning works here: abuse the djinn that prevent damage (Granite/Flash) or make it lose a turn (Ground). There's no reason to use Luff here since it only has techs, not psynergy. At its best, it can do about 200 damage to everyone, so Mia will be working full-time as Wishologist! Keep her PP up with Psy Crystals if required, because the enemy will get two turns (it does have two heads, so...) and getting hit with consecutive Outer Spaces sucks! Even moreso if Mia can't use Wish. Overall, pretty easy if you have good djinn management -- just be sure to cure deadly poison (from Deadly Gas) if multiple people get hit with it!

After all the fighting, everyone escapes to Lalivero, and Iodem gives Isaac the [Black Orb] to sail Babi's ship! It's in the guarded NW house! Stand on the pier and use said orb (manually) to make the submerged vessel float, then it's all over!

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...but actually, this isn't the end! After the credits, you can save your adventure as a clear file (NOTE: You won't be able to play this game save again if you do this, so pick a new save!). At the title screen, you can then use the "Send" option to put the data in Golden Sun: The Lost Age! See

"Th' Basics" section for information on getting the Send option opened.

CROSSBONE ISLE

[CRSB]

Crossbone Isle is the game's optional dungeon, located isolated out at sea. There are two ways to get to it: (1) during the Tolbi-Bound Ship portion, imbalance the rowing to make the vessel beach here (2) in Suhalla Desert, enter the pink tornado but don't use Douse. Here's the lowdown on this place:

- There's a special fight to enter a puzzle, but no random encounters inside
- If team leaves island, dungeon/fights do not reset

APPROACH

Use Growth a few times to get up the cliff, get a [Nut] at the top, and slide down to the [1 Coin] chest; the [Mint] chest by the waterfall can be obtained by sliding down the groove nearest there. To find the entrance to the long cave dungeon, after climbing the Growth vines, drop down the nearest groove and Whirlwind the way open.

FLOOR B1

Fight: Hobgoblin, Virago x2 [Win: Lucky Medal]
Items: 111 Coins, Nut, Hard Nut, Antidote, Potion

There's a fight before entering but it's rather simple, especially if you come here after visiting Lalivero. The first puzzle is stepping stones, and it's easy innately. Moving the stumps left or right will let Isaac claim the different chests (111 Coins, Nut, Hard Nut, Antidote). The team will have to reenter the room a few times to get all the chests, and for the last stump, Isaac will have to pull it right once, go back around, and do the same thing again. After exiting, there's a Mimic who drops the final item (Potion).

FLOOR B2

Fight: Sucubus, Grisly x2 [WIN: Potion]
Items: Elixir, 222 Coins, Lucky Pepper, Mystery Blade

This one revisits the pillar-rolling puzzles of yore. Most chests are in the open but the [Mystery Blade] is toward the end. Luckily, this is a very, very easy puzzle: start from the right (work left), pushing every pillar seen in its direction.

FLOOR B3

Fight: Lich, Fiendish Ghoul x2 [WIN: Psy Crystal]
Items: Blue Key x4, Red Key, 333 Coins, Fairy Ring, Cookie, Smoke Bomb

This is another stepping stone puzzle, except "Catch" psynergy is required. Use it to snatch the various Blue Keys from their tiles -- these unlock the treasure doors north of there. The Red Key is in the NE corner in the odd "pillar ring" -- stand on the tile near the rightmost treasure door and use Reveal, then Catch the item to leave. The keys disappear from the inventory when used, thankfully...we don't need any extra weight.

NOTE: If you beached during the Tolbi-BoundShip event, you won't be able to get past the next level, so turn back now and return later!

FLOOR B4

Fight: Gryphon x2 [WIN: Potion]

Items: Psy Crystal, Sleep Bomb, 444 Coins, Storm Gear

This level has statues that guard spots on the floor, and when Isaac tries to bypass them, they push him back. The only way to continue is using the Cloak synergy gotten from Babi. To get the chests, however, use Halt when they're not blocking a doorway and proceed that way.

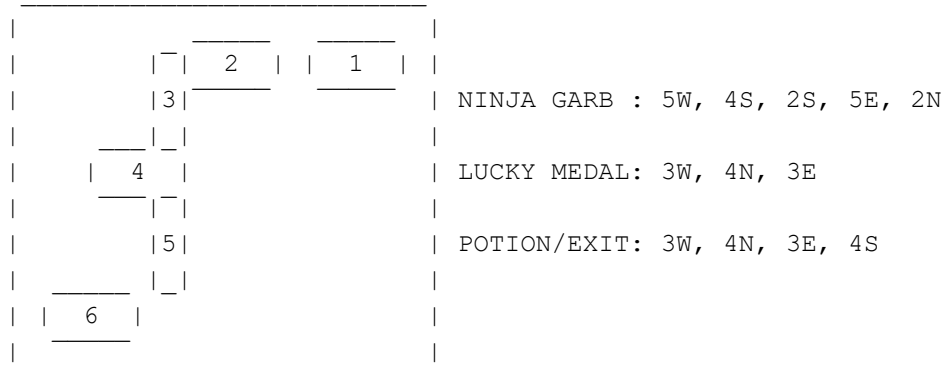
FLOOR B5

Fight: Lizard King, Harridan, Stone Soldier x2 [WIN: Psy Crystal]

Items: 555 Coins, Ninja Garb, Lucky Medal, Potion

This is an upgraded floodgate/log-moving puzzle, last seen in Kolima Forest! There are six logs, although #6 (on map) is immovable. Here's how to get the items and exit (if you don't want to work backwards to reset puzzle, just re-enter room).

The notation is pretty simple. Something like "5W" means Log 5 goes West, and so on.



FLOOR B6

Fight: Chimera x2 [WIN: Potion]

Items: Elixir, 666 Coins, Water of Life, Demon Axe

This is just simple log-and-puddle puzzles to get some rather meager items. The real prize here is the final venus djinni (Bane) who constantly flees from Isaac. Eventually he can be led toward the ladder series near the start where Halt allows him to fought. [The Demon Axe is also cursed, so don't equip it without knowing this!]

FLOOR B7

Fight: Earth Lizard x2 [WIN: Water of Life]

Items: Psy Crystal, Lucky Medal, Wicked Mace, 777 Coins

This is a Carry-based puzzle series, so if you didn't get the Carry Stone from the base of Venus Lighthouse, y'can't proceed through here. It's very simple really: push the Carry-able stones so they complete parts of the upper cliffs, then get the chests. To get the Wicked Mace in the middle of the room, use the Carry tactic to bypass the pit (put it on ledge, push it over other side of ledge) and use it as a stepping stone. Y'might have to re-enter the room a few times to get all the items. The final chest is near the exit and can be jumped to, although it looks like that's not possible (eye trickery!).

FLOOR B8

Fight: Poison Toad, Thunder Lizard x2 [WIN: Water of Life]
Items: Smoke Bomb, 888 Coins, Potion, Cleric's Ring

This might be the most annoying fight so far, as two Thunder Blessings will probably kill Mia (save beforehand!). However, if you bumrush the enemies w/ everyone using 4-Djinn summons, it can be a one-turn battle...nearly. Anyway, the puzzle itself isn't that hard, and getting most chests are easy. However, to get the awesome [Cleric's Ring] -- which prevents Curse effects -- there is a certain order that has to be done, so it pays to get all the rest of the chests first.

Frost the puddle left of the dragon statue, and use it to get to the left side of the logs. Push the rock right, then go back to the logs right side and push the 1st log south. Frosting the scale-covered puddle will make the statue melt the other puddle. Just repeat the steps to get back to the logs' left side, push the 2nd log south, and claim the prize!

FLOOR B9

Fight: Cerebus x2 [WIN: Psy Crystal]
Items: Sleep Bomb, 999 Coins, Water of Life, Muramasa

The Cerebus duo uses high-powered ice moves, and can do about 200 damage with the Double Fang attack, so Mia should spam Wish Well to avoid any bad outcomes. Tagteam one of them to make it easier; summon rushing here may not be a good idea. The puzzle beyond is one of the more annoying, personally... well, if you don't know what to do.

Diagram of floor B9 with numbered locations 1-6 and letters A-D. Includes a list of items and their locations: A: Sleep Bomb - 5W; B: 999 Coins - 1N, 6E, 2N, 3W; C: Water of Life - 1N, 6E, 2N, 6W, 4W; D: Muramasa - 7N, 8N, 9N, 10W, 8S, 11W, 9S, 12W. Also includes EXIT and START markers and a note about the Muramasa weapon.

FLOOR B10

Items: Potion, Demon Mail

There are no puzzles on this final floor, just a stronger-than-average mimic who wants to play dirty with Spark Plasma. Approach the bow to fight the boss of this dungeon...

Table with 7 columns: BOSS, HP, XP, WEAK, DROPS, COINS, USES. Row 1: Deadbeard, 6000, 8000, Erth, W. Of Life, 9000, Freeze Prism, Guard, Inferno, Ward, Impact

Deadbeard is the hardest enemy in the game, having high resistance to status effects, access to all the best psynergy of each element, and he can attack twice per turn! The easiest way to get through the battle is to abuse the Flash/Granite djinni, which protect the party from most damage per turn. Just alternate their usage, and if you need to, use Luff to seal the boss' psynergy temporarily. This may be a slow, uneventful method but it'll get a player through pretty easily. If Mia knows Wish Well (or better), then it's

possible to slog your way through, having everyone attack and just spamming Wish Well each turn. Toss her a Psy Crystal when necessary and that'll work too. If possible, try to get off a high-level Venus djinni summon which can perforate Deadbeard easily -- he's very weak to it! [You can also make use of the Ground djinni, making the boss lose a turn.]

Additionally, the "Break" ability will remove any protective statuses from the team (stat-ups), and having someone use that can draw his fire away from pure offense. Deadbeard can be rather tough as the battle goes on, as his power-ups will stack! Usually about Lv30, Mia (Paragon) can use Break on HIM, robbing him of any goodies. Naturally it's best to do that when there's some kind of djinni barrier up.

With the boss dead, get the [Demon Mail] and leave!

PSYNERGY LIST

[PSNR]

Psynergy is the "magic" of this game, and comes in a few categories: Field, Attack, Status, and Medicinal.

FIELD PSYNERGY

PSYNERGY	PP	R	EFFECT	ITEM USED...
Avoid	05	-	Enemy encounters will decrease	-----
Carry	02	-	Levitate & move special blocks	Carry Stone
Catch	01	-	Retrieve out-of-range items	Catch Beads
Cloak	01	-	Become invisible in the shadows	Cloak Ball
Douse	05	-	Use water to fill/douse objects	Douse Drop
Force	02	-	Knock over out-of-range objects	Orb of Force
Frost	05	-	Create ice pillars from puddles	Frost Jewel
Gale	03	-	Removes overgrowth from objects	-----
Growth	04	-	Grow vines to scale cliffsides	-----
Halt	02	-	Temporarily stop moving objects	Halt Gem
Lift	02	-	Levitates certain tiny boulders	Lifting Gem
Mind Read	01	-	Read NPCs' innermost thoughts	-----
Move	02	-	Push/pull/move certain objects	-----
Retreat	06	-	Warp back to dungeon's entrance	-----
Reveal	01	-	Find things hidden by illusions	-----
Whirlwind	05	-	Removes overgrowth from objects	-----

This category deals with special abilities that can be used on the field, i.e. walking around towns and dungeons. They're often used for puzzle-solving of some sort, although a few kinds (Gale, Douse, Frost, Growth, Whirlwind) can be used in battle as well. Most of these special abilities are learned through unique accessories that give the effect when equipped, but a few are inherent on the allies. The only duplicate psynergy is "Gale," which is the Ninja class' version of Whirlwind, just for a cheaper PP cost.

ATTACK PSYNERGY

Attack psynergy is, as its name suggests, used to deal damage to targets (and maybe add a status effect all the while). These come in elemental "series" of three for the most part, and that's how they'll be listed.

SERIES	PP	R	EFFECT	SERIES	PP	R	EFFECT
Quake	02	3	Earth DMG	Spire	05	1	Earth DMG
Earthquake	04	5	Earth DMG	Clay Spire	13	3	Earth DMG
Quake Sphere	14	7	Earth DMG	Stone Spire	22	3	Earth DMG
Gaia	07	3	Earth DMG	Rockfall	05	3	Earth DMG
Mother Gaia	17	5	Earth DMG	Rockslide	15	5	Earth DMG
Grand Gaia	32	5	Earth DMG	Avalanche	30	5	Earth DMG
Growth	04	1	Earth DMG	Thorn	06	3	Earth DMG
Mad Growth	10	3	Earth DMG	Briar	11	3	Earth DMG
Wild Growth	19	5	Earth DMG	Nettle	23	5	Earth DMG
Punji	07	3	Earth DMG				
Punji Pit	13	3	Earth DMG				
Punji Strike	24	5	Earth DMG				

SERIES	PP	R	EFFECT	SERIES	PP	R	EFFECT
Flare	04	3	Fire DMG	Fire	06	3	Fire DMG
Flare Wall	07	3	Fire DMG	Fireball	12	5	Fire DMG
Flare Storm	12	3	Fire DMG	Inferno	23	5	Fire DMG
Volcano	06	1	Fire DMG	Blast	07	3	Fire DMG
Eruption	14	3	Fire DMG	Nova	13	5	Fire DMG
Pyroclasm	29	5	Fire DMG	Supernova	31	7	Fire DMG
Blast	05	3	Fire DMG	Fire Bomb	05	3	Fire DMG
Mad Blast	09	5	Fire DMG	Cluster Bomb	11	5	Fire DMG
Fiery Blast	19	7	Fire DMG	Carpet Bomb	29	7	Fire DMG
Lava Shower	04	1	Fire DMG				
Molten Bath	12	3	Fire DMG				
Magma Storm	27	5	Fire DMG				

SERIES	PP	R	EFFECT	SERIES	PP	R	EFFECT
Whirlwind	05	3	Wind DMG	Ray	06	3	Wind DMG
Tornado	14	5	Wind DMG	Storm Ray	10	3	Wind DMG
Tempest	27	5	Wind DMG	Destruct Ray	21	3	Wind DMG
Plasma	08	3	Wind DMG	Bolt	04	1	Wind DMG

Shine Plasma	18	5	Wind DMG	Flash Bolt	07	3	Wind DMG
Spark Plasma	37	7	Wind DMG	Blue Bolt	14	3	Wind DMG
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Slash	04	1	Wind DMG	Gale	03	3	Wind DMG
Wind Slash	09	3	Wind DMG	Typhoon	12	5	Wind DMG
Sonic Slash	20	5	Wind DMG	Hurricane	25	5	Wind DMG
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Thunderclap	09	3	Wind DMG				
Thunderbolt	19	5	Wind DMG				
Thunderstorm	39	7	Wind DMG				

SERIES	PP	R	EFFECT	SERIES	PP	R	EFFECT
Frost	05	3	Water DMG	Ice	05	1	Water DMG
Tundra	08	3	Water DMG	Ice Horn	11	3	Water DMG
Glacier	15	3	Water DMG	Ice Missile	23	3	Water DMG
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Douse	05	3	Water DMG	Prism	07	3	Water DMG
Drench	10	3	Water DMG	Hail Prism	16	5	Water DMG
Deluge	20	5	Water DMG	Freeze Prism	31	5	Water DMG
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Froth	05	3	Water DMG				
Froth Sphere	12	5	Water DMG				
Froth Spiral	31	7	Water DMG				

Some attack psynergy is unique to a class, and those are listed below. They don't typically come in a series, so I'll just pair them by elements.

PSYNERGY	PP	R	ELEM	EFFECT
Ragnarok	07	1	Erth	Earth damage
Helm Splitter	08	1	Erth	Earth damage + %Paralysis
Demon Night	12	3	Erth	Earth damage + %Haunted
Heat Wave	06	1	Fire	Fire damage
Dragon Cloud	06	1	Fire	Fire damage
Planet Diver	07	1	Fire	Fire damage
Astral Blast	05	1	Wind	Wind damage
Shuriken	08	3	Wind	Wind damage
Quick Strike	12	1	Wind	Wind damage
Death Plunge	14	1	Wind	Wind damage
Cutting Edge	05	1	Watr	Water damage

STATUS PSYNERGY

Status psynergy is meant to bolster the allied ranks by augmenting stats, or inflict abnormalities on the enemy to even the odds of winning. They come in "families" of two generally, but some classes have different abilities that do the same thing, so they'll be paired together. [A '9' in the range column signifies that the attack targets "all" of one group.]

SERIES	PP	R	EFFECT	SERIES	PP	R	EFFECT
Impact	07	1	ATK Raised	Guard	03	1	DEF Raised
Demon Spear	07	1	ATK Raised	Guardian	03	1	DEF Raised
High Impact	12	9	ATK Raised	Protect	05	1	DEF Raised
Angel Spear	12	9	ATK Raised	Protector	05	1	DEF Raised
Ward	03	1	RES Raised	Sleep	05	3	%Sleep
Magic Shell	03	1	RES Raised	Bind	04	1	%Seal
Resist	05	9	RES Raised	Haunt	05	3	%Haunt
Magic Shield	05	9	RES Raised	Curse	06	1	%Curse
				Condemn	08	1	%P. Downed
				Annihilation	18	1	%Downed
Dull	06	1	ATK Lowerd	Delude	04	3	%Deluded
Blunt	11	3	ATK Lowerd	Mist	04	3	%Deluded
Weaken	04	1	RES Lowerd				
Enfeeble	06	3	RES Lowerd				
Impair	04	1	DEF Lowerd	HP Drain	03	1	Drains HP
Debilitate	06	3	DEF Lowerd	Psy Drain	--	1	Drains PP

MEDICINAL PSYNERGY

This category specializes in party wellness, particularly the HP side of things. It also can alleviate bad statuses from allies or, in the case of Break, any stat augmentations from enemies.

SERIES	PP	R	EFFECT	SERIES	PP	R	EFFECT
Cure	03	1	Restore HP	Ply	04	1	Restore HP
Cure Well	07	1	Restore HP	Ply Well	08	1	Restore HP
Potent Cure	10	1	Restore HP	Pure Ply	12	1	Restore HP
Wish	09	9	Restore HP	Revive	15	1	Cure KO
Wish Well	13	9	Restore HP	Cure Poison	02	1	Cure Ps/Vn
Pure Wish	20	9	Restore HP	Restore	03	1	Cure S/S/D
				Break	05	A	See above

CLASS OVERVIEW

[CLASS]

Each character can have their class changed by different djinn combinations, and this changes their psynergy. Additionally, leveling up will learn new psynergy -- this applies to any class, even after changing.

The following table will tell everyone's class, the minimum amount of djinn they need to be that class, and the stat augmentations (%) the class gives. The class "families" are organized by pure djinn amounts (or lack thereof), typically.

ISAAC CLASS	ERT	FIR	WIN	WAT	HP	PP	ATK	DEF	AGL	LCK
Squire	0	---	---	---	110%	80%	110%	100%	110%	100%
Knight	2	---	---	---	130%	90%	120%	110%	120%	100%
Gallant	4	---	---	---	150%	100%	130%	120%	130%	100%
Lord	6	---	---	---	170%	110%	140%	130%	140%	100%
Brute	---	1	---	---	100%	70%	120%	90%	110%	70%
Ruffian	---	2	---	---	120%	80%	130%	100%	120%	70%
Savage	---	4	---	---	140%	90%	140%	110%	130%	70%
Barbarian	---	5	---	---	160%	100%	150%	120%	140%	70%
Berserker	1	6	---	---	180%	110%	160%	130%	150%	70%
Apprentice	---	---	1	---	100%	120%	110%	100%	120%	90%
Illusionist	---	---	2	---	120%	130%	120%	110%	130%	90%
Enchanter	---	---	4	---	140%	140%	130%	120%	140%	90%
Conjurer	1	---	6	---	170%	160%	140%	130%	160%	90%
Shaman	---	---	7	---	120%	150%	110%	110%	130%	100%
Swordsman	---	---	---	1	100%	90%	110%	110%	90%	120%
Defender	---	---	---	2	120%	100%	120%	120%	100%	120%
Cavalier	---	---	---	4	140%	110%	130%	130%	100%	120%
Guardian	1	---	---	6	170%	130%	140%	140%	130%	120%
Shaman	---	---	---	6	120%	150%	110%	110%	130%	100%
Dragoon	---	3	---	3	160%	130%	140%	140%	110%	130%
Ninja	---	3	3	---	160%	140%	150%	120%	170%	80%
Samurai	---	4	3	---	190%	130%	150%	140%	140%	90%

GARET CLASS	ERT	FIR	WIN	WAT	HP	PP	ATK	DEF	AGL	LCK
Guard	---	0	---	---	110%	80%	100%	110%	70%	100%
Soldier	---	2	---	---	130%	90%	110%	120%	80%	100%
Warrior	---	4	---	---	150%	100%	120%	130%	90%	100%
Champion	---	6	---	---	170%	120%	130%	140%	100%	100%
Brute	1	---	---	---	100%	70%	120%	90%	110%	70%
Ruffian	2	---	---	---	120%	80%	130%	100%	120%	70%
Savage	4	---	---	---	140%	90%	140%	110%	130%	70%
Barbarian	5	---	---	---	160%	100%	150%	120%	140%	70%
Berserker	6	1	---	---	180%	160%	110%	130%	150%	70%
Page	---	---	1	---	100%	120%	110%	100%	120%	90%
Illusionist	---	---	2	---	120%	130%	120%	110%	130%	90%
Enchanter	---	---	4	---	140%	140%	130%	120%	140%	90%
Conjurer	---	1	6	---	170%	160%	140%	130%	160%	90%
Ascetic	---	---	7	---	120%	140%	110%	120%	140%	120%
Swordsman	---	---	---	1	100%	90%	110%	110%	90%	120%
Defender	---	---	---	2	120%	100%	120%	120%	100%	120%
Cavalier	---	---	---	4	140%	110%	130%	130%	110%	120%

Luminier	---	1	---	6	170%	130%	140%	140%	130%	120%
Ascetic	---	---	---	7	120%	140%	110%	120%	140%	120%
Dragoon	3	---	---	3	160%	130%	140%	140%	110%	130%
Ninja	3	---	3	---	160%	140%	150%	120%	170%	80%
Samurai	4	---	3	---	190%	130%	150%	140%	140%	90%

IVAN CLASS	ERT	FIR	WIN	WAT	HP	PP	ATK	DEF	AGL	LCK
Wind Seer	---	---	0	---	80%	140%	80%	90%	130%	110%
Magician	---	---	2	---	90%	150%	90%	100%	140%	110%
Mage	---	---	4	---	110%	160%	100%	110%	140%	110%
Magister	---	---	6	---	130%	170%	100%	120%	160%	110%

Seer	1	---	---	---	90%	130%	90%	90%	110%	100%
Diviner	2	---	---	---	110%	140%	100%	100%	120%	100%
Shaman	4	---	---	---	120%	150%	110%	110%	130%	100%
Druid	6	---	1	---	150%	170%	130%	130%	150%	100%
Enchanter	7	---	---	---	140%	140%	130%	120%	140%	90%

Pilgrim	---	1	---	---	90%	120%	90%	100%	120%	120%
Wanderer	---	2	---	---	110%	130%	100%	110%	130%	120%
Ascetic	---	4	---	---	120%	140%	110%	120%	140%	120%
Fire Monk	---	6	1	---	150%	160%	130%	140%	160%	120%
Enchanter	---	7	---	---	140%	140%	130%	120%	140%	90%

Hermit	---	---	---	1	80%	140%	80%	90%	130%	120%
Elder	---	---	---	2	90%	150%	90%	100%	140%	120%
Scholar	---	---	---	4	110%	160%	100%	110%	150%	120%
Savant	---	---	---	5	130%	170%	110%	120%	160%	120%
Sage	---	---	1	6	150%	180%	120%	130%	170%	120%

Medium	3	---	---	3	130%	170%	120%	120%	150%	90%
Ranger	---	3	---	3	130%	160%	120%	120%	160%	120%
White Mage	3	---	---	4	150%	180%	130%	130%	150%	130%

MIA CLASSES	ERT	FIR	WIN	WAT	HP	PP	ATK	DEF	AGL	LCK
Water Seer	---	---	---	0	90%	130%	90%	100%	80%	130%
Scribe	---	---	---	2	100%	140%	100%	110%	90%	130%
Cleric	---	---	---	4	120%	150%	110%	120%	100%	130%
Paragon	---	---	---	6	140%	160%	120%	130%	110%	130%

Seer	1	---	---	---	90%	130%	90%	90%	110%	100%
Diviner	2	---	---	---	110%	140%	100%	100%	120%	100%
Shaman	4	---	---	---	120%	150%	110%	110%	120%	100%
Druid	6	---	---	1	150%	170%	130%	130%	150%	100%
Cavalier	7	---	---	---	140%	110%	130%	130%	110%	120%

Pilgrim	---	1	---	---	90%	120%	90%	100%	120%	120%	
Wanderer	---	2	---	---	110%	130%	100%	110%	130%	120%	
Ascetic	---	4	---	---	120%	140%	110%	120%	140%	120%	
Water Monk	---	6	---	1	150%	160%	130%	140%	160%	120%	
Cavalier	---	7	---	---	140%	110%	130%	130%	110%	120%	

Hermit	---	---	1	---	80%	140%	80%	90%	130%	120%	
Elder	---	---	2	---	90%	150%	90%	110%	140%	120%	
Scholar	---	---	4	---	110%	160%	100%	110%	150%	120%	
Savant	---	---	5	---	130%	170%	110%	120%	160%	120%	
Sage	---	---	6	1	150%	180%	120%	130%	170%	120%	

Medium		3	---	3	---	130%	170%	120%	120%	160%	120%
Ranger		---	3	3	---	130%	160%	120%	120%	160%	120%
White Mage		3	---	4	---	150%	180%	130%	130%	150%	130%

#####

LV	PSYNERGY	Squ	Kni	Gal	Lor	Bru	Ruf	Sav	Bar	Ber	Dra	Nin	Sam
01	Blahblah	X	-->	-->	-->	-	-	-	-	-	-	-	-
05	BlahBlah II	-	-	X	-->	-	-	-	-	-	-	X	-

X = Learned in this class

> = Inherited by a lower class when class is available

In this example, the Blahblah psynergy would be learned initially in the "Squ"ire class, and every other one in the series would benefit from that (Kni, Gal, Lor). The "BlahBlah II" psynergy would be learned as low as the "Gal"lant class, inaccessible to any classes lower than that (Squ, Kni). Also, The "Nin"ja, which has no series besides itself, would learn that! Hopefully this is pretty clear.

ISAAC CLASSES

EARTH: Squire -> Knight -> Gallant -> Lord

FIRE : Brute -> Ruffian -> Savage -> Barbarian -> Berserker

WIND : Apprentice -> Illusionist -> Enchanter -> Shaman -> Conjuror

WATER: Swordsman -> Defender -> Cavalier -> Shaman -> Guardian

OTHER: Dragoon, Ninja, Samurai

[EARTH/FIRE/OTHER PSYNERGY LIST]

LV	PSYNERGY	Squ	Kni	Gal	Lor	Bru	Ruf	Sav	Bar	Ber	Dra	Nin	Sam
01	Cure	X	X	-->	-->	-	-	-	-	-	-	-	-
	Gale	-	-	-	-	-	-	-	-	-	-	X	-
	Growth	-	-	-	-	X	X	-->	-->	-	-	-	-
02	Quake	X	X	-->	-->	-	-	-	-	-	-	-	-
	Blast	-	-	-	-	-	-	-	-	-	X	-	-
03	Guardian	-	-	-	-	-	-	-	-	-	-	-	X
04	Earthquake	X	X	-->	-->	-	-	-	-	-	-	-	-
	Thorn	-	-	-	-	-	-	-	-	-	X	-	-

	Punji	-	-	-	-	-	-	-	-	-	-	X	-
05	Demon Spear	-	-	-	-	-	-	-	-	-	-	-	X
	Cure Poison	-	-	-	-	-	-	-	-	-	X	-	-
06	Spire	X	X	-->	-->	-	-	-	-	-	-	-	-
	Fire Bomb	-	-	-	-	-	-	-	-	-	-	X	-
	Avoid	-	-	-	-	-	-	-	-	-	X	-	-
	Rockfall	-	-	-	-	-	-	-	-	-	-	-	X
	Blast	-	-	-	-	X	X	-->	-->	-	-	-	-
07	Gaia	-	-	X	X	-	-	-	-	-	-	-	-
	Mist	-	-	-	-	-	-	-	-	-	-	X	-
	Spire	-	-	-	-	-	-	X	X	-	-	-	-
08	Thunderclap	-	-	-	-	-	-	-	-	-	-	X	-
	Lava Shower	-	-	-	-	-	-	-	-	-	-	-	X
	Wish	-	-	-	-	-	-	-	-	-	X	-	-
09	Impair	-	-	-	-	-	-	X	X	-	-	-	-
10	Cure Well	X	X	-->	-->	-	-	-	-	-	-	-	-
	Magic Shell	-	-	-	-	-	-	-	-	-	-	-	X
	Mad Blast	-	-	-	-	-	-	-	-	-	X	-	-
11	Cutting Edge	-	-	-	-	-	-	-	-	-	X	-	-
12	Death Plunge	-	-	-	-	-	-	-	-	-	-	X	-
	Dragon Cloud	-	-	-	-	-	-	-	-	-	-	-	X
	Mad Growth	-	-	-	-	X	X	-->	-->	-	-	-	-
13	Ragnarok	X	X	-->	-->	-	-	-	-	-	-	-	-
	Planet Diver	-	-	-	-	X	X	-->	-->	-	-	-	-
	Restore	-	-	-	-	-	-	-	-	-	X	-	-
14	Quake Sphere	X	X	-->	-->	-	-	-	-	-	-	-	-
15	Punji Trap	-	-	-	-	-	-	-	-	-	-	X	-
	Protector	-	-	-	-	-	-	-	-	-	-	-	X
16	Cluster Bomb	-	-	-	-	-	-	-	-	-	-	X	-
	Ply Well	-	-	-	-	-	-	-	-	-	X	-	-
	Nova	-	-	-	-	X	X	-->	-->	-	-	-	-
17	Briar	-	-	-	-	-	-	-	-	-	X	-	-
	Haunt	-	-	-	-	X	X	-->	-->	-	-	-	-
18	Typhoon	-	-	-	-	-	-	-	-	-	-	X	-
	Demon Night	-	-	-	-	-	-	-	-	-	-	-	X
19	Revive	-	-	X	X	-	-	-	X	-	-	-	-
20	Clay Spire	X	X	-->	-->	-	-	-	X	-	-	-	-
21	Shuriken	-	-	-	-	-	-	-	-	-	-	X	-
	Angel Spear	-	-	-	-	-	-	-	-	-	-	-	X
22	Molten Bath	-	-	-	-	-	-	-	-	-	-	-	X
	Wish Well	-	-	-	-	-	-	-	-	-	X	-	-
23	Debilitate	-	-	-	-	-	-	X	X	-	-	-	-
24	Mother Gaia	-	-	X	X	-	-	-	-	-	-	-	-
	Curse	-	-	-	-	X	X	-->	-->	-	-	-	-
	Rock Slide	-	-	-	-	-	-	-	-	-	-	-	X
26	Potent Cure	X	X	-->	-->	-	-	-	-	-	-	-	-
	Thunderbolt	-	-	-	-	-	-	-	-	-	-	X	-
27	Magic Shield	-	-	-	-	-	-	-	-	-	-	-	X
	Fiery Blast	-	-	-	-	-	-	-	-	-	X	-	-
28	Wild Growth	-	-	-	-	X	X	-->	-->	-	-	-	-
29	Condemn	-	-	-	-	X	X	-->	-->	-	-	-	-
31	Annihilation	-	-	-	-	-	-	-	-	-	-	X	-
33	Helm Splitter	-	-	-	-	-	-	-	-	-	-	-	X
34	Pure Ply	-	-	-	-	-	-	-	-	-	X	-	-
36	Punji Strike	-	-	-	-	-	-	-	-	-	-	X	-
	Nettle	-	-	-	-	-	-	-	-	-	X	-	-
40	Carpet Bomb	-	-	-	-	-	-	-	-	-	-	X	-
	Supernova	-	-	-	-	X	X	-->	-->	-	-	-	-
	Quick Strike	-	-	-	-	-	-	-	-	-	-	-	X
42	Stone Spire	X	X	-->	-->	-	-	-	X	-	-	-	-

46 Pure Wish	- - - - - - - - X --> X
54 Grand Gaia	X --> --> --> - - - - -

GARET CLASSES

FIRE : Guard -> Soldier -> Warrior -> Champion
EARTH: Brute -> Ruffian -> Savage -> Barbarian -> Berserker
WIND : Page -> Illusionist -> Enchanter -> Ascetic -> Conjurer
WATER: Swordsman -> Defender -> Cavalier -> Ascetic -> Luminier
OTHER: Dragoon, Ninja, Samurai

[FIRE/EARTH/OTHER PSYNERGY LIST]

LV	PSYNERGY	Gua	Sol	War	Cha	Bru	Ruf	Sav	Bar	Ber	Dra	Nin	Sam
--	Flare	X	-->	-->	-->	-	-	-	-	-	-	-	-
	Growth	-	-	-	-	X	X	-->	-->	-->	-	-	-
	Ply	-	-	-	-	-	-	-	-	-	X	-	-
	Gale	-	-	-	-	-	-	-	-	-	-	X	-
02	Blast	-	-	-	-	-	-	-	-	-	X	-	-
03	Guard	-	-	X	-->	-	-	-	-	-	-	-	-
	Guardian	-	-	-	-	-	-	-	-	-	-	-	X
04	Fire	X	-->	-->	-->	-	-	-	-	-	-	-	-
	Thorn	-	-	-	-	-	-	-	-	-	X	-	-
	Punji	-	-	-	-	-	-	-	-	-	-	X	-
05	Cure Poison	-	-	-	-	-	-	-	-	-	X	-	-
	Demon Spear	-	-	-	-	-	-	-	-	-	-	-	X
06	Flare Wall	X	-->	-->	-->	-	-	-	-	-	-	-	-
	Blast	-	-	-	-	X	X	-->	-->	-->	-	-	-
	Avoid	-	-	-	-	-	-	-	-	-	X	-	-
	Fire Bomb	-	-	-	-	-	-	-	-	-	-	X	-
	Rockfall	-	-	-	-	-	-	-	-	-	-	-	X
07	Spire	-	-	-	-	-	-	X	-->	-->	-	-	-
	Mist	-	-	-	-	-	-	-	-	-	-	X	-
08	Volcano	X	-->	-->	-->	-	-	-	-	-	-	-	-
	Wish	-	-	-	-	-	-	-	-	-	X	-	-
	Thunderclap	-	-	-	-	-	-	-	-	-	-	X	-
	Lava Shower	-	-	-	-	-	-	-	-	-	-	-	X
09	Impair	-	-	X	-->	-	-	X	-->	-->	-	-	-
10	Mad Blast	-	-	-	-	-	-	-	-	-	X	-	-
	Magic Shell	-	-	-	-	-	-	-	-	-	-	-	X
11	Cutting Edge	-	-	-	-	-	-	-	-	-	X	-	-
12	Heat Wave	X	-->	-->	-->	-	-	-	-	-	-	-	-
	Mad Growth	-	-	-	-	X	X	-->	-->	-->	-	-	-
	Death Plunge	-	-	-	-	-	-	-	-	-	-	X	-
	Dragon Cloud	-	-	-	-	-	-	-	-	-	-	-	X
13	Planet Diver	-	-	-	-	X	X	-->	-->	-->	-	-	-
	Restore	-	-	-	-	-	-	-	-	-	X	-	-
14	Fireball	X	-->	-->	-->	-	-	-	-	-	-	-	-
15	Protect	-	-	X	-->	-	-	-	-	-	-	-	-
	Punji Trap	-	-	-	-	-	-	-	-	-	-	X	-
	Protector	-	-	-	-	-	-	-	-	-	-	-	X
16	Nova	-	-	-	-	X	X	-->	-->	-->	-	-	-
	Ply Well	-	-	-	-	-	-	-	-	-	X	-	-
	Cluster Bomb	-	-	-	-	-	-	-	-	-	-	X	-
17	Haunt	-	-	-	-	X	X	-->	-->	-->	-	-	-

	Briar	-	-	-	-	-	-	-	-	X	-	-
18	Flare Storm	X	-->	-->	-->	-	-	-	-	-	-	-
	Typhoon	-	-	-	-	-	-	-	-	-	X	-
	Demon Night	-	-	-	-	-	-	-	-	-	-	X
19	Revive	-	-	-	-	-	-	X	-->	-->	-	-
20	Clay Spire	-	-	-	-	-	-	X	-->	-->	-	-
21	Shuriken	-	-	-	-	-	-	-	-	-	X	-
	Angel Spear	-	-	-	-	-	-	-	-	-	-	X
22	Eruption	X	-->	-->	-->	-	-	-	-	-	-	-
	Wish Well	-	-	-	-	-	-	-	-	X	-	-
	Molten Bath	-	-	-	-	-	-	-	-	-	-	X
23	Debilitate	-	-	-	-	-	-	X	-->	-->	-	-
24	Curse	-	-	-	-	X	X	-->	-->	-->	-	-
	Rockslide	-	-	-	-	-	-	-	-	-	-	X
26	Debilitate	-	-	X	-->	-	-	-	-	-	-	-
	Thunderbolt	-	-	-	-	-	-	-	-	-	X	-
27	Fiery Blast	-	-	-	-	-	-	-	-	X	-	-
	Magic Shield	-	-	-	-	-	-	-	-	-	-	X
28	Wild Growth	-	-	-	-	X	X	-->	-->	-->	-	-
29	Condemn	-	-	-	-	X	X	-->	-->	-->	-	-
31	Annihilation	-	-	-	-	-	-	-	-	-	X	-
33	Helm Splitter	-	-	-	-	-	-	-	-	-	-	X
34	Pure Ply	-	-	-	-	-	-	-	-	X	-	-
36	Inferno	X	-->	-->	-->	-	-	-	-	-	-	-
	Nettle	-	-	-	-	-	-	-	-	X	-	-
	Punji Strike	-	-	-	-	-	-	-	-	-	X	-
40	Supernova	-	-	-	-	X	X	-->	-->	-->	-	-
	Carpet Bomb	-	-	-	-	-	-	-	-	-	X	-
	Quick Strike	-	-	-	-	-	-	-	-	-	-	X
42	Stone Spire	-	-	-	-	-	-	X	-->	-->	-	-
44	Hurricane	-	-	-	-	-	-	-	-	-	X	-
46	Pure Wish	-	-	-	-	-	-	-	-	X	-	-
48	Pyroclasm	X	-->	-->	-->	-	-	-	-	-	-	-
	Magma Storm	-	-	-	-	-	-	-	-	-	-	X
50	Thunderstorm	-	-	-	-	-	-	-	-	-	X	-
54	Avalanche	-	-	-	-	-	-	-	-	-	-	X

[WIND/WATER PSYNERGY LIST]

WIND : Page -> Illusionist -> Enchanter -> Conjurer -> Ascetic

WATER: Swordsman -> Defender -> Cavalier -> Luminier -> Ascetic

LV	PSYNERGY	Pag	Ill	Enc	Con	Asc	Swo	Def	Cav	Lum	Asc
--	Delude	X	-->	-->	-->	-	-	-	-	-	-
	Slash	-	-	-	-	X	-	-	-	-	-
	Ply	-	-	-	-	-	-	X	-->	-->	-
	Douse	-	-	-	-	-	-	-	-	-	X
02	Blast	-	-	-	-	-	X	-->	-->	-->	-
03	Guard	-	-	X	-->	-	X	-->	-->	-->	-
05	Impact	-	-	X	-->	-	-	-	-	-	-
	Cure Poison	-	-	-	-	-	X	-->	-->	-->	X
06	Ward	X	-->	-->	-->	X	-	-	-	-	-
	Avoid	-	-	-	-	-	-	X	-->	-->	-
	Prism	-	-	-	-	-	-	-	-	-	X
08	Volcano	X	-->	-->	-->	X	-	-	-	-	X
	Wish	-	-	-	-	-	-	-	X	X	-
09	Weaken	X	-->	-->	-->	-	-	-	-	-	-
	Plasma	-	-	-	-	X	-	-	-	-	-

		Wish		-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	X	
	10	Wind Slash		-	-	-	-	X	-	-	-	-	-	-	-	-	-	-	-	
		Mad Blast		-	-	-	-	-	X	-->	-->	-->	-	-	-	-	-	-	-	
	11	Astral Blast		X	-->	-->	-->	-	-	-	-	-	-	-	-	-	-	-	-	
		Cutting Edge		-	-	-	-	-	X	-->	-->	-->	-	-	-	-	-	-	-	
	12	Drench		-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	X	
	13	Restore		-	-	-	-	-	X	-->	-->	-->	-	-	-	-	-	-	X	
	14	Sleep		X	-->	-->	-->	-	-	-	-	-	-	-	-	-	-	-	-	
	15	Protect		-	-	X	-->	-	X	-->	-->	-->	-	-	-	-	-	-	-	
	16	Ply Well		-	-	-	-	-	-	X	-->	-->	-	-	-	-	-	-	-	
	18	Bind		-	-	-	-	X	-	-	-	-	-	-	-	-	-	-	-	
	20	Hail Prism		-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	X	
	21	High Impact		-	-	X	-->	-	-	-	-	-	-	-	-	-	-	-	-	
	22	Eruption		-	-	-	-	X	-	-	-	-	-	-	-	-	-	-	X	
		Wish Well		-	-	-	-	-	-	-	X	X	-	-	-	-	-	-	-	
	23	Eruption		X	-->	-->	-->	-	-	-	-	-	-	-	-	-	-	-	-	
	24	Resist		-	-	-	-	X	-	-	-	-	-	-	-	-	-	-	-	
		Wish Well		-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	X	
	25	Enfeeble		X	-->	-->	-->	-	-	-	-	-	-	-	-	-	-	-	-	
	26	Shine Plasma		-	-	-	-	X	-	-	-	-	-	-	-	-	-	-	-	
	28	Fiery Blast		-	-	-	-	-	X	-->	-->	-->	-	-	-	-	-	-	-	
	30	Sonic Slash		-	-	-	-	X	-	-	-	-	-	-	-	-	-	-	-	
		Break		-	-	-	-	-	X	-->	-->	-->	-	-	-	-	-	-	-	
		Deluge		-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	X	
	31	Drain		X	-->	-->	-->	-	-	-	-	-	-	-	-	-	-	-	-	
	33	Drain		-	-	-	-	X	-	-	-	-	-	-	-	-	-	-	-	
	34	Pure Ply		-	-	-	-	-	-	X	-->	-->	-	-	-	-	-	-	-	
		Break		-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	X	
	39	Psy Drain		X	-->	-->	-->	-	-	-	-	-	-	-	-	-	-	-	-	
	41	Psy Drain		-	-	-	-	X	-	-	-	-	-	-	-	-	-	-	-	
	46	Pure Wish		-	-	-	-	-	-	-	X	X	X	-	-	-	-	-	-	
	48	Pyroclasm		X	-->	-->	-->	X	-	-	-	-	-	-	-	-	-	-	X	
	50	Spark Plasma		-	-	-	-	X	-	-	-	-	-	-	-	-	-	-	-	
	52	Freeze Prism		-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	X	

IVAN CLASSES

WIND : Wind Seer -> Magician -> Mage -> Magister

FIRE : Pilgrim -> Wanderer -> Ascetic -> Fire Monk -> Enchanter

EARTH: Seer -> Diviner -> Shaman -> Enchanter -> Druid

WATER: Hermit -> Elder -> Scholar -> Savant -> Sage

OTHER: Medium, White Mage, Ranger

[WIND/FIRE/OTHER PSYNERGY LIST]

LV	PSYNERGY	Win	Mgi	Mge	Mgs	Pil	Wan	Asc	Fir	Enc	Med	Whi	Ran
--	Whirlwind	X	-->	-->	-->	-	-	-	-	-	-	-	-
	Slash	-	-	-	-	X	-->	-->	-->	-	-	-	X
	Delude	-	-	-	-	-	-	-	-	X	-	-	-
	Cure	-	-	-	-	-	-	-	-	-	X	-	-
	Douse	-	-	-	-	-	-	-	-	-	-	-	X
02	Froth	-	-	-	-	-	-	-	-	-	X	-	-
	Prism	-	-	-	-	-	-	-	-	-	-	X	-
03	Guard	-	-	-	-	-	-	-	-	X	-	-	-
	Cure	-	-	-	-	-	-	-	-	-	X	-	-

04	Ray	X --> --> -->	- - - - -	- - - - -	- - - - -	- - - - -	- - - - -	- - - - -	- - - - -
05	Impact	- X --> -->	- - - - -	- - - - -	- - - - -	- - - - -	X - - - -	- - - - -	- - - - -
	Cure Poison	- - - - -	- - - - -	- - - - -	- - - - -	- - - - -	- - - - -	X - - - -	- - - - -
06	Ward	- - X -->	- - - - -	- - - - -	X -->	X - - - -	- - - - -	X - - - -	X - - - -
	Flash Bolt	- - - - -	- - - - -	- - - - -	- - - - -	- - - - -	X - - - -	- - - - -	- - - - -
08	Plasma	X --> --> -->	- - - - -	- - - - -	- - - - -	- - - - -	- - - - -	X - - - -	- - - - -
	Volcano	- - - - -	- - - - -	- - - - -	X -->	X - - - -	- - - - -	- - - - -	X - - - -
09	Plasma	- - - - -	X --> --> -->	- - - - -	- - - - -	- - - - -	- - - - -	- - - - -	- - - - -
	Weaken	- - - - -	- - - - -	- - - - -	- - - - -	X - - - -	- - - - -	- - - - -	- - - - -
10	Wind Slash	- - - - -	X --> --> -->	- - - - -	- - - - -	- - - - -	- - - - -	- - - - -	X - - - -
	Cure Well	- - - - -	- - - - -	- - - - -	- - - - -	- - - - -	X - - - -	- - - - -	- - - - -
11	Astral Blast	- - - - -	- - - - -	- - - - -	- - - - -	X - - - -	- - - - -	- - - - -	- - - - -
	Dull	- - - - -	- - - - -	- - - - -	- - - - -	- - - - -	- - - - -	X - - - -	- - - - -
12	Sleep	X --> --> -->	- - - - -	- - - - -	- - - - -	- - - - -	- - - - -	- - - - -	- - - - -
	Wish	- - - - -	- - - - -	- - - - -	- - - - -	- - - - -	- - - - -	X - - - -	- - - - -
	Drench	- - - - -	- - - - -	- - - - -	- - - - -	- - - - -	- - - - -	- - - - -	X - - - -
13	Restore	- - - - -	- - - - -	- - - - -	- - - - -	- - - - -	- - - - -	X - - - -	- - - - -
14	Storm Ray	X --> --> -->	- - - - -	- - - - -	- - - - -	- - - - -	- - - - -	- - - - -	- - - - -
	Sleep	- - - - -	- - - - -	- - - - -	- - - - -	X - - - -	- - - - -	- - - - -	- - - - -
	Froth Sphere	- - - - -	- - - - -	- - - - -	- - - - -	- - - - -	X - - - -	- - - - -	- - - - -
15	Protect	- - - - -	- - - - -	- - - - -	- - - - -	X - - - -	- - - - -	- - - - -	- - - - -
17	Bind	X --> --> -->	- - - - -	- - - - -	- - - - -	- - - - -	- - - - -	- - - - -	- - - - -
	Haunt	- - - - -	- - - - -	- - - - -	- - - - -	- - - - -	X - - - -	- - - - -	- - - - -
	Revive	- - - - -	- - - - -	- - - - -	- - - - -	- - - - -	- - - - -	X - - - -	- - - - -
18	Tornado	X --> --> -->	- - - - -	- - - - -	- - - - -	- - - - -	- - - - -	- - - - -	- - - - -
	Bind	- - - - -	X --> --> -->	- - - - -	- - - - -	- - - - -	- - - - -	- - - - -	X - - - -
19	Revive	- - - - -	- - - - -	- - - - -	- - - - -	- - - - -	X - - - -	- - - - -	- - - - -
20	Curse	- - - - -	- - - - -	- - - - -	- - - - -	- - - - -	X - - - -	- - - - -	- - - - -
	Hail Prism	- - - - -	- - - - -	- - - - -	- - - - -	- - - - -	- - - - -	X - - - -	- - - - -
21	High Impact	- X --> -->	- - - - -	- - - - -	- - - - -	- - - - -	- - - - -	- - - - -	- - - - -
22	Resist	- - X -->	- - - - -	- - - - -	- - - - -	- - - - -	- - - - -	- - - - -	- - - - -
	Eruption	- - - - -	- - - - -	- - - - -	X -->	- - - - -	- - - - -	- - - - -	X - - - -
	Blue Bolt	- - - - -	- - - - -	- - - - -	- - - - -	- - - - -	X - - - -	- - - - -	- - - - -
23	Eruption	- - - - -	- - - - -	- - - - -	- - - - -	X - - - -	- - - - -	- - - - -	- - - - -
24	Resist	- - - - -	- - - - -	- - - - -	X -->	- - - - -	- - - - -	- - - - -	X - - - -
	Wish Well	- - - - -	- - - - -	- - - - -	- - - - -	- - - - -	- - - - -	X - - - -	- - - - -
25	Enfeeble	- - - - -	- - - - -	- - - - -	- - - - -	X - - - -	- - - - -	- - - - -	- - - - -
26	Shine Plasma	X --> --> -->	- - - - -	- - - - -	- - - - -	- - - - -	- - - - -	X - - - -	- - - - -
	Potent Cure	- - - - -	- - - - -	- - - - -	- - - - -	- - - - -	X - - - -	- - - - -	- - - - -
29	Condemn	- - - - -	- - - - -	- - - - -	- - - - -	- - - - -	X - - - -	- - - - -	- - - - -
30	Sonic Slash	- - - - -	X --> --> -->	- - - - -	- - - - -	- - - - -	- - - - -	- - - - -	X - - - -
	Deluge	- - - - -	- - - - -	- - - - -	- - - - -	- - - - -	- - - - -	- - - - -	X - - - -
31	Drain	- - - - -	- - - - -	- - - - -	- - - - -	X - - - -	X - - - -	- - - - -	- - - - -
	Resist	- - - - -	- - - - -	- - - - -	- - - - -	- - - - -	- - - - -	X - - - -	- - - - -
33	Drain	- - - - -	X --> --> -->	- - - - -	- - - - -	- - - - -	- - - - -	- - - - -	X - - - -
34	Break	- - - - -	X --> --> -->	- - - - -	- - - - -	- - - - -	- - - - -	- - - - -	X - - - -
36	Destruct Ray	X --> --> -->	- - - - -	- - - - -	- - - - -	- - - - -	- - - - -	- - - - -	- - - - -
	Psy Drain	- - - - -	- - - - -	- - - - -	- - - - -	- - - - -	X - - - -	- - - - -	- - - - -
37	Blunt	- - - - -	- - - - -	- - - - -	- - - - -	- - - - -	- - - - -	X - - - -	- - - - -
39	Psy Drain	- - - - -	- - - - -	- - - - -	- - - - -	X - - - -	- - - - -	- - - - -	- - - - -
40	Froth Spiral	- - - - -	- - - - -	- - - - -	- - - - -	- - - - -	X - - - -	- - - - -	- - - - -
41	Psy Drain	- - - - -	X --> --> -->	- - - - -	- - - - -	- - - - -	- - - - -	- - - - -	X - - - -
44	Tempest	X --> --> -->	- - - - -	- - - - -	- - - - -	- - - - -	- - - - -	- - - - -	- - - - -
46	Spark Plasma	- - - - -	- - - - -	- - - - -	- - - - -	- - - - -	- - - - -	X - - - -	- - - - -
	Pure Wish	- - - - -	- - - - -	- - - - -	- - - - -	- - - - -	- - - - -	X - - - -	- - - - -
48	Pyroclasm	- - - - -	- - - - -	- - - - -	X -->	X - - - -	- - - - -	- - - - -	X - - - -
50	Spark Plasma	X --> --> -->	X --> --> -->	- - - - -	- - - - -	- - - - -	- - - - -	- - - - -	- - - - -
52	Freeze Prism	- - - - -	- - - - -	- - - - -	- - - - -	- - - - -	- - - - -	X - - - -	- - - - -

[EARTH/WATER PSYNERGY LIST]

EARTH: Seer -> Diviner -> Shaman -> Druid -> Enchanter

WATER: Hermit -> Elder -> Scholar -> Savant -> Sage

LV	PSYNERGY	See	Div	Sha	Dru	Enc	Her	Eld	Sch	Sav	Sag
--	Cure	X	-->	-->	-->	-	-	-	-	-	-
	Delude	-	-	-	-	X	-	-	-	-	-
	Impact	-	-	-	-	-	X	-->	-->	-->	-->
02	Bolt	X	-->	-->	-->	-	-	-	-	-	-
03	Growth	X	-->	-->	-->	-	-	-	-	-	-
05	Ward	-	-	X	-->	-	-	-	-	-	-
	Impact	-	-	-	-	X	-	-	-	-	-
06	Flash Bolt	X	-->	-->	-->	-	-	-	-	-	-
	Gaia	-	-	-	-	X	-	-	-	-	-
	Prism	-	-	-	-	-	X	-->	-->	-->	-->
08	Plasma	-	-	-	-	-	X	-->	-->	-->	-->
09	Weaken	-	-	-	-	X	-	-	-	-	-
10	Cure Well	X	-->	-->	-->	-	-	-	-	-	-
11	Astral Blast	-	-	-	-	X	-	-	-	-	-
12	Mad Growth	X	-->	-->	-->	-	-	-	-	-	-
	Wish	-	-	-	-	-	-	-	X	-->	-->
14	Sleep	-	-	-	-	X	-	-	-	-	-
17	Haunt	-	-	-	-	X	-	-	-	-	-
18	Bind	X	-->	-->	-->	-	X	-->	-->	-->	-->
19	Revive	-	-	X	-->	-	-	-	-	-	-
20	Curse	-	-	-	-	X	-	-	-	-	-
21	High Impact	-	-	-	-	X	X	-->	-->	-->	-->
22	Blue Bolt	X	-->	-->	-->	-	-	-	-	-	-
	Resist	-	-	-	-	X	-	-	-	-	-
	Hail Prism	-	-	-	-	-	X	-->	-->	-->	-->
23	Resist	-	-	X	-->	-	-	-	-	-	-
24	Mother Gaia	-	-	-	-	X	-	-	-	-	-
	Wish Well	-	-	-	-	-	-	-	X	-->	-->
25	Enfeeble	-	-	-	-	X	-	-	-	-	-
26	Potent Cure	X	-->	-->	-->	-	-	-	-	-	-
	Shine Plasma	-	-	-	-	-	X	-->	-->	-->	-->
29	Wild Growth	X	-->	-->	-->	-	-	-	-	-	-
30	Break	-	-	-	-	-	X	-->	-->	-->	-->
31	Drain	X	-->	-->	-->	X	X	-->	-->	-->	-->
39	Psy Drain	X	-->	-->	-->	X	X	-->	-->	-->	-->
46	Pure Wish	-	-	-	-	-	-	-	X	-->	-->
50	Spark Plasma	-	-	-	-	-	X	-->	-->	-->	-->
52	Freeze Prism	-	-	-	-	-	X	-->	-->	-->	-->
54	Grand Gaia	-	-	-	-	X	-	-	-	-	-

=====

MIA CLASSES

=====

WATER: Water Seer -> Scribe -> Cleric -> Paragon

WIND : Hermet -> Elder -> Scholar -> Savant -> Sage

FIRE : Pilgrim -> Wanderer -> Ascetic -> Water Monk -> Cavalier

EARTH: Seer -> Diviner -> Shaman -> Druid -> Cavalier

OTHER: Medium, White Mage, Ranger

[WATER/WIND/OTHER PSYNERGY LIST]

46	Pure Wish	-	-	X -->	-	-	X -->	-->	-	X	-
	Spark Plasma	-	-	-	-	-	-	-	-	X	-
48	Pyroclasm	-	-	-	-	-	-	-	-	-	X
50	Spark Plasma	-	-	-	-	X -->	-->	-->	-->	-	-
52	Freeze Prism	-	-	-	-	X -->	-->	-->	-->	-	X

[EARTH/FIRE PSYNERGY LIST]

FIRE : Pilgrim -> Wanderer -> Ascetic -> Water Monk -> Cavalier
EARTH: Seer -> Diviner -> Shaman -> Druid -> Cavalier

LV	PSYNERGY	Pil	Wan	Asc	Wat	Cav	See	Div	Sha	Dru	Cav
01	Douse	X -->	-->	-->	-	-	-	-	-	-	-
	Ply	-	-	-	-	X	-	-	-	-	X
	Cure	-	-	-	-	-	X -->	-->	-->	-	-
02	Blast	-	-	-	-	X	-	-	-	-	-
	Froth	-	-	-	-	-	X -->	-->	-->	-	-
03	Guard	-	-	-	-	X	-	-	-	-	-
	Growth	-	-	-	-	-	X -->	-->	-->	-	-
04	Thorn	-	-	-	-	-	-	-	-	-	X
05	Cure Poison	X -->	-->	-->	-	X	X -->	-->	-->	-	X
06	Prism	X -->	-->	-->	-	-	-	-	-	-	-
	Avoid	-	-	-	-	X	-	-	-	-	X
08	Volcano	-	-	X -->	-	-	-	-	-	-	-
	Wish	-	-	-	-	X	-	-	X -->	-	X
09	Wish	-	-	X -->	-	-	-	-	-	-	-
10	Mad Blast	-	-	-	-	X	-	-	-	-	-
	Cure Well	-	-	-	-	-	X -->	-->	-->	-	-
11	Cutting Edge	-	-	-	-	X	-	-	-	-	X
12	Drench	X -->	-->	-->	-	-	-	-	-	-	-
	Mad Growth	-	-	-	-	-	X -->	-->	-->	-	-
13	Restore	X -->	-->	-->	-	X	X -->	-->	-->	-	X
14	Froth Sphere	-	-	-	-	-	X -->	-->	-->	-	-
	Briar	-	-	-	-	-	-	-	-	-	X
15	Protect	-	-	-	-	X	-	-	-	-	-
16	Ply Well	-	-	-	-	X	-	-	-	-	X
19	Revive	-	-	-	-	-	-	-	X -->	-	X
20	Hail Prism	X -->	-->	-->	-	-	-	-	-	-	-
22	Eruption	-	-	X -->	-	-	-	-	-	-	-
	Wish Well	-	-	-	-	X	-	-	X -->	-	X
24	Wish Well	-	-	X -->	-	-	-	-	-	-	-
26	Potent Cure	-	-	-	-	-	X -->	-->	-->	-	-
28	Fiery Blast	-	-	-	-	X	-	-	-	-	-
29	Wild Growth	-	-	-	-	-	X -->	-->	-->	-	-
30	Deluge	X -->	-->	-->	-	-	-	-	-	-	-
	Break	-	-	-	-	X	X -->	-->	-->	-	X
34	Break	X -->	-->	-->	-	-	-	-	-	-	-
	Pure Ply	-	-	-	-	X	-	-	-	-	X
36	Nettle	-	-	-	-	-	-	-	-	-	X
40	Froth Spiral	-	-	-	-	-	X -->	-->	-->	-	-
46	Pure Wish	-	-	X -->	-	X	-	-	X -->	-	X
48	Pyroclasm	-	-	X -->	-	-	-	-	-	-	-
52	Freeze Prism	X -->	-->	-->	-	-	-	-	-	-	-

Djinni, these elemental-type creatures, escape after Mt. Aleph erupts and the team is told to seek them out and combine powers. And that's a great idea, as they will allow the users to change class depending on what combination is equipped, not to mention new psynergy is gained/lost with their influence. They appear all over the world, some putting up a fight and some not. There are twenty-eight (28) in all, making 7 of each element. They're listed in the order they can first be obtained!

NOTE: If you plan on transferring the data here to Golden Sun: The Lost Age, this game's sequel, collecting all the djinn will unlock a secret dungeon.

#	NAME	TYPE	LOCATION	IN-BATTLE FUNCTION
01	Flint	Venus	World map outside Vale	Physical damage
02	Forge	Mars	Goma Cave	Raise party's ATK
03	Gust	Jupiter	Bilibin	Wind-elem damage
04	Granite	Venus	Kolima	Lower next turn DMG
05	Breeze	Jupiter	Tret Tree	Raise party's RES
06	Fever	Mars	Imil Falls Cave	Damage + Delusion
07	Fizz	Mercury	Mia (Mercury Lighthouse)	Heal HP
08	Sleet	Mercury	Mercury Lighthouse	Lower foe's ATK
09	Zephyr	Jupiter	Fuchin Falls Cave	Raise party's AGL
10	Quartz	Venus	Mogall Forest	Revive fallen ally
11	Mist	Mercury	Xian	Puts foe to sleep
12	Corona	Mars	North of Xian (Island)	Raise party's DEF
13	Spritz	Mercury	Altin Peak (lowest mine)	Heal HP to party
14	Smog	Jupiter	Lamakan Desert	Deludes foe
15	Vine	Venus	World map (NE of Kalay)	Drops foes' AGL
16	Scorch	Mars	Kalay Tunnel	Damage + %Stunned
17	Sap	Venus	Vault Cave	Damage + HP Drain
18	Kite	Jupiter	Vale Cave	2 attks next round!
19	Ember	Mars	Tolbi	Restore allies' PP
20	Hail	Mercury	NW of Tolbi (by bridge)	Damage + lower DEF
21	Ground	Venus	Kalay Docks	Foe loses its turn!
22	Squall	Jupiter	Altmiller Cave	Damage + %Paralyze
23	Tonic	Mercury	Lunpa Fortress	Cure all statuses
24	Flash	Mars	Suhalla Desert	Blocks most damage
25	Dew	Mercury	Suhalla Gate	Revive downed ally
26	Torch	Mars	Lalivero	Damage (Ignore DEF)
27	Luff	Jupiter	Babi Lighthouse	Seals foe psynergy
28	Bane	Venus	Crossbone Isle [B6]	Damage + %Venom

Additionally, each djinni will give certain stat boosts on whomever they're equipped to. Depending on which class a person is, the stat boosts may differ slightly since percentages are involved. [All djinni give +5 Power/RES of the element.]

#	NAME	TYPE	HP	PP	ATK	DEF	AGL	LCK
01	Flint	Venus	08	04	03	--	--	--
02	Forge	Mars	10	--	02	--	02	02
03	Gust	Jupiter	09	--	02	--	02	--
04	Granite	Venus	09	--	--	02	02	01
05	Breeze	Jupiter	12	05	--	02	--	01
06	Fever	Mars	12	--	03	--	01	--
07	Fizz	Mercury	09	04	--	03	--	--
08	Sleet	Mercury	12	--	03	--	--	01
09	Zephyr	Jupiter	11	03	--	--	02	01

10 Quartz Venus 10 03 -- -- 03 --
11 Mist Mercury 11 -- 04 -- -- --
12 Corona Mars 12 03 -- 03 -- 01
13 Spritz Mercury 08 04 -- -- 03 --
14 Smog Jupiter 09 -- 03 -- -- --
15 Vine Venus 12 04 -- 03 -- 01
16 Scorch Mars 08 -- 03 -- -- --
17 Sap Venus 10 -- 03 -- -- 01
18 Kite Jupiter 08 03 -- -- 03 --
19 Ember Mars 09 04 -- 02 02 --
20 Hail Mercury 09 -- 04 -- -- 01
21 Ground Venus 09 03 -- -- 03 --
22 Squall Jupiter 10 -- 05 -- -- --
23 Tonic Mercury 10 03 -- 02 -- 02
24 Flash Mars 14 03 -- 02 -- --
25 Dew Mercury 13 04 -- -- 04 --
26 Torch Mars 09 -- 03 -- -- 01
27 Luff Jupiter 11 05 -- 02 -- 01
28 Bane Venus 12 -- 04 -- -- --
_____ _____ _____ _____

SHOP LIST

[SHPL]

Shops around the world carry a stock of items, weapons, and armor. Some of these will also carry "artifacts," special equipment (of various type) that often give great effects. Once bought, artifacts can be sold and will appear in every shop's list. [NOTE: The Turtle Boots are the only artifact that'll permanently disappear if sold.] Asterisks (*) denote artifacts.

The 'Use?' column will use the initials of the characters to show which ones can equip the items. In order: Isaac, Garret, Ivan, Mia.

VALE

WEAPON	USE?	ATK	DEF	AGL	LCK	UNLEASH/EFFECT	COST
Herb	----	---	---	---	---	Heal 50 HP	10
Antidote	----	---	---	---	---	Cure Poison	20
Short Sword	IG--	08	---	---	---	-----	120
Long Sword	IG--	14	---	---	---	-----	200
Wooden Stick	--IM	04	---	---	---	-----	60
Mace	IG-M	06	---	---	---	-----	80
Cotton Shirt	IG--	---	03	---	---	-----	20
One-Piece Dress	---M	---	04	---	---	-----	25
Travel Vest	IG--	---	07	---	---	-----	50
Padded Gloves	IG--	---	02	---	---	-----	10
Wooden Shield	IG--	---	06	---	---	-----	40
Leather Cap	IG--	---	03	---	---	-----	30
_____	_____	_____	_____	_____	_____	_____	_____

VAULT

WEAPON	USE?	ATK	DEF	AGL	LCK	UNLEASH/EFFECT	COST
Herb	----	---	---	---	---	Heal 50 HP	10
Antidote	----	---	---	---	---	Cure Poison	20
Short Sword	IG--	08	---	---	---	-----	120

Herb	----	---	---	---	---	Heal 50 HP	10
Antidote	----	---	---	---	---	Cure Poison	20
Elixir	----	---	---	---	---	Cure Del/St/Sl	30
Sacred Feather	----	---	---	---	---	Less foes attk	70
Long Sword	IG--	14	---	---	---	-----	200
Broad Sword	IG--	40	---	---	---	-----	1000
Hunter's Sword	IG--	28	---	---	---	-----	520
Battle Axe	IG--	24	---	---	---	-----	280
Heavy Mace	IG-M	26	---	---	---	-----	500
Leather Armor	IG--	---	12	---	---	-----	240
Adept's Clothes	IGIM	---	18	---	---	PP +8	850
Bronze Shield	IG--	---	14	---	---	-----	500
Leather Gloves	IG--	---	10	---	---	-----	220
Armlet	--IM	---	17	---	---	-----	900
Bronze Helm	IG--	---	14	---	---	-----	600
Wooden Cap	IG--	---	10	---	---	-----	400

XIAN

WEAPON	USE?	ATK	DEF	AGL	LCK	UNLEASH/EFFECT	COST
Herb	----	---	---	---	---	Heal 50 HP	10
Antidote	----	---	---	---	---	Cure Poison	20
Elixir	----	---	---	---	---	Cure Del/St/Sl	30
Sacred Feather	----	---	---	---	---	Less foes attk	70
Broad Sword	IG--	40	---	---	---	-----	1000
Battle Rapier	IGI-	58	---	---	---	-----	2800
Broad Axe	IG--	50	---	---	---	-----	1400
Battle Mace	IG-M	56	---	---	---	-----	2600
Adept's Clothes	IGIM	---	18	---	---	PP +8	850
Silk Robe	--IM	---	20	---	---	-----	1400
Iron Shield	IG--	---	20	---	---	-----	1200
Armlet	--IM	---	17	---	---	-----	900
Bronze Helm	IG--	---	14	---	---	-----	600
Wooden Cap	IG--	---	10	---	---	-----	400
Silver Circlet	--IM	---	16	---	---	-----	1300
* China Dress	---M	---	19	---	---	Lower foe ATK	1600

ALTIN

WEAPON	USE?	ATK	DEF	AGL	LCK	UNLEASH/EFFECT	COST
Herb	----	---	---	---	---	Heal 50 HP	10
Nut	----	---	---	---	---	Heal 200 HP	200
Antidote	----	---	---	---	---	Cure Poison	20
Elixir	----	---	---	---	---	Cure Del/St/Sl	30
Sacred Feather	----	---	---	---	---	Less foes attk	70
Claymore	----	70	---	---	---	-----	4000
Battle Rapier	IGI-	58	---	---	---	-----	2800
Broad Axe	IG--	50	---	---	---	-----	1400
Battle Mace	IG-M	56	---	---	---	-----	2600
* Psynergy Rod	--IM	64	---	---	---	Psynergy Leech	3800
Chain Mail	IG--	---	25	---	---	-----	2000
Adept's Clothes	IGIM	---	18	---	---	PP +8	850
Silk Robe	--IM	---	20	---	---	-----	1400
Iron Shield	IG--	---	20	---	---	-----	1200
Gauntlets	IGIM	---	23	---	---	-----	1600
Armlet	--IM	---	17	---	---	-----	900

Iron Helm	IG--	---	20	---	---	-----	1600
Silver Circlet	--IM	---	16	---	---	-----	1300

KALAY

WEAPON	USE?	ATK	DEF	AGL	LCK	UNLEASH/EFFECT	COST
Herb	----	---	---	---	---	Heal 50 HP	10
Nut	----	---	---	---	---	Heal 200 HP	200
Antidote	----	---	---	---	---	Cure Poison	20
Elixir	----	---	---	---	---	Cure Del/St/Sl	30
Sacred Feather	----	---	---	---	---	Less foes attk	70
Claymore	----	70	---	---	---	-----	4000
Battle Rapier	IGI-	58	---	---	---	-----	2800
Great Axe	IG--	80	---	---	---	-----	5200
Battle Mace	IG-M	56	---	---	---	-----	2600
* Frost Wand	--IM	76	---	---	---	Frost Bite	5400
Chain Mail	IG--	---	25	---	---	-----	2000
Jerkin	--IM	---	26	---	---	-----	2400
Iron Shield	IG--	---	20	---	---	-----	1200
Gauntlets	IGIM	---	23	---	---	-----	1600
Heavy Armlet	--IM	---	25	---	---	-----	2000
Iron Helm	IG--	---	20	---	---	-----	1600
Mail Cap	IGIM	---	23	---	---	-----	2000
Silver Circlet	--IM	---	16	---	---	-----	1300

TOLBI

WEAPON	USE?	ATK	DEF	AGL	LCK	UNLEASH/EFFECT	COST
Herb	----	---	---	---	---	Heal 50 HP	10
Nut	----	---	---	---	---	Heal 200 HP	200
Antidote	----	---	---	---	---	Cure Poison	20
Elixir	----	---	---	---	---	Cure Del/St/Sl	30
Sacred Feather	----	---	---	---	---	Less foes attk	70
* Water of Life	----	---	---	---	---	Cure KO'd ally	3000
Great Sword	IG--	90	---	---	---	-----	7000
Master Rapier	IGI-	86	---	---	---	-----	6800
Great Axe	IG--	80	---	---	---	-----	5200
War Mace	IG-M	84	---	---	---	-----	6200
* Angelic Ankh	--IM	83	---	---	---	Life Leech	6400
Armored Shell	IG--	---	30	---	---	-----	3600
Silver Vest	IGIM	---	28	---	---	-----	3200
Jerkin	--IM	---	26	---	---	-----	2400
Knight's Shield	IG--	---	28	---	---	-----	3000
Gauntlets	IGIM	---	23	---	---	-----	1600
Heavy Armlet	--IM	---	25	---	---	-----	2000
Steel Helm	IG--	---	27	---	---	-----	3100
Mail Cap	IGIM	---	23	---	---	-----	2000
Guardian Circlet	--IM	---	25	---	---	-----	3400

LUNPA [Weapon/Armor Shop opens up only after Lunpa Fortress events]

WEAPON	USE?	ATK	DEF	AGL	LCK	UNLEASH/EFFECT	COST
Herb	----	---	---	---	---	Heal 50 HP	10
Nut	----	---	---	---	---	Heal 200 HP	200

	Antidote		----		---		---		---		---		Cure Poison		20	
	Elixir		----		---		---		---		---		Cure Del/St/Sl		30	
	Sacred Feather		----		---		---		---		---		Less foes attk		70	
	Great Sword		IG--		90		---		---		---		-----		7000	
	Master Rapier		IGI-		86		---		---		---		-----		6800	
	Great Axe		IG--		80		---		---		---		-----		5200	
	War Mace		IG-M		84		---		---		---		-----		6200	
*	Shamshir		IG--		99		---		---		---		Acid Bath		10000	
*	Ninja Sword		IGI-		94		---		---		---		Cyclone Attack		8800	
*	Dragon Axe		IG--		100		---		---		---		Heat Mirage		10300	
*	Demonic Staff		--IM		92		---		---		---		Bad Omen		10000	
	Plate Mail		IG--		---		33		---		---		-----		4400	
	Silver Armlet		--IM		---		30		---		---		-----		4000	
	Silver Helm		IG--		---		30		---		---		-----		3900	
	Platinum Circlet		--IM		---		29		---		---		-----		4200	
*	Blessed Robe		--IM		---		36		---		---		HP Recovery +5		7000	
*	War Gloves		IGIM		10		35		---		---		-----		4000	

SUHALLA

	WEAPON		USE?		ATK		DEF		AGL		LCK		UNLEASH/EFFECT		COST	
	Herb		----		---		---		---		---		Heal 50 HP		10	
	Nut		----		---		---		---		---		Heal 200 HP		200	
	Antidote		----		---		---		---		---		Cure Poison		20	
	Elixir		----		---		---		---		---		Cure Del/St/Sl		30	
	Sacred Feather		----		---		---		---		---		Less foes attk		70	
*	Water of Life		----		---		---		---		---		Revive from KO		3000	
*	Psy Crystal		----		---		---		---		---		Recover all PP		1500	
*	Potion		----		---		---		---		---		Recover all HP		1000	

LALIVERO

	WEAPON		USE?		ATK		DEF		AGL		LCK		UNLEASH/EFFECT		COST	
	Herb		----		---		---		---		---		Heal 50 HP		10	
	Nut		----		---		---		---		---		Heal 200 HP		200	
	Antidote		----		---		---		---		---		Cure Poison		20	
	Elixir		----		---		---		---		---		Cure Del/St/Sl		30	
	Sacred Feather		----		---		---		---		---		Less foes attk		70	
*	Water of Life		----		---		---		---		---		Revive from KO		3000	
*	Psy Crystal		----		---		---		---		---		Recover all PP		1500	
*	Potion		----		---		---		---		---		Recover all HP		1000	
	Great Sword		IG--		90		---		---		---		-----		7000	
	Master Rapier		IGI-		86		---		---		---		-----		6800	
	Great Axe		IG--		80		---		---		---		-----		5200	
	War Mace		IG-M		84		---		---		---		-----		6200	
*	Silver Blade		IG--		108		---		---		---		Aqua Sock		12000	
*	Swift Sword		IGI-		104		---		---		---		Sonic Smash		9400	
*	Righteous Mace		IG-M		112		---		---		---		Smog		8400	
*	Crystal Rod		--IM		106		---		---		---		Drown		13400	
	Steel Armor		IG--		---		36		---		---		-----		4900	
	Knight's Helm		IG--		---		33		---		---		-----		4600	
	Platinum Circlet		--IM		---		29		---		---		-----		4200	
*	Magical Cassock		--IM		---		39		---		---		PP Recovery +2		9000	
*	Mirrored Shield		IG--		---		39		---		---		Deludes foes		5200	
*	Spirit Armlet		--IM		---		38		---		---		Er/Wt Powr +10		9000	
*	Jeweled Crown		IG--		---		35		---		05		-----		4000	

EQUIPMENT LIST

[EQPT]

Items with an asterisk (*) in front denotes artifacts, which, if resold, can be rebought at the appropriate shop again. If you see a little |C| next to the price, it means the item is CURSED! It can only be removed by going to a sanctum and having the healer force it off. Artifacts also have a special property where, if they're discarded to clear space, they can show back up in stores!

As for equipment, everyone has a certain bunch of categories they can use. Everyone can equip boots, rings, caps and undershirts for reference.

ISAAC: Light Blade, Longsword, Axe, Shield, Gloves, Heavy Armor, Jackets

GARET: Light Blade, Longsword, Axe, Shield, Gloves, Heavy Armor, Jackets

IVAN : Light Blade, Stave, Robes, Gloves, Armlets

MIA : Light Blade, Stave, Mace, Robes, Gloves, Armlets

WEAPON	USE?	ATK	DEF	AGL	LCK	UNLEASH	COST
Wooden Stick	--IM	04	---	---	---	-----	60
Machete	IG--	06	---	---	---	-----	-----
Mace	IG--	06	---	---	---	-----	80
Short Sword	IG--	08	---	---	---	-----	120
Shaman's Rod	--IM	10	---	---	---	-----	-----
Bandit's Sword	IG--	12	---	---	---	Rapid Smash	-----
Long Sword	IG--	14	---	---	---	-----	200
* Magic Rod	--IM	16	---	---	---	Murk	380
Heavy Mace	IG--	26	---	---	---	-----	500
* Witch's Wand	--IM	32	---	---	---	Stun	860
Broad Sword	IG--	40	---	---	---	-----	1000
* Elven Rapier	IGI-	44	---	---	---	Vorpall Slash	-----
* Blessed Ankh	--IM	46	---	---	---	Psyphon Seal	1600
Broad Axe	IG--	50	---	---	---	-----	1400
* Arctic Blade	IG--	55	---	---	---	Blizzard	-----
Battle Mace	IG-M	56	---	---	---	-----	2600
Battle Rapier	IGI-	58	---	---	---	-----	2800
* Psynergy Rod	--IM	64	---	---	---	Psynergy Leech	3800
Claymore	IG--	70	---	---	---	-----	4000
* Vulcan Axe	IG--	76	---	---	---	Barrage	-----
* Frost Wand	--IM	76	---	---	---	Frost Bite	5400
Great Axe	IG--	80	---	---	---	-----	5200
* Angelic Ankh	--IM	83	---	---	---	Life Leech	6400
War Mace	IG-M	84	---	---	---	-----	6200
* Burning Axe	IG--	84	---	---	---	Broil	-----
* Mystery Blade	IGI-	84	---	---	---	Life Nourish	-----
Master Rapier	IGI-	86	---	---	---	-----	6800
* Grievous Mace	IG-M	88	---	---	---	Terra Strike	-----
Great Sword	IG--	90	---	---	---	-----	7000
* Assassin Blade	IGI-	90	---	---	---	Mortal Danger	-----
* Demonic Staff	--IM	92	---	---	---	Bad Omen	10000 C
* Ninja Sword	IGI-	94	---	---	---	Cyclone Attack	8800
* Shamshir	IG--	99	---	---	---	Acid Bath	10000
* Dragon Axe	IG--	100	---	---	---	Heat Mirage	10300
* Zodiac Wand	--IM	102	---	---	---	Shining Star	-----
* Swift Sword	IGI-	104	---	---	---	Sonic Smash	9400

* Crystal Rod	--IM	106	---	---	---	Drown	13400	
* Silver Blade	IG--	108	---	---	---	Aqua Sock	12000	
* Giant Axe	IG--	114	---	---	---	Meltdown	-----	
* Kikuichimonji	IGI-	128	---	---	---	Asura	-----	
* Wicked Mace	IG-M	130	---	---	---	Poison Death	-----	C
* Demon Axe	IG--	132	---	---	---	Poison Cloud	-----	C
* Gaia Blade	IG--	135	---	---	---	Titan Blade	-----	

- Swift Sword also gives +5 Wind Power
- Righteous Mace gives 5HP/turn recovery
- Gaia Blade gives +20 Earth Resist & Power

ARMOR	USE?	ATK	DEF	AGL	LCK	EFFECT	COST	
Cotton Shirt	IGIM	---	03	---	---	-----	20	
One-Piece Dress	---M	---	04	---	---	-----	25	
Travel Vest	IGIM	---	07	---	---	-----	50	
Travel Robe	--IM	---	10	---	---	-----	200	
Leather Armor	IG--	---	12	---	---	-----	240	
Fur Coat	IGIM	---	16	---	---	Water DEF +20	-----	
Adept's Clothes	IGIM	---	18	---	---	PP +8	850	
Silk Robe	--IM	---	20	---	---	-----	1400	
* Psynergy Armor	IG--	---	21	---	---	PP +20	-----	
* Elven Shirt	IGIM	---	22	---	---	AGL x1.5	-----	
* Kimono	---M	---	25	10	---	Fire RES +10	2800	
Chain Mail	IG--	---	25	---	---	-----	2000	
Jerkin	--IM	---	26	---	---	-----	2400	
Silver Vest	IGIM	---	28	---	---	-----	3200	
* Cocktail Dress	---M	---	29	---	---	PP +15	-----	
* Water Jacket	IGIM	---	30	---	---	Wa/F RES 30/20	-----	
Armored Shell	IG--	---	30	---	---	-----	3600	
* Spirit Armor	IG--	---	32	---	---	All RES +15	-----	
Plate Mail	IG--	---	33	---	---	-----	4400	
* Spiked Armor	IG--	10	34	---	---	Crit Hit% UP	-----	
Steel Armor	IG--	---	36	---	---	-----	4900	
* Blessed Robe	--IM	---	36	---	---	HP Recovery +5	7000	
* Ninja Garb	IGIM	---	36	30	---	Wind RES +10	-----	
* Magical Cassock	--IM	---	39	---	---	PP Recovery +2	9000	
* Asura's Armor	IG--	05	42	---	---	HP Recovery +8	-----	
* Storm Gear	IGIM	---	42	---	---	W/F/Wi RES +40	-----	
* Oracle's Robe	---M	---	43	---	---	HP Recovry +10	-----	
* Dragon Scales	IG--	---	44	---	---	F/Wa RES +40	-----	
* Feathered Robe	--IM	---	45	30	---	Wi/W PWR 20/30	-----	
* Demon Mail	IG--	---	50	---	---	Wind RES -10	-----	C

- Oracle's Robe also gives +40 Water RES
- The Fur Coat is unique but NOT an artifact!!

HEADGEAR	USE?	ATK	DEF	AGL	LCK	EFFECT	COST	
Leather Cap	IG--	---	03	---	---	-----	30	
Circlet	--IM	---	06	---	---	-----	130	
Open Helm	IG--	---	09	---	---	-----	180	
Wooden Cap	IG--	---	10	---	---	-----	400	
Bronze Helm	IG--	---	14	---	---	-----	600	
Silver Circlet	--IM	---	16	---	---	-----	1300	
Iron Helm	IG--	---	20	---	---	-----	1600	

Lure Cap	IGIM	---	20	---	---	In more battls	-----	
Mail Cap	IGIM	---	23	---	---	-----	2000	
Guardian Circlet	--IM	---	25	---	---	-----	3400	
Steel Helm	IG--	---	27	---	---	-----	3100	
* Glittering Tiara	---M	---	27	---	---	Prevent Delusn	-----	
* Ninja Hood	IGIM	---	28	20	---	-----	-----	
* Adept's Helm	IG--	---	29	---	---	Max PP x1.2	-----	
Platinum Circlet	--IM	---	29	---	---	-----	4200	
Silver Helm	IG--	---	30	---	---	-----	3900	
* Prophet's Hat	IGIM	---	30	---	---	Curses enemy	-----	
Knight's Helm	IG--	---	33	---	---	-----	4600	
* Lucky Cap	IGIM	---	33	---	---	PP Recovery +2	-----	
* Mythril Circlet	--IM	---	34	---	---	PP Recovery +3	-----	
* Warrior's Helm	IG--	---	35	---	---	Earth PWR +10*	-----	
* Jeweled Crown	IG--	---	35	---	05	-----	4000	
* Thunder Crown	IGIM	---	40	---	---	PP Recovery +4	-----	C

- Warrior's Helm & Lucky Cap also increase frequency of critical hits

ACCESSORIES	USE?	ATK	DEF	AGL	LCK	EFFECT	COST
Padded Gloves	IGIM	---	02	---	---	-----	10
Wooden Shield	IGIM	---	06	---	---	-----	40
Leather Armlet	--IM	---	07	---	---	-----	180
Leather Gloves	IG--	---	10	---	---	-----	220
Bronze Shield	IG--	---	14	---	---	-----	500
Armlet	--IM	---	17	---	---	-----	900
Iron Shield	IG--	---	20	---	---	-----	1200
Gauntlets	IGIM	---	23	---	---	-----	1600
Heavy Armlet	--IM	---	25	---	---	-----	2000
* Dragon Shield	IG--	---	26	---	---	Fire RES +30	-----
* Battle Gloves	IG--	05	26	---	---	-----	-----
* Vambrace	IGIM	05	27	---	---	-----	-----
* Guardian Armlet	--IM	---	27	---	---	-----	-----
Knight's Shield	IG--	---	28	---	---	-----	3000
Silver Armlet	--IM	---	30	---	---	-----	4000
* Earth Shield	IG--	---	31	---	---	Earth RES +20*	-----
* Spirit Gloves	IGIM	---	34	---	---	Elem Power +5	-----
* War Gloves	IGIM	10	35	---	---	-----	4000
* Virtuous Armlet	--IM	---	35	---	---	Er/Wi Powr +10	-----
* Aura Gloves	IGIM	---	36	---	---	-----	-----
* Spirit Armlet	--IM	---	38	---	---	Er/Wt Powr +10	9000
* Mirrored Shield	IG--	---	39	---	---	Deludes foes	5200

[Breakable] Earth Shield: used to cure 150 HP in-battle

[Breakable] Guardian Armlet: raises DEF in-battle

[Breakable] Spirit Armlet: used to cure ailments in-battle

[Breakable] Aura Gloves: used to raise RES in-battle

SHIRTS	USE?	ATK	DEF	AGL	LCK	EFFECT	COST
* Running Shirt	IGIM	---	01	15	---	-----	-----
* Silk Shirt	---M	---	06	---	01	-----	-----
* Mythril Shirt	IGIM	---	10	---	---	HP +5	-----

BOOTS	USE?	ATK	DEF	AGL	LCK	EFFECT	COST
-------	------	-----	-----	-----	-----	--------	------

* Fur Boots	IGIM	---	02	---	---	Water RES +15	-----
* Quick Boots	IGIM	---	03	20	---	-----	-----
* Turtle Boots	IGIM	---	03	x.5	---	-----	-----
* Hyper Boots	IGIM	---	04	---	---	Crit Hit% UP	-----

RINGS	USE?	ATK	DEF	AGL	LCK	EFFECT	COST
* Adept Ring	IGIM	---	---	---	---	Restores 7 PP	-----
* Cleric's Ring	IGIM	---	---	---	---	Curse-Immune	-----
* Fairy Ring	IGIM	---	---	---	---	Like an Elixir	-----
* Healing Ring	IGIM	---	---	---	---	Heal ~70 HP	-----
* Sleep Ring	IGIM	---	---	---	---	Sleep on foes	-----
* War Ring	IGIM	---	---	---	---	ATK+ In-battle	-----

ITEMS	USE?	ATK	DEF	AGL	LCK	EFFECT	COST
Antidote	IGIM	---	---	---	---	Cures Poison	20
* Apple	IGIM	---	---	---	---	+5 HP	-----
Bramble Seed	IGIM	---	---	---	---	Damages enemy	-----
* Cookie	IGIM	---	---	---	---	+5 PP	-----
Corn	IGIM	---	---	---	---	Heal 200 HP	-----
Crystal Powder	IGIM	---	---	---	---	Damages enemy	-----
Elixir	IGIM	---	---	---	---	Cures statuses	30
* Empty Bottle	IGIM	---	---	---	---	For Hermes Wtr	-----
* Hard Nut	IGIM	---	---	---	---	+3 DEF	-----
Herb	IGIM	---	---	---	---	Heal 50 HP	10
* Hermes Water	IGIM	---	---	---	---	Heals all HP	-----
* Lucky Pepper	IGIM	---	---	---	---	+2 LCK	-----
* Mint	IGIM	---	---	---	---	+3 AGL	-----
Nut	IGIM	---	---	---	---	Heal 200 HP	200
Oil Drop	IGIM	---	---	---	---	Damages foe	-----
* Potion	IGIM	---	---	---	---	Heal 1000 HP	1000
* Power Bread	IGIM	---	---	---	---	+3 ATK	-----
* Psy Crystal	IGIM	---	---	---	---	Heals all PP	1500
Sacred Feather	IGIM	---	---	---	---	Less encountrs	70
Sleep Bomb	IGIM	---	---	---	---	Sleeps enemy	-----
Smoke Bomb	IGIM	---	---	---	---	Deludes enemy	-----
Vial	IGIM	---	---	---	---	Heal 500 HP	-----
* Water of Life	IGIM	---	---	---	---	Revive from KO	3000
Weasel Claw	IGIM	---	---	---	---	Damages enemy	-----

TRANSFERRING FILE TO GOLDEN SUN TLA

[GSTR]

Here's a list of the items that are NOT native to Golden Sun TLA, which you may want to take along for one reason or another.

WEAPONS

ARMOR

HEADGEAR

ARMGEAR/ITEMS

- | | | | |
|------------------|------------------|--------------------|-------------------|
| • Arctic Blade | • Asura's Armor | • Adept's Helm | • Dragon Shield |
| • Assassin Blade | • China Dress | • Glittering Tiara | • Earth Shield |
| • Bandit's Sword | • Cocktail Dress | • Jeweled Crown | • Guardian Armlet |
| • Burning Axe | • Demon Mail | • Lucky Cap | • Virtuous Armlet |
| • Demon Axe | • Dragon Scales | • Lure Cap | • Vambrace |

- Elven Rapier
- Gaia Blade
- Grievous Mace
- Muramasa
- Mystery Blade
- Kikuichimonji
- Vulcan Axe
- Wicked Mace
- Zodiac Wand
- Elven Shirt
- Fur Coat
- Kimono
- Ninja Garb
- Oracle's Robe
- Spiked Armor
- Spirit Armor
- Storm Gear
- Water Jacket
- Mythril Circlet
- Ninja Hood
- Thunder Crown
- Warrior's Helm
- RINGS/BOOTS
- Cleric's Ring
- Fairy Ring
- Turtle Boots
- Battle Gloves
- Spirit Gloves
- Catch Beads
- Carry Stone
- Halt Gem
- Cloak Ball
- Frost Jewel
- Lifting Gem
- Orb of Force
- Douse Drop

So, you may be wondering: which ones should I take with? There's limited space, so it'll be wise to take the best stuff and leave the obsolete/unused junk behind, right? Take the best three weapons from the list (Gaia Blade, Kikuichimonji, Muramasa), the Demon Mail, the Thunder Crown, and the ever-useful Cleric's Ring to nullify cursed equipment effects. Also take the Lure Cap since it helps for fighting monsters faster. [There are two types of Spirit Gloves in GS:TLA, for reference.]

Feel free to leave behind anything else, including some psynergy-granting items like the Cloak Ball or Halt Gem, neither of which are used in TLA. You can still bring 'em if you want, though.

#####

If you read the walkthrough, you'll know that there are a few events here that impact the save in Golden Sun: The Lost Age (TLA), should you choose to carry over your cleared data. Most of these are minor but for a completionist, you'll want to know these -- some are seemingly stupid and easily missable! I'll list 'em in the order they appear and, no, there won't be spoilers.

01: ALPINE CROSSING

Access: After Lama Temple
 Reward: Golden Ring (from Feizhi)

After learning Reveal, Hama leaves to the Alpine Crossing. Follow her and help rescue Hsu from being trapped underneath a boulder. This has to be done immediately or else the event is missed! In fact, this is the only event that has a small window of opportunity to do.

02: VAULT

Access: After getting access to Kalay (post-Lamakan Desert)
 Reward: Golden Boots (from thieves)

Return to Vault later and talk to the mayor, learning that the three thieves who pillaged the town escaped! This allows them to be fought in the next game, where a special reward can be given afterwards.

03: VALE

Access: After getting access to Kalay (post-Lamakan Desert)
 Reward: ---

Talk to Isaac's mother to learn she's sick. This doesn't give any useful reward in the 2nd game, but does change a bit of dialogue (which does count for some people's completion).

04: COLOSSO

Access: Mandatory
Reward: Golden Shirt (from Colosso opponents)

Colosso may be a story stopgap for some, but to get the TLA event, Isaac must win the tournament. In the next game, this allows the disgruntled opponents a rematch, where the reward can be given.

05: LUNPA FORTRESS

Access: After getting Cloak Orb (Tolbi)
Reward: Orihalcon (from Hammet)

Hammet got captured by Dodonpa early in the game, and saving him from a fate of extortion earns a rare element reward in the 2nd game!

06: CROSSBONE ISLE

Access: Lamakan Desert
Reward: ---

Crossbone Isle is the game's optional dungeon, as you may know, and defeating the boss at the bottom (Deadbeard) will change some dialogue in one of the towns. No tangible reward but it's still interesting.

07: OBTAIN ALL DJINN

Access: Entire game
Reward: Entrance to Anemos Sanctum

If you obtain all djinn in the first Golden Sun and carry them over, then collect all of them in the 2nd game, a special dungeon can be accessed! TLA has a little leeway in terms of finding missed djinn, but it's still best to get 'em all anyway.

MINIGAMES

[MNGM]

There are a few minigames to play and all are located in that wonderful city of Tolbi!

TOLBI SPRING

Prizes: Kimono, Grievous Mace, Earth Shield, Burning Axe, Battle Gloves, Ninja Hood, Assassin Blade, Water of Life, Potion, Cocktail Dress, Spirit Armor, Glittering Tiara, Guardian Armlet, Adept's Helm, Psy Crystal

Near the entrance to Tolbi is a spring with some crabs and turtles walking around inside. Isaac can throw regular coins (and only win more coins if he hits the critters) or throw rare Lucky Medals, which will win him various artifacts. Save beforehand to ensure you don't get a bunch of obsolete or duplicate equipment!

LUCKY DICE

Prizes: \$\$\$

The Lucky Dice Hut is near the inn. Unlike the spring, the only thing to be won here is extra cash. Four dice are thrown on the table, and Isaac wins more cash based on how many pairs there are. There is a foolproof way to get a Perfect Bonus every time in this game (devised by PPK):

- 1) Save in the Lucky Dice Hut, then hard/soft reset.
- 2) Pay to play the game.
- 3) Move the hands as high as they'll go, then roll.
- 4) Roll again, but this time don't move the hands' position whatsoever.
- 5) Move the hands as low as they'll go, then roll.
- 6) Repeat Step 5.

You should now win 8000 coins! Repeat these steps as necessary.

LUCKY WHEELS

Prizes: Quick Boots, Hyper Boots, Running Shirt, Mythril Shirt, Silk Shirt, Fur Boots, Adept Ring, Sleep Ring, War Ring, Water of Life, Potion, Psy Crystal

This minigame is found in an unmarked room above the inn, and it's basically a slotmachine that runs on Game Tickets (which are dropped by monsters or given to the party by shopkeepers after something's been bought). It's not that hard to understand: match up 4-5 of the icons and hit the jackpot, then obtain an artifact.

Shirt -> Shirts
Ring --> Rings
Heart -> Items
Stars -> Items
Moon --> Anything!

Moons can be used as wild cards to make jackpots with other icons, remember. The shirts and boots are great items (latter in particular), but the rings are pointless and I wouldn't recommend having them wasting space. Leave that to useful rings, like the Cleric's Ring!

V. FREQUENTLY ASKED QUESTIONS

[FAQZ]

[Q] - I can't use Reveal on the gravesite hole in Vault!

[A] - Laughably, this occurs when you leave the Lamakan Desert and go to said town without first visiting Kalay. Enter Kalay first and return -- it will work then.

[Q] - How come Mia gets PP back? Secret armor effect?

[A] - No, this only takes place in Mercury Lighthouse. Since that place is a font of power for Mercury Clansmen, she gets a tiny PP boost after each battle.

[Q] - How do I get across the sandflows in Venus Lighthouse?

[A] - Simply walking across at a diagonal angle won't cut it! You need to run and hold diagonal!

[Q] - Why can't I get Hyper Boots?

[A] - It's mostly luck trying to get through Lucky Wheels. However, you'll never win the Hyper Boots the first time you get a jackpot in the category -- this also goes for the Mythril Shirt.

[Q] - What's the Wheat Sword/Sword of Wheat?

[A] - It's an internet meme and doesn't exist! ...sadly.

[Q] - How do I get to Crossbone Isle?

[A] - There are two ways: (1) during the Tolbi-Bound Ship portion, crash at said isle (2) in Suhalla Desert, locate the pink tornado and let it carry the team away, rather than using Douse to fight the tempest lizard. NOTE: You can only proceed all the way through the dungeon via the 2nd option!

VI. UPDATES & CONTRIBUTORS

[UPDT]

04-16-09 -----+ Started walkthrough

04-27-09 -----+ Finished walkthrough

THANKS TO...

- Sailor/Ceej, for pinning my guides on the GameFAQs fridge (haha!)
- The GS messageboard, for being awesome guys to hang around with <3
- Alex Kempzell, for a Demon Axe tip
- mariostar224, for Kalay/Vault Reveal info
- PPK, for figuring out the RNG method for getting perfects in Lucky Dice
- Golden Sun wiki for some early psynergy-learning levels & class bonuses
- Nic Holte, the guy I bummed my first GS experiences off of. Thanks, bro!
- Psycho_Penguin, for sharing my GS hate. =p
- Dakota Phillips for a inventory label correction
- Troy Rogers, for a boatload of corrections/tips -- muchos gracias, dude!

THINGS I NEED

- RNG tricks for Tolbi Springs

RECOMMENDED READING

- WOODENSTICK's Random Number Generator FAQ
- TFergusson's Djinn/Class Mechanics Guide

VII. LEGALITY

[LGLT]

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