

Golden Sun Crossbone Island FAQ

by Deadmeat X

Updated to v1.5 on Aug 12, 2004

```
O-----O
|   Crossbone Isle FAQ   |
|                         |
|   For Golden Sun (GBA) |
|                         |
|       By Deadmeat X    |
|                         |
|       Version 1.4      |
|                         |
O-----O
```

```
// _____ \\
//                               \\
||      Chapter 0      ||      Table of Contents      ||
\\                               \\                      // TOC0
\\ _____ //
```

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```

// _____ \\
//           \\
||           ||           ||           ||
\\           //           //           //
\\           //           //           //

```

Chapter 1 FAQ Information // FAQ1

```

~~~~~
{           About this FAQ           }
~~~~~ ABO1

```

This FAQ covers Crossbone Island. It features ASCII maps, walkthroughs, an Item list and several tactics on how to beat the final boss. I made it because I found that in the other FAQ's, this information was either incomplete, erroneous or scattered. No offense to anyone.

```

~~~~~
{           About the Author           }
~~~~~ ABA1

```

Also check out my other work:

<http://www.gamefaqs.com/features/recognition/36576.html>

```

~~~~~
{           Contact Information           }
~~~~~ CON1

```

You can contact me by e-mail, but there are a couple of rules.

Things I want:

- Love mail
- Corrections
- Suggestions
- Additions
- Money

Things I can do without:

- Hate mail
- Death threats
- Poorly spelled e-mails
- Questions that are answered in the FAQ

And a couple more notes:

- I don't always reply to e-mails, out of sheer laziness. I read every e-mail that I get, but sometimes, I'm too lazy or in too much of a hurry to reply. If you don't get a reply, don't send me the mail again.
- Please don't add this address to MSN. I never use it for MSN, and my other adress' MSN list is already flooded with readers.

Alright then, here's my address:

evert.vanaart (at) gmail (dot) com

```

~ ~ ~ ~ ~
{                 Legal Stuff                }
~ ~ ~ ~ ~ LEG1

```

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```

~ ~ ~ ~ ~
{                 Version History            }
~ ~ ~ ~ ~ VER1

```

>>> 12-21 September 2003 <<<
In this period I made the ASCII maps and wrote some stuff.

>>> 22 September 2003: Version 1.0 <<<
Added all parts together, made a layout.

>>> 23 September 2003: Version 1.1 <<<
Finished

>>> 14 April 2004: Version 1.2 <<<
Minor make-over, no big changes.

>>> 11 June 2004: Version 1.3 <<<
Changed the contact information.

>>> 12 Augustus 2004: Version 1.4 <<<
Changed contact info again, added search system.

```

_____|_____|_____
//          \\_____
//          \\                               \\
||          Chapter 2        ||          Crossbone Island FAQ        ||
\\          //_____// FAQ2
  \\_____//

```

```

~ ~ ~ ~ ~
{                 What is Crossbone Island? }
~ ~ ~ ~ ~ WHA2

```

Crossbone Island is the biggest, if not the only, side-quest in the GBA game Golden Sun. The Island has got a cave, with several levels. Each level has got a couple of puzzle-elements in it, some can be quite hard. There are some tough enemies here too, and if you complete the whole cave, you will fight Deadbeard, the toughest enemy in the game. Also, on the whole Island there are no random encounters at all.

```
~~~~~
{           How do I get there?           }
~~~~~ HOW2
```

First, go to Suhalla. Enter the desert south of it, the one with all the whirlwinds. Follow the normal path until you see a big red tornado to your right. A little south of this spot, use Reveal. You should see some footprints in the sand, leading to a hidden log. Jump over the log, and follow the path. You'll come past the Djinni Flash too. Enter the cave behind Flash, and follow it to the exit. You're now next to that big red tornado. Step in it, and wait a few seconds. The tornado will take you away to the Island. To get off, simply step in the tornado again, and wait. You'll be taken back to Suhalla.

```
~~~~~
{           Isn't there another way?       }
~~~~~ ISN2
```

Yes, there is. On the boat to Tolbi you have to pick several rowers to replace the wounded ones. If you pick the right persons from the passengers, you'll arrive on Crossbone Island. According to IKillKenny's FAQ the order is:

- The lady with the green skirt
- The lady with the blonde hair and a brown skirt
- The old, bad guy
- The Merchant who is not near the staircase.

In the same FAQ I found this:

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

On the GameFaqs message board, Balta brought forth the following order:

- The warrior-like guy
- The young girl (not the blonde)
- The strong man
- The young guy

Seing how different their two solutions are, I think that the order is either random, or there are several possible orders. If you really want to get there, you can try some, but be warned, you won't get far at all on the island.

```
~~~~~
{           What do I need?               }
~~~~~ WHD2
```

To complete the Crossbone Island side-quest, you will need the following things:

- Some basic Psy-Energy, such as Move, Growth, and Frost.
- The Psy-Energy Cloak, you can get it from Babi.
- The Psy-Energy Carry, you can get this in the first part of the Venus lighthouse. In the screen where you find a wall with some inscriptions and a picture of a tree on the ground, use reveal and enter the hidden door to find the Carry Stone.

- A decent level. Level 25 should suffice, especially because you will gain some levels in the cave itself. To defeat Deadbeard you need to be above level 25.
- Nice equipment. Especially for Deadbeard, you want to equip your characters with cool equipment, such as the Gaia Sword (from Venus Lighthouse) and the Muramasa (on the Island itself).
- This FAQ ^_^

```

~~~~~
{                          When should I go there?                          }
~~~~~ WHE2

```

It doesn't really matter. I prefer going there as soon as possible. This means you don't have the Carry Stone yet, but you can still get to level 7. This will give you some sweet equipment to ease the lighthouse, and a couple of levels from the boss fights. But if you want, you can also wait until the very last moment. It's up to you.

```

~~~~~
{                          What's in it for me?                            }
~~~~~ WHI2

```

You can read the item list below, but here's a quick round-up:

- 4995 gold, and that's even without the money from the bosses.
- The Muramasa, the second strongest sword in the game.
- Other great equipment, such as the Wicked Mace and the Cleric's Ring.
- The Venus Djinni Bane.
- The chance to prove yourself in the toughest fight of the game.

So, what are you waiting for?

```

_____
//                      \\
//                      \\
||      Chapter 3      ||      Item List      ||
\\                      //                      // ITE3
\\_____//

```

```

~~~~~
{                          Alphabetical Order                            }
~~~~~ ALP3

```

- 1 Coin
- 111 Coins
- 222 Coins
- 333 Coins
- 444 Coins
- 555 Coins
- 666 Coins
- 777 Coins
- 888 Coins
- 999 Coins
- Antidote
- Blue Key (x4)
- Cleric's Ring *
- Cookie

- Demon Axe *
- Demon Mail *
- Elixir (x2)
- Fairy Ring *
- Hard Nut
- Lucky Medal (x2)
- Lucky Pepper
- Mint
- Muramasa *
- Mystery Blade *
- Ninja Garb *
- Nut (x2)
- Potion
- Psy Crystal (x2)
- Red Key
- Sleep Bomb (x2)
- Smoke Bomb (x2)
- Storm Gear *
- Water of Life (x2)
- Wicked Mace *

Items marked with an * are described below.

```

~~~~~
{                               In order of levels                               }
~~~~~ LEV3

```

>>> Outside <<<

- Nut
- Mint
- 1 Coin

>>> Level 1 <<<

- Antidote
- Nut
- Hard Nut
- 111 Coins

>>> Level 2 <<<

- Elixir
- 222 Coins
- Lucky Pepper
- Mystery Blade *

>>> Level 3 <<<

- 333 Coins
- Fairy Ring *
- Cookie
- Smoke Bomb

>>> Level 4 <<<

- Sleep Bomb
- 444 Coins
- Storm Gear *
- Psy Crystal

>>> Level 5 <<<

- 555 Coins
- Ninja Garb *
- Lucky Medal
- Potion

>>> Level 6 <<<

- Elixir
- 666 Coins
- Demon Axe *
- Water of Life

>>> Level 7 <<<

- Lucky Medal
- Psy Crystal
- Wicked Mace *
- 777 Coins

>>> Level 8 <<<

- Smoke Bomb
- 888 Coins
- Potion
- Cleric's Ring *

>>> Level 9 <<<

- Sleep Bomb
- 999 Coins
- Water of Life
- Muramasa *

>>> The Ship <<<

- Demon Mail *

Items marked with an * are described below.

```
~~~~~  
{                               Descriptions                               }  
~~~~~ DES3
```

A short description of the artifacts you can find on the Island.

The formatting is like this:

>>> Item Name <<<

- | | |
|-------------|--|
| What | Type of item (equipped by...) |
| Where | What level you can find it on |
| Attack | How the weapon influences your attack stat |
| 2nd Attack | The magic a weapon unleashes such as Demon Fire |
| Side Effect | The other effect a weapon might have on an enemy,
for example, with the Muramasa the target can become Haunted. |
| Defense | The influence armor has on your defense stat |
| Effect | What influence a ring has |

Other Info Everything else

>>> Cleric's Ring <<<

What Ring (all)
Where Level 8
Effect Cancels out the in-battle effects of a curse
(being unable to move)

>>> Demon Axe <<<

What Weapon (Isaac and Garet only)
Where Level 6
Attack +132
2nd Attack Poison Cloud
Other info Cursed

>>> Demon Mail <<<

What Armor (Isaac and Garet only)
Where The Ship, after defeating Deadbeard
Defense +50
Other Info Wind Resistance -10
Cursed

>>> Fairy Ring <<<

What Ring (all)
Where Level 3
Effect Works like an Elixir in battle
Other Info May break if used in battle

>>> Muramasa <<<

What Weapon (Isaac and Garet only)
Where Level 9
Attack +126
2nd Attack Demon Fire
Side Effects Haunt
Other Info Cursed

>>> Mystery Blade <<<

What Weapon (Isaac, Garet and Ivan)
Where Level 2
Attack +84
2nd Attack Life Nourish
Other Info You can transfer this weapon to Golden Sun 2

>>> Ninja Garb <<<

What Body Armor (all)
Where Level 5
Defense +36
Other Info Agility +30
Wind Resistance +10

>>> Storm Gear <<<

What Body Armor (all)
Where Level 4
Defense +42
Other Info Water/Fire/Wind Resistance +30

>>> Wicked Mace <<<

What Weapon (Isaac, Garet and Mia)
Where Level 7
Attack +130
2nd Attack Poison Death
Side Effects Deadly Poison
Other Info Cursed

```

// _____ \\
//           \\
||      Chapter 4      ||           Walkthrough           ||
\\           // _____ // WAL4
  \\ _____ //

```

```

~::~:
{                               Introduction                               }
~::~: INT4

```

There are a couple of things you need to know about the Island and this walkthrough:

- In the cave, you have to fight some enemies before you can enter the door to a level. These so called Guardians are a little tougher than normal enemies, but they shouldn't be that much of a problem.
- There are no random encounters here, so you can walk around to gain PP, and prepare yourself well before a battle with Guardians. For example, you can put 4 Djinni for every character on stand-by, so that you can summon a lot in the first round.
- After every level, there's a log you can push in a pit to make the way back a lot easier.
- Most levels in the walkthrough (except for Outside and the Ghost Ship) have the following sub-chapters:

>>> Guardians <<<

The enemies you have to fight to enter the level.

>>> Items <<<

The items you can find here.

>>> Map <<<

My fabulous ASCII maps.

>>> Legend <<<

Explanation of my fabulous ASCII maps.

>>> Walkthrough <<<

Step-by-step description of the level.

```

~::~:
{                               Outside                               }

```

>>> Items <<<

- Nut
- Mint
- 1 Coin

>>> Walkthrough <<<

- Grow the plant on the left, climb up, grow another plant, climb up and grow the last plant.
- On the top ledge, use Catch to get the Nut from the tree.
- Slide down the middle slide to get to a chest with 1 Coin. Climb back up.
- Slide down the slide on the right to get to a chest with a Mint.
- Climb back up and go down the slide on the left.
- Use Whirlwind on the bush and enter the cave.

{ Level 1 - Platform Maze }

LV14

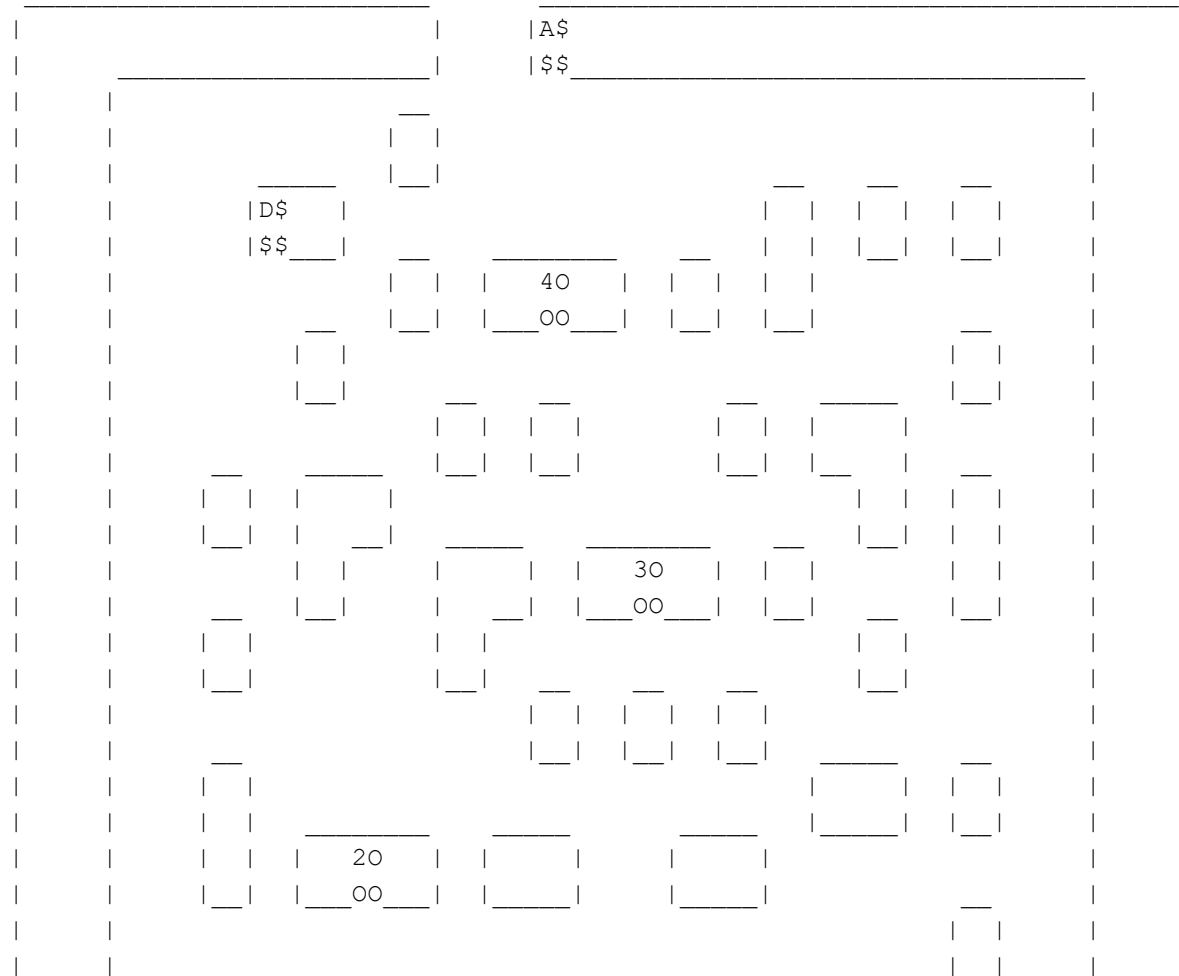
>>> Guardians <<<

- Hobgoblin
- Virago

>>> Items <<<

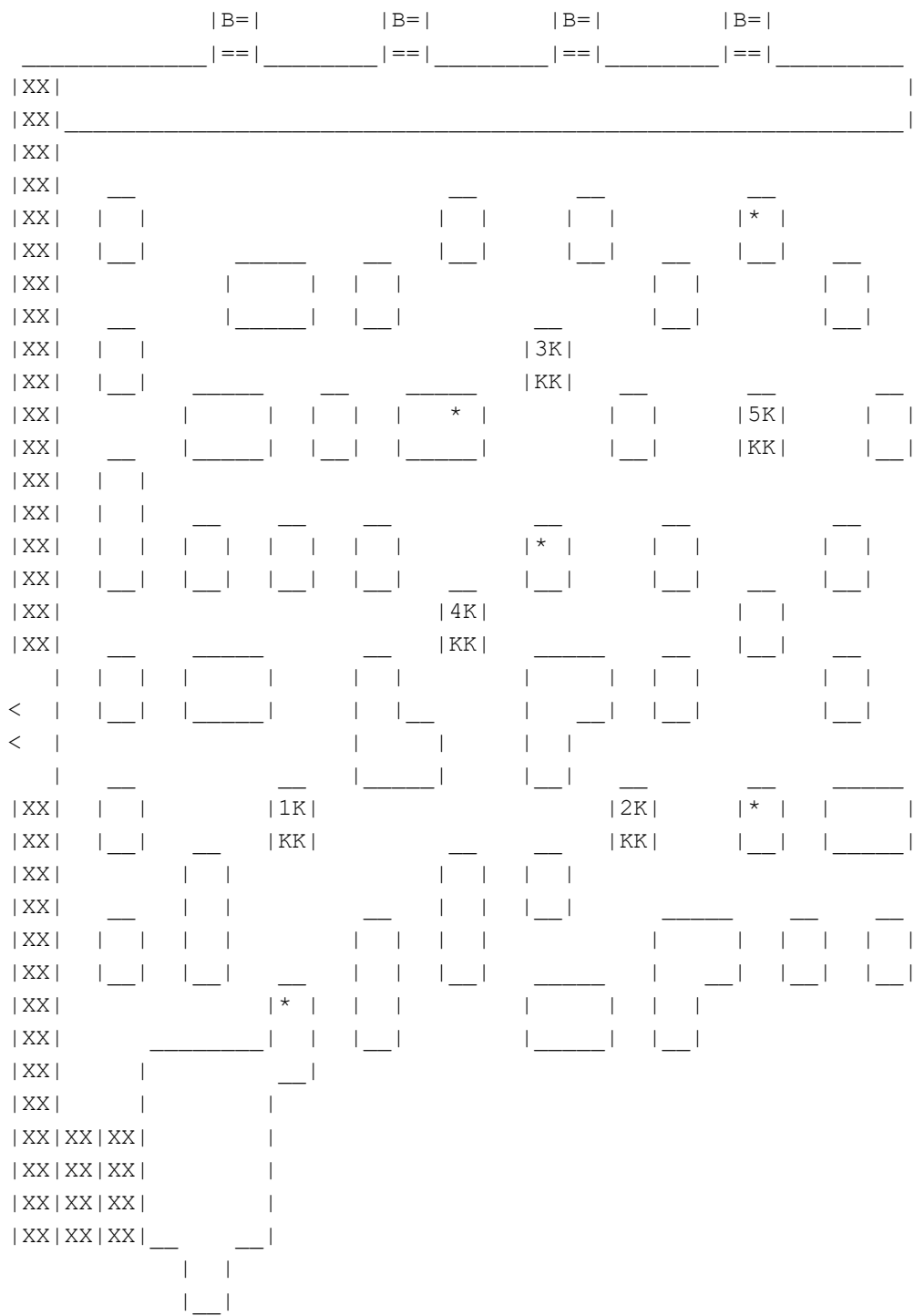
- Antidote
- Nut
- Hard Nut
- 111 Coins

>>> Map <<<



- Smoke Bomb

>>> Map <<<



>>> Legend <<<

- = = Door
- X = Block
- K = Key
- * = From here you can get a key
- < = To the red door

>>> Walkthrough <<<

- Stand on the top right corner of the first ledge and use catch to get the key above you.
- Jump to the right and get key 2 in the same way. Use grab while standing on the platform east of the key.
- Get key 3 from the platform south of it, and key 4 from the platform north of it.

- Now continue to the ledge on the north side of the room, and open the blue doors here for chests containing 333 Coins, a Fairy Ring, a Cookie and a Smoke Bomb.
- Jump on the platform south of the blue door on the right. It's part of a circle of platforms, with a slightly different color.
- Use Reveal here, and grab the red key in the center.
- Get to the left side of the room, and go through the red door.

```

~~~~~
{                               Level 4 - Statues                               }
~~~~~ LV44

```

```

>>> Guardians <<<
- Gryphon Bird (x2)

```

```

>>> Items <<<
- Sleep Bomb
- 444 Coins
- Storm Gear
- Psy Crystal

```

```

>>> Map <<<

```

```

|#####|#####| | | | | | | | | | | |
|#####|#####|
|#####|#####|
|#####|#####|
|      B$|XX| |      |
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|      |##|      |XX|      | |##|
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|#####|      |XX|XX|XX|XX|      | C$|
|#####|      |XX|XX|XX|XX|      | $ $|
|#####|      |      |XX|      4S |
|#####|      |      |XX|      SS |
|      |      | |XX|      //|#####|
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|##| |#####| |#####| |XX| |XX|XX|XX| |      |
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|      |      | |      |      |      |      |3S|XX| |#####|
|      |      | |      |      |      |      |SS|XX| |#####|
|      |      | |      |      |      |XX|XX| //|XX| |#####|
|      |      | |      |      |      |XX|XX| //|XX| |#####|
|      |      |5S|      |      |A$|XX|XX|//|XX|XX|XX|
|      |      |SS|      |      |$$|XX|XX|//|XX|XX|XX|
|#####| |      // |      | |XX|      |XX| |XX|XX|XX|
|#####| |      // |      | |XX|      |XX| |XX|XX|XX|
|#####| |      // |      | |XX|      |XX|
|#####| |      // |      | |XX|      |XX|

```

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| | | | |###| ###| |###| ###| |###| ###|
| | | | |###| ###| |###| ###| |###| ###|
| | | | |###| ###| |###| ###| |###| ###|
|_ | | | | |###| ###| |###| ###| |###| ###|
|#####| | | | |#####| | 1S |#####| | 2S |#####| | |
|#####| | | | |#####| | SS |#####| | SS |#####| | |
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|D$ | | | | | | | | | |
|$$ | | | | | | | | | |
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|_ | | | | | | | | | |
```

>>> Legend <<<

- \$ = Chest (A to D)
- S = Statue (1 to 5)
- / = Statue Zone (read below)
- X = Block
- # = Wall

>>> Walkthrough <<<

- Go to statue 1. When you step on the Statue Zone (the yellow tiles), the statue will move along with you, so you can't pass it.
- Stand on the left or right side of the statue zone of statue 1, and use Halt on the statue. Now walk past it, and get the Sleep Bomb from chest A.
- Use the same trick to get past statue 2.
- In the shadows between statues 2 and 3, use Cloak. You can now get past statue 3.
- Get 444 Coins from chest B.
- Approach the statue zone of statue 4 from the left, and, still Cloaked, sneak past the statue.
- Get the Storm Gear from chest C, and return to the entrance.
- Now head left, and get past statue 5 by Cloaking yourself again.
- Don't forget to pick up a Psy Crystal from chest D.
- Exit the room.

```
~~~~~
{                               Level 5 - The Floodgate Redemption                               }
~~~~~ LV54
```

>>> Guardians <<<

- Lizard King
- Harridan
- Stone Soldier (x2)

>>> Items <<<

- 555 Coins
- Ninja Garb
- Lucky Medal
- Potion

>>> Map <<<

```
                |XX|
                |XX|
B$|XX| / \ A$
```


- Get the Potion from the chest here, and exit the room.

~~~~~  
{ Level 6 - Lots of Logs }  
~~~~~ LV64

>>> Guardians <<<

- Chimera (x2)

>>> Items <<<

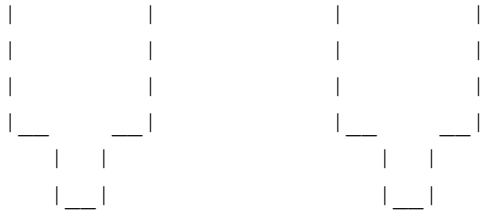
- Elixir
- 666 Coins
- Demon Axe
- Water of Life

>>> Map <<<

```

| DD
| DD
| |#####|--|#####|--|#####|--|#####| | | | | | | | | |
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| | |##|--|##|#####|--|##|_|##|_|##|--|#####|##|--|##|
| | |##|--|##| |XX|##|##|##|XX| |##|--|##|
| | |##|--|##| |XX|##|##|##|XX| |##|--|##|
| | | | |XX|##| |##|XX|
| | | | |XX|##| |##|XX|
| | | | |XX| |XX|
| | | | |XX| |XX|
| | | | C$ | |XX| A$ |XX| B$ |
| | |_____| $$ | |XX| $$ |XX| $$ |_____|
| | | | |XX| 10 |XX|
| | |_____|_| |XX| OO |XX|_|
| | |##| |XX| |XX|##|
| | |##| |XX| |XX|##|
| | |##| |XX| |XX|##| |XX|XX|XX|
| | |##| |XX| |XX|##| |XX|XX|XX|
|##| 40 | | |XX| | |##|
|##| OO | | |XX| | |##|
|##| | | |XX| | |##|
|##|_____|_| |XX|_____|_|
|#####\ /##| | D$ | |##\ /#####|--|#####|
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|##|--|##|#####| |##| |##| |#####|#####|--|##|
|##|--|##|#####| |##| |##| |#####|#####|--|##|
|##|--|##| |XX|~~|XX|* |##| |##| 30 20|#####|--|##|
|##|--|##| |XX|~~|XX| |##| |##| OO OO|#####|--|##|
|
|
|
|
|_____

```



>>> Legend <<<

- \$ = Chest (A to D)
- O = Log (1 to 4)
- D = Djinni
- X = Block
- # = Wall
- ~ = Puddle
- * = Special square, see below

>>> Walkthrough <<<

- Move log 1 (and the chest on top of it) three spaces up.
- Move log 3 two squares to the left, and log 2 one square.
- Climb the ladder next to log 2 and 3, and hop over the logs.
- Get an Elixir from chest B. Continue to the top ledge.
- Approach the Djinni on the left, and it runs away. Continue south along the west wall.
- Push log 4 to the right, and then down to the slide. Push it down the slide, and slide down after it.
- From the log, jump left to the ledge and go down the ladder.
- Use Frost on the puddle and climb the same ladder again. Now jump onto the ice beam and continue north, to chest C.
- Get 666 Coins from the chest, and continue north. The Djinni will run from you again. Push log 5 off the ledge, to the right.
- Climb down the ladder south of where log 5 was, and move log to the right.
- Now climb up again and hop over log 5 to chest A, you should be able to reach it if you've pushed log 1 up. Get the Demon Axe.
- Now it's time to get the Djinni. Retrace your steps back to the entrance, and in the end he'll keep running from you around those three blocks on the ledge above log 2 and 3.
- Here, use Halt to stop it. Now you can get the Djinni Bane.
- Go back all the way to log 4, it's still west of the ice block. Move and push it until it's east of the ice (marked with an *). Be careful: You need to stand to the north of the * and pull the log towards you, so you'll be on the north side of the log when it blocks your path.
- Now go north, up the ladder on the left, and south past chest C. Hop onto the ice, and onto log 4, and get to chest D.
- Get the Water of Life. Get to the exit via the slide next to the ice.

~~~~~  
{ Level 7 - Carry On }  
~~~~~ LV74

>>> Guardians <<<

- Earth Lizard (x2)

>>> Items <<<

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

>>> Map <<<

```

          |#####|
          |#####|
          |##|#####| | | | | | | | | | | | | | |
          |##|#####|
          |#####| |#####|
          |#####| |#####|
          |##|          |#####|A$|##|#####| | | |
          |##|          |#####|$$|##|#####| | | |
          |##|##|--|##|--|##| * |##|##| |#####| | | |
          |##|##|--|##|--|##|_____||##|##|_____||#####| | | |
          |##|##|--|##|--|#####|##|--|##| |##|--|##| | | |
          |##|##|--|##|--|#####|##|--|##|_ |##|--|##| | | |_____
          | |##|--|##| |##|--|#####| |##|--|##| | | C$|#####| | |
          | |##|--|##|_ |_____||##|--|#####| |##|--|##| | | $$|#####|
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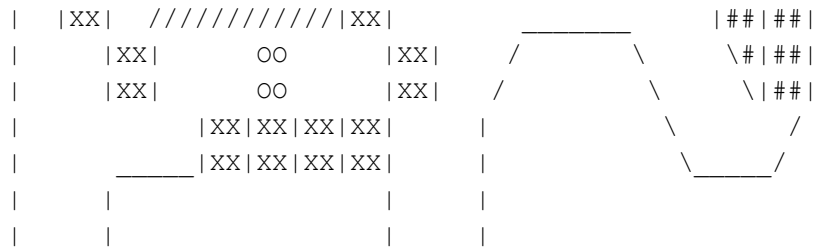
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          |#####| PART 2
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```

>>> Legend <<<
\$ = Chest (A to C)
O = Box
* = Special places (explained in walkthrough)
= Wall
>= To entrance
V = To part 2
^ = To part 1



>>> Legend <<<

- \$ = Chest (A to D)
- O = Rock
- \ = Log (1)
- / = Log (2)
- L = Lift (with puddle under it)
- ~ = Puddle
- D = Dragon
- X = Block

>>> Walkthrough <<<

- Hop over the puddle ahead of you, and Freeze it while standing on the north side of it.
- Climb the ladder, go past the dragon, and hop over the ice you just made to the left. Get 888 Coins from chest A.
- Go down the ladder and push the rock all the way to the right.
- Climb the ladder, hop back over the ice to the dragon. Slide down.
- Push log 2 down. Now freeze the puddle under the lift. The dragon will melt away the other ice block here.
- Climb up the ladder, go past the dragon. Jump onto the lift, and then to chest B. Get a Smoke Bomb.
- Now freeze the puddle the dragon melted again (stand on the north side of it) and continue to log 1.
- Push log 1 down and climb the ladder. Get the Cleric's Ring from chest C.
- Now stand on the north side of the left puddle, and freeze it. Climb the ladder to the north, and jump over the ice.
- Get the Potion from chest D, slide down, and exit the room.

```

~~~~~
{                                     Level 9 - Get Wet                                     }
~~~~~ LV94

```

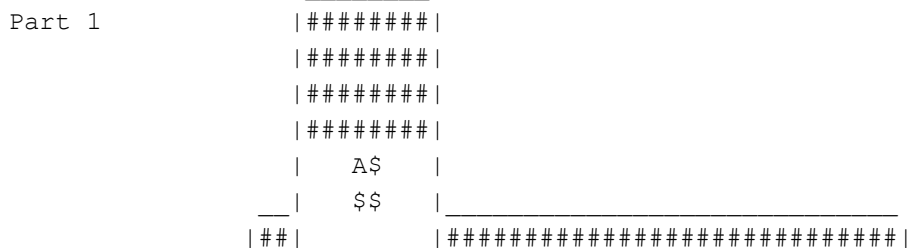
>>> Guardians <<<

- Cerubus (x2)

>>> Items <<<

- Sleep Bomb
- 999 Coins
- Water of Life
- Muramasa

>>> Map <<<



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Part 2

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>>> Legend <<<

\$ = Chest (A to D)
/ = Log (even)
\ = Log (odd)
~ = Water
= Wall
< = To part 2
> = To part 1

>>> Walkthrough <<<

- First, head over to log 5 and move it left. Jump of to the north and get the Sleep Bomb from chest A. Take log 5 back to the right.
- Now roll log 1 all the way up, to log 6, and take log 6 to the right.
- Make your way to log 2, and roll it up. Jump to the right, onto log 6, and from there via log 5 to the ledge.
- Go to log 3, and take it left to the island. Get 999 Coins from chest B, and take log 3 back to the ledge.
- Return to log 6, and roll it left so it's against log 2.
- Now, from log 6, jump south to log 4, and roll this one left to reach the other side. Get a Water of Life from chest C and move on to part 2.
- First, roll up log 10, 11 and 12.
- Move log 9 to the left, and roll log 11 back down.
- Move log 8 to the left, and roll log 10 back down.
- Now roll log 7 to the left, and jump to the north.
- Check chest D for the Muramasa, and exit this room.

>>> Items <<<

- Demon Mail

>>> Walkthrough <<<

- The chest is a Mimic, fight it if you want.
- Walk up to the front of the ship to encounter Deadbeard.
- Read below on tactics on how to defeat Deadbeard.

```

// _____ \\
//                \\
||      Chapter 5      ||      Deadbeard      ||
\\                //                // DEA5
\\ _____ //

```

The biggest boss in the game looks like a giant knight clad in black armor. He has really high HP, so it can be quite a long fight. His attacks can do a lot of damage, unless you protect yourself against them. In battle, he does the following things:

- Attack. His normal attack can do over 300 damage, depending on your level and the number of times he casts Impact. So especially for Ivan and Mia, this can be quite dangerous.
- Ice Prism. This magic can do over 150 damage to all party members. Nothing a Wish Well won't cure.
- Break. If you try to improve your stats too much, he will cast break, which will bring all the stats back to normal. So using spells like Impact or Guard is pretty useless.
- Impact, Guard, Resistance. Deadbeard will constantly be improving his own stats. There's little you can do against it, so just try to hit it as good as possible.

```

~~~~~
{                Preparations                }
~~~~~ PRE5

```

You will need pretty good equipment for this battle. If you've already been to the Venus Lighthouse and you have the Gaia Blade, you can give it to Isaac. For Garet, I'd recommend the Muramasa, but some people prefer the Demon Axe instead. It's your pick, but since physical damage won't be a big part of the tactics described below, it doesn't really matter. Either way, you'll probably end up with a cursed weapon for Garet, so you might want to equip the Cleric's Ring on him too, to cancel out the negative side-effects. The weapons for Mia and Ivan don't really matter. Just make sure their armor is good. If you're using Mia as a healer (recommended), some PP-boosting equipment will also work.

The level you're on isn't that important. I know the FAQ's say you should be at level 30 or something, but I found that you can beat Deadbeard without breaking a sweat on level 25. Well, you'll be around level 25 anyway when you get to Crossbone Island, so you won't need to level up any more.

Try to have as many Djinni as possible before starting the battle. Not only will you need them for the fight (especially Flash), but they also boost your stats.

```

~~~~~

```



```
{ Flash-tactic (recommended) }
~~~~~ FLA5
```

The Djinni should be divided like this:

- Isaac 7 x Venus
- Garet 6 x Mars
1 x Jupiter (put on stand-by)
- Ivan 6 x Jupiter
1 x Mars (Flash)
- Mia 7 x Mercury

Each party member has a certain job:

- Isaac Attacks
Summons
- Garet Attacks
Summons
- Ivan Uses Flash
- Mia Healing

Now, you might wonder why I put Flash with Ivan instead of with our fire guy, Garet. The reason is simple: using Flash is a full-time job, so it would take up all of Garet's rounds. But Garet is a very valuable attacker, where Ivan is not. If you want, you can keep Flash with Garet, but then you'll have to attack with Ivan, who does far less damage, both physical and magical. And by the way, if you have to give Garet one of Ivan's Wind Djinni (because he can't have any more Djinni), make sure to put that one on standby. Otherwise, you won't be able to use Garet's fire magic.

Also, before you start the fight you might want to put 4 of Garet's, Ivan's and Isaac's Djinni on standby, so that you can summon right away. Putting Mia's Djinni on standby is a little dangerous, because then she won't be able to heal for a few rounds. Now, start the battle.

In the first round, summon away. Each summon does A LOT of damage on Deadbeard, even far more than they would on normal enemies. Now, let Isaac and Garet attack normally. Now, this is why this is called the Flash-tactic: let Ivan use Flash in the second round. This will protect the entire party from Deadbeard's attacks: even his most powerful attack does a mere 50 damage. Unfortunately, the effect of Flash only works for one round, so you will still need Mia to heal every now and then.

In the third round, let Isaac and Garet attack. With Ivan, select Djinni and then set Flash to Ivan again. This will take up one whole round, so you can only use Flash every other round. This is the only flaw in this tactic, if you find it really annoying you can try the tactic described below. Anyway, repeat this for a few rounds: Use Flash, set Flash, use Flash, set Flash. Isaac and Garet will keep attacking, Mia makes herself useful with healing and using magic when there's no healing to be done.

Now, after around 5 rounds, all four Djinni will be set again to Isaac, Garet and Ivan. With Isaac and Garet, start using Djinni. Ivan will keep using Flash. The Djinni don't do much damage, but after using four of them, you can summon Meteor and Judgment, both do a lot of damage. After the summoning, keep attacking normally with Isaac and Garet until all Djinni have been set, and start using them again.

And that's it! This way is pretty fast, but, because of Flash's protection, also pretty easy. Depending on your level, beating Deadbeard may take between 10 and 15 minutes. If you want it even easier, try the Flash-Granite tactic. If you want to get it faster, you can also just forget about Flash and attack

and summon with Ivan too. Read below for these other tactics.

```
~~~~~
{                               Flash-Granite tactic                               }
~~~~~ FLG5
```

This tactic is more or less the same as the Flash-tactic, but the difference is that you'll now also use Granite to guard your party and reduce damage considerably. It's slightly longer then the normal tactic, and more annoying, but also safer.

Give Granite to Mia, so that Isaac will have his hands free for attacking. Ivan should have Flash. Before the battle, put 4 Djinni for Isaac, Ivan and Garet on standby. In round one, summon Judgment, Thor and Meteor, and let Mia use Granite. In the next round, attack with Isaac and Garet, and Ivan should use Flash. Set Granite to Mia again. In the next round, Mia should use Granite while Ivan resets Flash. Keep repeating this pattern. Mia and Ivan are constantly busy with using their Djinni, so should you accidentally take a lot of damage, use Isaac's magic or let Garet use items. Isaac and Garet are busy summoning and attacking, just like in the Flash tactic.

```
~~~~~
{                               No Flash                               }
~~~~~ NOF5
```

Of course, if you don't want to rely on a Djinni to guard you, you can also try to beat him without Flash's help. Simply attack with all your might. Isaac, Garet and Ivan can also use Djinni. The Djinni themselves don't do much damage, but the summons do. Mia will have a full time job healing, and her PP will decrease quite fast. Not my favorite tactic, but it's faster then the other two.

```

//_____\\
//          \\
||      Chapter 6      ||      Credits and Thanks      ||
\\          //_____// CRT6
\\_____//
```

```
~~~~~
{                               Credits                               }
~~~~~ CRE6
```

-I KILL KENNY and JESTERGUY, the writers of the only two complete FAQ's for Golden Sun. I don't think I could have done it without their FAQ's.

-BLACK MAURADER, writer of the excellent Item List.

-BALTA, on how to get to CI earlier.

```
~~~~~
{                               Thanks                               }
~~~~~ THA6
```

