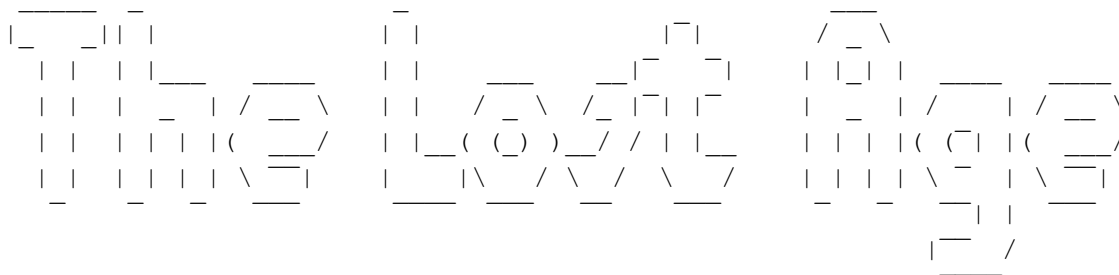
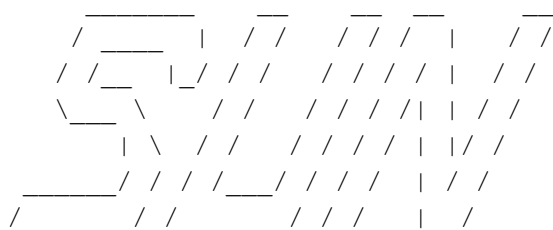
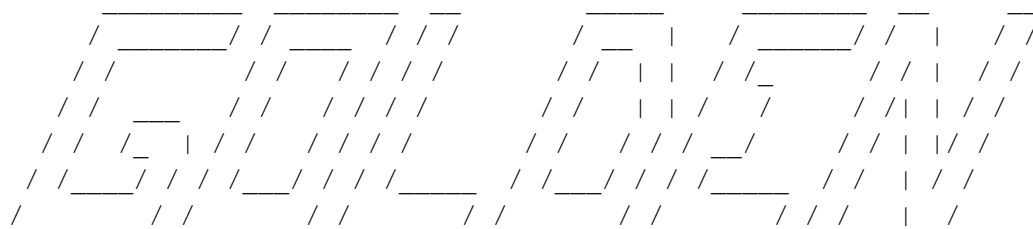


Golden Sun: The Lost Age FAQ/Walkthrough

by Iron Knuckle

Updated to v1.95 on Apr 28, 2013



```
=====
Game:           Golden Sun: the Lost Age
Platform:       Game Boy Advance
Version:        1.95
Last updated:   28 April 2013
Written by:     Iron Knuckle
Type:           FAQ/Walkthrough
GameFAQ status: 100 %
=====
```

```
=====
Table of contents
=====
```

Version Updates

FAQ

Controls

Controller

Game Selection / Start Menu

Pause Menu

Field Commands Menu

Statistics

Ailments

Combat System

 Battle Options

 Battle Methods

Environmental Map Elements

 Foliage

 Pillars

 Sphere Boulders

 Water Puddles

 Small Plants

 Soft Sand

 Suspicious Marks

Main Characters

 Felix

 Jenna

 Sheba

 Piers

 Isaac

 Garet

 Ivan

 Mia

Other Important People

 Babi

 Karst & Agatio

 King Hydros

 Kraden

 Saturos & Menardi

 Alex

Story

Walkthrough

 Beforehand

 Prologue: The Venus lighthouse from a different point of view

 1. The trial temple

 2. Team rascal: Riki & Tavi

 3. Falling through the plateaus

 4. The mysterious prisoner Adept

 4.1. Trapping a scorpion in the desert

 4.2. The pirates' hideout in Alhafra

 5. Revealing lycanthropy of the wind tribe

 6. The witch-doctor's consecration

 7. Out to the open sea

 8. Optional side-quests

 8A. Going back to the Gabomba statue

 8B. Exploring the Taopo swamp & blacksmith Sunshine

 8C. Animal trade quest

 9. Collect the Trident parts

 9A. Backtrack to the Sea God's shrine (Right Prong)

 9B.1. Evaporating water in Aqua rock

 9B.2. The frozen tower of Tundaria (Center Prong)

 9C.1. Sacrifice to the Serpent in Mt. Mikage

 9C.2. Ascend the Ankohl Ruins in sand (Left Prong)

 10. Going to Lemuria

 10.1. Clear the Alhafran boat

 10.2. Forge the trident of the Ankohl

 10.3. Route through the Sea of Time

- 10.4. Defeat Poseidon the indestructible
11. Lemuria at last!
12. Djinn hunting on the western hemisphere
13. The road of trials that lie ahead
14. Jupiter lighthouse - Reunion
15. Cannon ammunition from Magma rock required
16. Reaching Prox via the Northern reaches
17. The Mars lighthouse - The final beacon!
- Final. Dawn of the Golden Sun

Appendix A:

Djinn & Classes

1. Djinn Descriptions
2. About the Summon
 - Original Summons
 - Additional Stone Tablet Summons
3. Class & Psynergy Effects
 - Venus Adepts
 - Mars Adepts
 - Jupiter Adepts
 - Mercury Adepts
 - Book Classes

Appendix B:

Chart tables

1. Items
 - I - Potions
 - II - Attack Items
 - III - Scenario Objects
 - IV - Raw Materials
2. Weapons
 - I - Long Swords
 - II - Light Blades
 - III - Axes
 - IV - Maces
 - V - Rods
 - VI - Books
3. Body Armor
 - I - Armor
 - II - Clothing
 - III - Robes
4. Arm Protection
 - I - Shields
 - II - Gloves
 - III - Armlets
5. Helmets
 - I - Helms
 - II - Caps
 - III - Circlets
6. Accessories
 - I - Rings
 - II - Under Shirts
 - III - Boots
7. Psynergy Spells
 - I - Field
 - II - Healing & Status
 - III - Attack
8. Weapon Unleash Attacks
9. Monster Compendium

- I - Regular Enemies
- II - Bosses
- III - Mad Plants & Mimics
- IV - Djinn

Appendix C:

Four Additional Dungeons

1. Treasure Island
2. Yampi Desert
3. Islet Cave
4. Anemos Inner Sanctum

Appendix D:

The Battle Arena

Monster Battle

Linked Battle

Appendix E:

Golden Sun(1) Linkage

Introduction

What gets transferred

Passwords

Appendix F:

Extra

Bugs

Glitches

Stuff

Credits

Copyrights

E-mail, Questions and Contributions

Unfinished business

=====
Version Updates
=====

Version 0.0

30 December 2005:

Started with this Walkthrough, Completed Prologue.

Version 0.1

2 January 2006:

Completed the game up to Yampi Desert

Version 0.2

4 January 2006:

Completed Air's Rock and the events in Alhafra, incorporated the items from "the Lost Age" into the tables taken from my GS(1) walkthrough.

Version 0.3

12 May 2006:

Completed the game up to chapter 7.

Version 0.4

15 July 2006:

Completed the game up to the point where you have to go to Hesperia.

Version 0.6

25 July 2006:

Reached the Mars Lighthouse, only few steps away of completing the game.

Version 0.7

26 July 2006:

Finished all the regular dungeons in the game. I still need to complete the optional dungeons: Anemos Inner Sanctum, Islet Cave and Yampi Desert Cave.

Version 0.71

28 July 2006:

Checked most parts of the walkthrough for errors.

Version 0.8

30 July 2006:

Completed all the optional dungeons and got all Items/Summon/Djinn. Now I can start compiling the appendices.

Version 0.9

2 August 2006:

Filled in most of tables in the appendices. Found out about the statistic increases in the base classes, therefore revised all the tables for this game & GS1. Started with counting chests & hidden items; I currently found 258 of them.

Version 0.95

6 August 2006:

I finally managed to complete ALL of the tables, although the Psynergy table is a bit messy at this moment. Added a glitch to the stuff section; Sheba speaking about meeting werewolves whereas she never met them! Reused and updated most of the GS1 information so it fits this game.

Version 0.97

7 August 2006:

Did some additional checks and cleared up some of the lay-out. Added some details about the linked event in Alhafra considering Deadbeard.

Version 1.0

8 August 2006:

Counted and made totals for the number of items and chests, just like in the walkthrough for GS. Added some additional details here and there, also made some lay-out changes to make it more uniform with the corresponding GS1 Walkthrough.

Version 1.1

14 August 2006:

Included a THE easiest 2 Round Strategy that allows you to beat Dullahan on Normal and even on Hard Mode and it works like a charm (read it never fails!). Also added a good strategy for beating all three heads of Doom Dragon in 4 Rounds as well. Updated some other parts as well, but that is just minor. Added descriptions for the Slot machine and Dice games in Contigo as well.

Version 1.2

27 August 2006:

Added some information about the mistranslation of Hsu; Feizhi calls him Ulmuh in this game. Also corrected some of the artifacts in the chart tables. Finally, I managed to find the missing GS1 Djinni's location for the people who get less than 7 Jupiter Djinn from Isaac's team. He's located at the edge of the western hemisphere: SW Atteka Islet. Added a realistic password for those of you who wish to transfer all the important stuff, but not the game spoiling overpowered statistics.

Version 1.3

28 September 2006:

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

Version 1.35

23 November 2006:

Found four more items in the game; three in the Ankohl Ruins and 1 in Air's Rock. I also fixed some of the left/right directional mistakes, but there are unfortunately more of them. These will be corrected on the next update.

Version 1.4

29 December 2006:

Added some information about the RNG methods and strategies in this game. They can be found in Appendix F under the Stuff section. Most strategies are similar to the ones in GS1, but there are some twists here and there rendering the "5x Perfect Bonus" strat for the Lucky Dice useless. Apart from that I included the 6th event which is supposed to be linked with GS1. It is the conversation with Dora, when she is ill. Unfortunately, I didn't find anything in GS2 that could link to that event.

Version 1.5

27 February 2007:

Included the Trial Road duplication glitch for infinite amounts of Tomegathericons and such. :) Removed the Nut from Lemuria's hidden item list as it was just a random item found with "Scoop". Both discoveries are from Jeffrey Ng, so the credits go to him.

Furthermore I explained a method for getting infinite Game Tickets by using "Scoop" in the Stuff section.

Version 1.6

17 March 2007:

Fixed some mistakes thanks to Jeffrey Ng and added a secret method to set/standby all Djinn in one go (just press Select while holding R)! Furthermore he provided a strategy to get the Excalibur with much better chance. Also added some video links to youtube.com showing the battles against Dullahan and Doom Dragon as suggested in the FAQ.

Also added some video links to youtube showing the Dullahan and Doom Dragon strategies in their full glory! I even modified the Doom Dragon strategy a bit to make it even possible to slay the dragon in three turns.

Version 1.7

18 June 2007:

Found some problems such as the issues with the Linkage systems using GBA SPs by Chris Maka, the bug of getting stuck in Lemuria by Matthew Casler

and several other things. Apart from that I've included the RNG strategy for the Tisiphone Edge created by Timon Sears. Thank you all for your contributions.

Version 1.75

20 November 2007:

Fixed some errors in the walkthrough and included the fourth requirement that is required to make the RNG strategies for item drops work. It also includes a new glitch in the Ankohl Ruins.

Version 1.8

22 March 2009:

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

The Gabomba tile puzzle turned out to be random and therefore some people where unable to get through it with the description in this game. This has been fixed now.

Version 1.85

8 August 2010:

Update after some mails includes a few glitches and stuff like that. One glitch about jumping over a rock as if it was a water puddle and some more notes on the Lucky wheel.

Version 1.9:

28 April 2013:

Found a missing enemy: Conch Shell, updated several boss strategies and reformatted several parts in the guide. Added and simplified several boss strategies (such as Doom Dragon & Star Magician).

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

Q: Is it Djinn or Djinni?

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

Q: How can I use "Growth" Psynergy?

A: The answer to this is pretty simple: You need to have an adept in of the right class in other to use Growth. Equip a Mars Djinni to Felix or a Venus Djinni to Jenna and either one will be capable of using "Growth". Also make sure to remove those special class items as they otherwise prevent class transitions.

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

A: Put all of Sheba's Djinn on stand-by and he can use Whirlwind again, this is caused by the class differences, similar to the previous question. Take note that Felix and Jenna can use "Gale" as a substitute in their Ninja class for "Whirlwind". Also make sure to remove those special class items as they otherwis prevent class transitions.

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

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

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

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

Venus Adepts (Isaac / Felix): All Venus Djinn
Mars Adepts (Garet / Jenna): All Mars Djinn
Jupiter Adepts (Ivan / Sheba): All Jupiter Djinn
Mercury Adepts (Mia / Piers): All Mercury Djinn

This party is strong and you can use many Djinn and Summons without getting any severe downgrades. After you obtain all 9 Djinn of each type you may want to switch to a combination of different Djinn like:

Venus Adepts: 5 Mercury + 4 Mars => Paladin
Mars Adepts: 5 Venus + 4 Jupiter => Ronin
Jupiter Adepts: 4 Mercury + 5 Mars => Warlock
Mercury Adepts: 4 Venus + 5 Jupiter => Pure Mage

Statistically speaking this is the best balanced and most powerful overall combination, with very powerful mixed Psynergies. However if you use many Djinn the downgrades become really terrible, because these super classes degrade to regular classes.

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

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

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

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

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

Q: I missed the Tremor Bit in Madra and I am in Alhafra now. The bridge is broken and I can't return to Madra to get it. What now?

A: Yes, the bridge is broken, but it should be possible to retrace your steps to Madra. Go via the Yampi Desert to the Western shore and there should be a location on the map where you can walk back to the previous continent. The hike may be a long one, but you can get back at this point.

However, if you do this after passing by the initial trip to Madra the cave entrance will be blocked off. You'll need "Reveal" psynergy first to get through the catacombs via the other entrance!

=====
Controls
=====

Controller

D-Pad

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

Start

Start the game or in the Field display the Pause Menu

Select

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

A Button

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

B Button

Most often the opposite of the A button: Cancel an attack or command. In the field used to run. This can be very handy so use this option well! Later on when your ship gets wings you fly on the world map using this button.

Top L Button

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

Top R Button

Same as L button, but for another Psynergy you can select independently from the L button. On the world map you can use this to bring the entire world map on-screen. Inside a battle this can be used to view your statistics and settings for a certain character. In the Djinn selection screen hold R then press Select to put ALL Djinn on set or standby in one go.

Game Selection / Start Menu

This dynamic menu appears when you start up the Golden Sun Game Pack. After you press 'start' at the Title Screen (or right away when it is the first time you start the game). There are several options here that may change depending on what you can do, at that moment. There are 3 save files in total. Here are is a brief summary of all the options:

New Game (Light flash from a jar)

This does simply what it says. You start a new game, beginning at the prologue. You do need to insert a name for your leading hero. Felix is the default name and that is the reference name I will stick to as well. This option only appears if you have at least one empty file. If you also have a "Clear Data" file saved, then you can even choose a difficulty setting (Easy, Normal or Hard). See the beginning of the walkthrough for more information about this.

Copy (Two papers; one is purple)

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

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

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

Continue (Some stairs)

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

Battle (Two people facing each other)

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

Update (Bright yellow flash)

The last option that can be displayed in GS:tLA's Start Menu is the Update

option. With this you can transfer data from the original GS to GS: the Lost Age. Check out Appendix F for more information about this Linkage system and how to make the best use of this option. It will not appear if all game saves are only "Empty" or "Post Reunion" data.

Pause Menu

While playing the game you can press Start on the field screen in order to bring a small menu up. Here you can do three things, save the game on one of the game slots, put the game in sleep mode so you consume less battery power (if you don't want to switch it off yet) and finally can change the appearance of the window if you like too. Next to the screen color the configuration also allows you to increase the speed of the text messages and mute the characters voices if you find them too irritating. Personally I like the default blue or one of the lighter greenish tones. In this game you can also adjust the speech rate so the game put it on 'Fast' right away to save you some time!

Field Commands Menu

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

Psynergy (figure with a whirl of energy)

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

You can also assign a shortcut to 2 Psynergies as well. Stand on the desired Psynergy and press either L or R button to highlight that Psynergy, and press 'A' to confirm that you want to assign that Field Psynergy to the desired button. This way you can use it a lot easier than having to open the entire menu time after time.

Djinn (Venus Djinni)

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

Normally a Djinni is on Set which means you can use him in battle; this can be changed into Stand-by by pressing either Top L or Top R button. The

color of the Djinni's name will turn into a red color to mark it on "Set". If a Djinni is set he can be unleashed in a Summon (or it can be set again using the Set command) this does more damage than a regular attack. After this happens all Djinn used in the Summon will be assigned to the Recovery status.

In Recovery a Djinni can't do anything other than waiting to recover to the 'Stand-by' status. This happens when you walk around in the field or when you go through the next round in combat, 1 Djinn per turn can be recovered this way until all Djinn are back in Stand-by again.

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

Item (An opened Chest)

This opens the inventory screen where you can see all the items in your possession. A thing I didn't like about the inventory setup is that it is chopped up in 4 parts of 15 items; one for each hero instead of one big jumble. Later on when Isaac joins you get some more leisure as your inventory increase to 8 * 15.

This means that in some cases you will have multiple copies of items roaming over the place. It can be quite annoying sometimes when you want to equip armor to someone whose inventory is already full, meaning that you have to swap items usually more than once. Luckily most common items can be stacked meaning that 1 character can carry up to 30 of the same kind in one space. As displayed you can use the L+A buttons to arrange all items by the default order, the other visible option is the R button which shows you the current equipment for that character.

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

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

Status (Three papers)

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

There are three different Status Screens on display, starting with the Detailed Statistics Screen. Here you can see the Class, Ailment Status, all statistics and the current Djinni for that person (The statistics are described in the next section).

Press 'A' again to see the next screen with a list of all available Psynergies for that person. Here you can see all the Psynergy spells that person can use. For each spell there are five things to see here (from left to right): Icon, Name, Psynergy Point Cost, Type and its Range.

For the types we have:

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

The following possible icons for the range are displayed:

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

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

Statistics

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

LV - Level

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

Exp - Experience

As mentioned about in the description for level, experience is used for becoming stronger. The first weak enemies you encounter will only drop 5 Exp, but later on these numbers will increase quite a lot (e.g. Wonderbird). Take note that the amount of experience you get from an enemy can be enhanced by killing an enemy with a Djinn Unleash of the element of

the type to which that enemy is weak. For example a Sky Dragon is weak against Wind. If you unleash a Jupiter Djinni against it, it will do more damage and if it kills the Sky Dragon it will give 133% Experience & Gold (the chance for item drop quadruples too).

HP - Health Points

- - - - -

This number represents how much damage a character can take. If this meter reaches 0 that person gets downed. If all party members are downed you lose the game and have to start over at either the last sanctum or the last save point (you are however allowed to save the data up to that moment though). So always try to keep these numbers as high as possible using healing spells and/or items. This number can also be increased by eating a Power Bread.

PP - Psynergy Points

- - - - -

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

ATK - Attack

- - - - -

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

DEF - Defense

- - - - -

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

AGL - Agility

- - - - -

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

LCK - Luck

- - - - -

The final statistic used in this game is Luck. It's a bit hard to tell what luck does exactly, but according to the manual the higher this number the stronger you will become against special attacks and the smaller the chance is that you will be affected by an Ailment. Luck is the only

statistic that cannot be increased by Psynergies, Leveling up or Djinn Unleashes. The only thing you can do is using Lucky Pepper on a character to increase it by 2 points or setting some of the Djinn may also increase it by 1 or 2 points. Also some of the stronger and rare armors seem to affect luck as well.

Elemental Power / Resistance

- - - - -

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

Property		Felix		Jenna		Sheba		Piers
		Isaac		Garet		Ivan		Mia

Strong		Earth		Fire		Wind		Water
Weak		Wind		Water		Earth		Fire

As you can see the main characters are all strong against one element (the element of their own type) and weak to the opposite element. By setting the proper Djinn to the four characters this may change into a different setting. For example: if we give Sheba a few Venus Djinn she will become strong against Earth, but not necessarily weak against wind. It depends on the values of the other elements too! Check the Status Screen to see these values.

For all Elemental Powers and Resistances the maximum limit is the value of 200. The type with the highest value for Resistance is the type against which the ally is strong against, the lowest value is the type against which the character is weak. Some equipment (especially later on) can dramatically change these values. So it would be wise to look at the elemental properties of the armors too, instead of only looking at which armor has the highest Defense value.

The same default rule applies to the Power values, e.g. Piers can do more damage with water elemental attacks (be it Psynergy, Djinn Unleash or Summon) and less with fire elemental attacks. Once again these numbers can be changed as well by setting the right Djinn / equipping items to your characters.

Ailments

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

- - - -

Poison

- - - -

The Poison status is often induced by enemy attacks, which cause your character to take about 5 to 10% of Maximum HP damage each following round until he/she is downed or purged. The damage is luckily only little so you may last several rounds without too much injury. Poison also remains active after you leave a battle, if you walk around in the field with a poisoned character it will take damage too. So do be careful with this in the long

term. In battle a character will have little green skull floating next to him/her denoting this status. Here are some cures:

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

- - - -

Venom

- - - -

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

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

- - - - -

Delusion

- - - - -

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

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

- - - -

Sleep

- - - -

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

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

- - - -

Sting

- - - -

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

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

- - - -
Haunt

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

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

- - - -
Downed

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

- Quartz, Dew,
- Spark & Tinder - These 4 Djinn can revive (doesn't always work)
- Revive - The Venus "Revive" Psynergy can cure this status
- Water of Life - Revives and fills all HP
- Sanctum - The spiritual can revive in exchange for some gold

- - - - - - - -
Sylphon Seal

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

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

- - - - - - - - - - - - - -
'Predict Downed' / Curse

- - - - - - - - - - - - - -
I don't know anymore how this status is called in battle, but it appears

when you get hit by an attack with a candle burning over your character. If it connects you will see 3 big flames and 1 small flame. Each turn a flame is extinguished (big flame is 2 turns), and if all flames are gone the Grim Reaper appears to deliver the fatal blow, causing Instant Death.

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

- - - -
Cursed
- - - -

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

Also once you equip a cursed weapon you can't take it off anymore, which means that you are stuck to it. This status is attached to the item and even though a Sanctum can remove the cursed item from your equipped slot it doesn't dissolve the curse on the item itself. Therefore the cursed item will always remain cursed.

There is of course one way to prevent the paralysis; by equipping a Cleric's Ring you can use the weapon / armor without the effect of getting paralyzed randomly. However this still doesn't remove the curse from the item. So the only way to unequip an item that causes this is by going to the Sanctum.

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

Combat System

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

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

Battle Options

Fight (Figure with a sword)

If you choose this you can select which attacks you want to use on your enemy. See below for more information about these battle tactics.

Switch (Two figures with two exchanging arrows)

After Isaac and his friends join your party you have 8 characters at your disposal. In combat you can only use four at a time, so you are allowed to exchange 1 member from the back up party to the attacking party each turn. Using this you can interchange characters, if you really need to. Take note that all four members of the back up party automatically appear if the first party is completely downed.

Flee (Running figure)

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

Status (Three papers)

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

Battle Methods

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

Attack (figure swinging with a sword)

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

Psynergy (figure with a whirl of energy)

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

The power of the Psynergy is mainly determined by the amount of Elemental Power that you have for that element. You can see the elemental power of each character in the statistics screen; these powers can reach a value up

to 200, which is the maximum limit. Also take note that the Psynergy will do less damage if the corresponding Elemental Resistance of the target is higher.

Unleash Djinn (Venus Djinni)

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

Summon (Tall black creature in a cube)

The summon attacks are truly the most devastating attacks you party members can use. The Summon of a single Djinni on itself is not that strong, but you can use Summons of up to 13 Djinn (Iris) simultaneously. These Summons are the very strong and if unleashed by a character of the same element they are even powerful. For example: When a Venus Adept summons a Venus elemental Summon he/she can do more damage than the other three elemental type members could do.

Item (Opened Chest)

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

Defend (Shield)

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

----- Environmental Elements -----

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

Foliage

These little green bushes look lighter than the average normal looking

ones that are in the background. If you use "Whirlwind" or "Gale" on them they may reveal hidden passages or objects.

Pillars / Columns

- - - - -

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

-Tall & Thin pillars

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

-Small & Fat pillars

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

-Fallen Pillars / Logs

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

Sphere Boulder

- - - - -

This kind of obstruction appears very late in the game. The only way to get past them is by using "Lift" Psynergy which you can obtain after Isaac joins you.

Water Puddles / Ice Pillars

- - - - -

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

Small Plants

- - - - -

In some places you will come across little plants that are standing up against a wall similar to GS1. These plants can be transformed into long climbing vines if you apply "Growth" on them. Reminder again: in order to get "Growth" give Felix a Mars Djinn or Garet a Venus Djinn. Apart from that some new type of plant appears in Gaia Rock, if you use "Growth" on these they will become guidance arrows.

Soft Sand

- - - - -

If you are on soft (desert) sand like in the Yampi Desert Felix can cast "Sand" in order to submerge underground. This way he can travel past rocks and other obstacles. Above all you won't encounter any enemies, while residing beneath the surface.

Another thing is that Desert / Soft Sand is usually a good location to use "Scoop" on in order to find hidden items. In fact if you "Scoop" long enough you always find weak random items like: Smoke Bomb, Sleep Bomb, Elixir, 'random number below 10' Coins or a Game Ticket!

Suspicious Marks

- - - - -

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

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

Felix - Venus Adept (18 years)

We don't get to know too much about Felix other than that he was taken away by the river after the accident during the storm with the boulder that also took his parents leaving his sister Jenna behind as a lonely orphan. Saturos & Menardi however rescued him for some reason and he makes his reentrance in Vale again. He has different ideas about the issue of Alchemy than Isaac. Unlike him he wants to see the lighthouses lit again. Near the end of the game his motives become clear.

- Pros: Overall character; not particularly excelling or weak in any region
- Cons: -

Initial Equipment

- Weapon Short Sword
- Armor Cotton Shirt
- Shield Padded Gloves
- Helmet -

- Items 1. Mythril Bag - Holds Jupiter Star (Cannot be removed)
- 2. Shaman's Rod
- 3. Herb (2x)

Djinn -

Jenna - Mars Adept (17 years)

She lost her parents and her brother Felix after the accident that you saw in the Prologue of GS1. Jenna decided to come along with Isaac and Garet to Sol Sanctum, but after she does so she is captured by Saturos and Menardi. In GS:tLA the game starts with her as the leading character just before the Venus Lighthouse is lit. Traveling together with Kraden and Alex she have to travel back to Idejima to the boat which is docked over there.

- Pros: Powerful healing abilities combined with attack Psynergies
- Cons: As with the other girls she is a somewhat weaker than average, but better than Sheba or Mia.

Initial Equipment

- Weapon Wooden Stick
- Armor One-piece Dress

Shield Padded Gloves

Helmet -

Items 1. Herb (3x)

Djinn -

Sheba - Jupiter Adept (14 years)

Even more mysterious than Felix is Sheba, this young girl appears near the end of the game. She is called "Child of the Gods" by the people of Lalivero, because according to them she fell from the sky as a gift from God. Lord Babi held her hostage for a long time so he could enforce the people of Lalivero to build him his own lighthouse for his own needs. Because didn't have any parents Faran from Lalivero raised her as his own child, therefore she sees him as a father figure.

Pros: She is very fast like the other Jupiter Adept

Cons: Physical strength is her weakness

Initial Equipment

Weapon Wooden Stick

Armor Travel Vest

Shield Leather Armlet

Helmet Circlet

Items 1. Herb

Djinn -

Piers - Mercury Adept (Age unknown)

The final member of the second team is the Lemurian Piers. You meet him for the first time in Madra where he is held prisoner for a crime he did not commit. Later on after you proved his innocence he leaves for Kibombo trying to find the Black Orb the Kibombo warriors stole from him. He needs the item to enter his ship and find a way back to his home town. After you help him getting his precious item back he joins your party and helps you in lightning the beacons of Jupiter and Mars.

Pros: Physically the strongest member of the GS:tLA team

Cons: He is a bit slower than the rest, but not as bad as Garet

Initial Equipment

Weapon Battle Mace

Armor Chain Mail

Shield Iron Shield

Helmet Bronze Helm

Items 1. Herb

2. Antidote

3. Elixir

Djinn 1. Mercury - Shade

2. Mercury - Spring

Isaac - Venus Adept (17 years)

Isaac is born and raised in Vale with his mother Dora and his father Kyle. The people of Vale have always been the protectors of the Elemental stars that are hidden deep within Sol Sanctum to the north of Vale. After the dreadful incident with the boulder on the rainy day Isaac lost his father just as Jenna lost her parents and brother. A few years later Isaac goes with Garet, Jenna and Kraden to Sol Sanctum to find out its secrets. Inside they meet the two people who are their enemies: Saturos & Menardi. They take Jenna and Kraden away, leaving him and Garet behind in the crumbling ruins. After this event they set foot outside of Vale on their quest to stop the two fiends. The young Venus Adept appears again in the Jupiter Lighthouse, and not long after that he will team up with you as the other three members of his party.

Pros: Overall character; not particularly excelling or weak in any region

Cons: -

Garet - Mars Adept (17 years)

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

Pros: Physically the strongest member of the team

Cons: He the slowest party member

Ivan - Jupiter Adept (15 years)

This young boy was an orphan found by Master Hammet the merchant of Kalay. Ivan's most useful ability is to read other peoples' minds, which can be handy during some parts of the game. Master Hammet gave the mystical Shaman's Rod (also called the Rod of Hesperia) to Ivan and he seems to have lost it somewhere in Vault a village to the south of Vale. At the end of GS1 Felix claims the rod from him. That's why Felix has the Shaman's Rod in his inventory at the beginning of the game.

Pros: Very fast chap

Cons: His physical attacks are weak

Mia - Mercury Adept (17 years)

The fourth adept of Isaac's team is Miss Mia from icy village called Imil to the far north. She is protector of the Mercury Lighthouse just like Alex who happens to be a Mercury Adept as well. Mia's greatest asset is her healing abilities. She is capable of healing the entire party with her Wish Psynergy. Other than that her attack is not that bad, although her Mercury classes lack some strong attack Psynergies like "Prism".

Pros: Great Healing abilities

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

=====
Other important people
=====

Alex

This guy appears in the beginning of the game where he wards of some Laliverian guards so Jenna and Kraden can escape. Later on he turns up in several towns. In Champa you find out that he is together with a new duo from the Mars clan: Agatio & Karst. He is not an ally to anybody, and just wants all the lighthouses to be lit for his own reasons. Alex is like Mia from the Mercury Clan and has an oath to protect the Mercury Lighthouse, but he broke that oath for his own good.

Babi - (Near 150 years - deceased recently)

The ancient mayor of Tolbi has strange vitality for someone of his unnatural old age. It turned out that he used a drought from Lemuria to keep him going around, however over time this drought is nearly completely depleted leaving him old and frail again. In Golden Sun 1 he sent out Isaac, Garet, Ivan and Mia to search for Lemuria using his ship.

Karst & Agatio

Karst is a young woman from the same clan as Saturos and Menardi and she is a relative of Menardi. Isaac killed Menardi in GS1 on top of the Venus Lighthouse, and because of that Karst is out on the loose searching for vengeance.

Agatio is her companion and they travel together in order to find Felix, because they know that he has the Jupiter Star; an item that is required to ignite the Jupiter Lighthouse.

King Hydros - Ruler of Lemuria

After reaching Lemuria you get to go on audience with the king. This (what seems to be) a middle aged man has much knowledge. King Hydros will tell you about his finding of Weyard decreasing in size as the world withers and this is all because alchemy isn't released on the world to nourish it. After hearing this Felix & companions are even more determined to light the remaining two lighthouses. After this you will get the Grind Stone from his possession.

Kraden - (Too old)

The old man is a scholar who lives on the far west side of Vale. He has studied alchemy for quite some time and has vast knowledge about it, although the long conversations with him seem to be annoying sometimes. Kraden helps Felix and the others with silly comments. I usually don't pay too much attention to him.

Saturos & Menardi

They are two adepts from the Mars clan who live in the far northern reaches of Weyard in a town named Prox. They were killed in Golden Sun by Isaac's group. Now that they are gone Karst and Agatio have appeared on the scene to avenge their death.

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

Alchemy - The power to manipulate the building blocks of reality - has been sealed away for generations. This ancient science has been hidden deep within Sol Sanctum and protected by the small village of Vale, which lies at the foot of Mount Aleph, home to Sol Sanctum. Now, however, that seal has been broken, and the Elemental Stars, the jewels that channel the power of alchemy, have been stolen.

Stories tell that the master of alchemy knows no limits to his power and can attain everything his heart desires. Using the four jewels, someone is trying to light the elemental lighthouses and release of the power of alchemy upon the world of Weyard. The lighthouses of earth and water have already been lit. Now, a great adventure across the open seas in search of the remaining two lighthouses begins!

=====
Walkthrough
=====

Beforehand

--Registry--

At the registry it is possible to give all main characters from the game a new name. Normally you can only rename Felix and also for Isaac, but if you like you can change the other names by pressing the following button combination as given below. I will keep to the default names myself to make the walkthrough clear and easier to read.

Rename - Jenna, Sheba and Piers

When you get to rename Felix at the beginning of a New Game press 'Select' 3 times. You will hear a chime. Complete his name and you get to rename the other three members.

Rename - Isaac, Garet, Ivan and Mia

When you are renaming the characters from GS:tLA press the following button combination:

Up, Down, Up, Down,
Left, Right, Left, Right,
Up, Right, Down, Left, Up

Now press 'Select' and there will be chime as well. Take note that this only works, when you are playing a non-linked game.

Import Golden Sun 1 Data

After renaming everybody of tLA's party to your heart's content you get the chance of uploading the information of the Clear Data file in GS. After you finish Golden Sun you can transport the data of Isaac and companions over to this game. Check out Appendix E for more information about this topic. If you don't import Gold or Silver data you get to rename Isaac as well. After this moment you also get a peek at what the GS1 party characters have in their inventory after you insert the password. This is done so you can verify whether everything is still in its place.

Choose your difficulty setting

If you have a completed game in the shape of a "Clear Data" file on the cartridge you can get the option of choosing a difficulty setting. There are three difficulties you may choose from:

Easy: You get the levels you had in the previous game, making the battles even easier to complete in this game! No items are transferred; this is not Chrono Trigger sorry...

Normal: Same as a normal game (nothing special happens).

Hard: Start a normal game, but the enemies have increased statistics: 150% Max HP, 125% ATK & 125% DEF.

Prologue: The Venus lighthouse from a different point of view

--Venus Lighthouse--

Chests: 1 (total hidden items / chests: 1)

Herb

Monsters:

Ruffian

We start at the Venus Lighthouse; this was the second and last lighthouse that was to be lit in the original Golden Sun. This game however starts just before it was lit. The difference now is that we start with a party of Felix, Jenna and Kraden. The last one is a Non Playable Character (NPC). As Felix departs from the group the other two go down and meet up with Alex; a mysterious adept from the Mercury clan. After doing some chitchat (get used to it, because we have to do this many times) it is decided that the three of them should leave the lighthouse and wait for Felix at Idejima. You gain control over Jenna from this moment on. Most curiously Jenna starts at level 5 by default instead of level 1 and she has a default set of equipment (so Jenna's information is not transferred in a linked game).

There are no random battles around here leaving you free to roam anywhere you like without having to deal with pesky cretins all the time. From the start go left, down, and then take the upper right passage and Jenna will find herself in a stepping stone puzzle. People who have played GS can easily get to the exit here, but for the others it is important to remember that you can only jump over 1-tile gaps, so take the left route and you'll find a chest in the room after this. This was the chest containing the "Carry Stone" and it was already opened by Isaac's team, but for some reason it has an additional Herb inside if you check it out. Strange... It wasn't there in Golden Sun.

Retrace your steps to the big room and this time take the south exit. Once you get outside you will be hindered by some soldiers. Alex pops up again and wipes them out with a single blow. After this the road is cleared to the Suhalla Gate and Alex leaves the scene so he can make sure no other soldiers will meddle with Jenna and Kraden. Head west for our very first fight, it is an easy one though. With only two strikes (about 30 damage) or one "Fume" psynergy the Ruffian goes down (of course if you are replaying this game in Hard mode it will be a bit more difficult).

--Suhalla Gate--

Monsters:

Ruffian

Continue on and you'll have to fight another Ruffian, which is identical to the last one. Go left, climb down the two vines and try to enter the crevice. Three Ruffians appear this time round. So we better start using some Psynergy to take them out quickly. You should still be able to win without having to heal, if not use an Herb to heal about 50 HP.

--Gateway Cave--

Monsters:

Punch Ant

There is only one direction here so stick to it. After some walking you will come across a purple jewel. This is a Psynergy stone that can heal all you Psynergy Points, but before you can collect it a Punch Ant appears. BTW for those of you new to Golden Sun, you can recover your Psynergy slowly by walking around in the field. After some crappy comments of Kraden, Jenna can reach the peninsula without any difficulty.

--Idejima--

Alex reappears and the Venus Lighthouse beacon is lit (once again), resulting in a mighty tremble. This causes Idejima to tear apart from the continent of Gondowan. After this we get to see the same dialogue as in the epilogue of the last game (although the island looks different somehow), Felix and Sheba join the others and the five of them crash into the continent of Indra near the village of Daila riding along the tidal wave and land-wrecking into the continent of Indra.

1. The Trial Temple

--Idejima--

As you regain consciousness you get control over Felix the main character of this game. You can check for injuries if you like to see some silly animations. Check for the others (yes, you have to take even Kraden with you) and oddly enough Alex disappeared somehow. Walk around on the world map and Felix will find a small town to the south of where we started. Take note that you can equip the "Shaman's Rod" in your inventory to one of the girls, its ATK (attack power) is better than the wooden stick.

--Daila--

Inn:

6 Coins

Hidden Items: 7 (8)

Smoke Bomb - Inside lower left barrel outside inn
Sleep Bomb - Inside barrel near entrance inside the inn
3 Coins - Inside jar within the house on the right in Daila
12 Coins - Inside jar left side of Mayor's home (elevated building)
Herb - Inside jar behind Mayor's home
Psy Crystal~ - Use "Scoop" on NE tile of the rightmost water puddle
Sea God's Tear* - Use "Frost" on the pillars in the Sanctuary

* = Reachable after chapter 6

~ = Reachable after chapter 4A

This small village is still recovering from the big splash, which is why there are salty puddles all over the place. I bought a new sword for Felix here and also some better armor for all three characters, since you should have some money by now. Talk with the villagers if you like. If you do so some of the residents give you information about the Kandorean Temple of Master Poi. Note that behind the guy in the sanctuary there is a blue drop shaped rock. We cannot yet reach it, but we will get back here some point later on. Leave town via the southern exit and go to the temple that all those people mention.

--Daila (South) - World Map--

Djinn:

Venus - Echo

Felix will encounter the first Djinn in this game right around here. He will join you no matter what you say, refuse him a few times for some nice comments. ;) You can choose for a brief introduction (which is very similar to the one in GS). From here you can go into two directions: east to the Tower of the Sea God, or southwest to the Kandorean Temple. Heading east only gives you a small cut scene and nothing more, since Felix doesn't have the right Psynergy to continue on around there.

--Kandorean Temple--

Hidden Items: 1 (9)

Lash Pebble

Chests: 1 (10)

Mysterious Card

Djinn:

Mercury - Fog

Monsters:

Mimic, Amaze, Angler Worm, Giant Bat, Punch Ant, Wild Wolf

Boss:

Chestbeater (3x)

The entrance of the temple is locked tightly, because of the meditation session that started just ago. Felix must find another path into the temple. Go to the upper left corner and use "Whirlwind" Psynergy on the bush to enter the cave. Walk around the shallow water and climb the rope on the far right. The central door in the courtyard is your entrance to the temple itself.

Inside Master Poi is putting three of his students to the test. Only the third one's ability to levitate is good enough to undergo the final test. We might as well follow this guy as there is not much else to do. Go up in the cavern to find the very first Mimic chest of this game. The critter has

quite some HP so don't hesitate in using strong Psynergies like Jenna's "Fume", beating it earns you a Game Ticket.

Mimic 1

HP: 207 ATK: 47 AGL: 23 Weak: Fire
PP: 12 DEF: 12 LCK: 15 Strong: Water
Special: Debilitate, Psy Drain, Sleep, Slash
Exp: 64
Coins: 46
Item: Game ticket

Navigate through the tight corridor on the left towards the next room. Walk to the lower left corner here to find the bloke who does not seem to be strong enough to undergo the test after all, I pity the fool. Head up from here walking between the long pillars, because there is a passage although it is partially hidden behind the pillars. Climb the ladder and jump over the gaps using the tops of the columns to reach the passageway. Go left here and you'll reach a treacherous current. Use the 'B' Button to run diagonally up to the right (this way you will reach the other side without sliding down). Keep on going up through the maze of rocks and you will reach a room with a moveable pillar and two air vents.

If you want the Mysterious Card then push the pillar on the left platform. The weight of the pillar will keep the other platform in its position allowing you to reach a higher level. Stand on the right platform to ascend and reach out for the chest with that item. You can equip this item to any character and it will turn him/her into the Pierrot Class. Stand on the platform again, when it reappears to go down one level again. Push the pillar on the lower platform and walk on the left one. Go over the tightrope and walk behind the pole so you will reach a moveable pillar. Push it to the right using the "Move" Psynergy, jump over the gap and keep on pushing it further until it blocks the shaft.

You can safely go over the second rope. DON'T go down the ladder, but instead follow the path on the right side, jump over some gaps and enter the next area. There is a Mercury Djinni here, but we can't reach it just yet. Go up the stairs twice and use "Move" on the pot with boiling water in order to chuck it aside. Walk up to find the last challenge meant for Poi's Student.

Boss: Chestbeater (3x)

HP: 155 ATK: 44 AGL: 20 Weak: Fire
PP: 0 DEF: 11 LCK: 24 Strong: Wind
Special: Beat Dance, use 'Herb', Claw Attack
Exp.: 40 each
Coins: 28 each
Item: Nut

These three monkeys are not that hard to beat, just concentrate your attacks on one of them (and use your strongest Psynergies) to take them out one by one. The Claw attack may cause some damage, but other than that there doesn't seem to be any trouble at all.

A ladder will appear leading you towards the exit. Poi will think that his student completed the test, but is amazed to see that an outsider managed to do it without any training. You will receive the Psynergy "Lash" from the 'spring chicken' for your troubles in the shape of the Lash Pebble. Equip this rock on one of your characters in order to use the Psynergy. My

suggestion would be Sheba, since she has the most Psynergy Points at her disposal.

Since we can get the Mercury Djinni with this Psynergy go back where we came from. Stand next to the pole with rope tied to it and use "Lash" to tie the end to the other pole automatically. Climb the rope and get ready for a battle (not all Djinn can be collected without a fight).

Mercury Djinni

HP: 165 ATK: 32 AGL: 22 Weak: Fire
PP: 14 DEF: 6 LCK: 6 Strong: Water
Special: Douse, Frost, Escape
Exp: 28
Coins: 85
Item: -

The special attacks of this Djinni are pretty strong compared to the level your characters are on right now, so heal Sheba if her HP bar drops is less than a half (she has weak defense). After beating it Fog will join you. Because we don't have a Mercury Adept yet, think carefully to whom you are going to set it (if you set it at all). My pick would be Sheba so she gains some additional HP, also using the Mysterious Card she turns into a Pierrot, giving her extra power and two attack Psynergies. For now this is the best we can do for her. Use "Retreat" for a quick exit away from the dungeon. The meditation session has ended and thus you can leave through the front door.

2. Team rascal: Riki & Tavi

--Shrine of the Sea God (first visit)--

Hidden Items: 1 (11)

Right Prong* - See Chapter 8A.

Chests: 1 (12)

Rusty Staff* (forges into Glower Staff)

Djinn:

Jupiter - Breath

Monsters:

Angle Worm, Ghost, Punch Ant, Wild Wolf

* = reachable after Piers joins you

Next stop is the Shrine of the Sea God located to the east of Daila. We can only get a Jupiter Djinni there for the time being. However we do need to save the two boys here, or else we can't move on to enable some upcoming events.

If have already been here before you know that there is a place where we can use our newly acquired "Lash" Psynergy. In case you haven't been here yet, just watch the small cut scene featuring two rascal boys. After securing the rope Tavi thinks Riki threw the rope and he climbs down. Then both of them meet with your group and talk about catching a small flying critter, but because they are hungry they leave. Go through the left passageway and walk around until you find that flying beast; yep, a Jupiter Djinni. After you fall down the Djinni flies off, go after it right away!

You can follow the footsteps in the next room, or just go to the south right away. There are three passageways around here. Take the most southern one and the Djinni will appear again. Go back up again and go through either one of the other two stairways, the Jupiter Djinni will appear again and move upwards. Follow it again and the Djinn will move to an elevated section. Place the torch against the northern wall so the Djinni will get trapped if it tries to flee again. Attack it and you'll have to fight it.

Jupiter Djinni

HP: 184 ATK: 37 AGL: 27 Weak: Earth
PP: 16 DEF: 8 LCK: 6 Strong: Wind
Special: Bolt, Ray, Slash, Whirlwind, Escape
Exp: 43
Coins: 89
Item: -

Not much special to note about this Djinni, he seems to be easier to beat than that Mercury Djinni. After a short battle Breath joins you group, giving a total of 3 Djinn. We can't do anything with those water puddles, hence we have to leave this place and come back sometime later.

--Daila--

After freeing Tavi most of the salty water has dried up, leaving only some small water puddles around the scene. Try to enter the mayor's home and Alex will show up again. He speaks about buying a boat in the city of Madra to the south. Just after that he leaves you again. In order to get to Madra we have to go through the Dehkan Plateaus, this location can be found by going southeast from Daila, then go over the small bridge and head to the left.

3. Falling through the Plateaus

--Dehkan Plateau--

Hidden Items: 1 (13)

Pound Cube - Mars Djinni Cannon has it

Chests: 5 (18)

Full Metal Vest, Elixir, Mint, Themis Axe, Nut

Djinn:

Mars - Cannon

Monsters:

Angle Worm, Ghost, Mini-Goblin, Rat Soldier, Skeleton

You don't have much choice in the beginning, so walk around until you fall down one of those cracked gaps. You can see by the darker tone of the crack whether you can walk over it (once) or not. Anyway, after falling down take the lower passage and collect the Full Metal Vest from the chest, the very first new armor (i.e. not available in GS). Go back again and once you're inside the cave take the other exit on the right side.

Further on you will see three grey pillars here, be careful because Felix can only stand on them once just as with the cracked floor tiles. First take the upper path in order to collect an Elixir. Climb back up, take the lower path and go south for the northern path is block by a cone shaped structure. Carefully walk over the little cracks avoiding the bigger cracks

(BTW. you can't fall down a gap, but you can jump over it). Fall down the most northern dark crack to access a chest containing Mint.

Once you are back outside again move the pillar in its place and jump over the gap. Walk over the lower left crack so you can reach the center again, instead of falling down jump over the gap (not crack) so you reach the right. Keep on going up to find another area filled with columns. Hop over to the first 'island', take the upper left pillar, jump over another island and jump twice on the lone pillar to the right. Here is a path to another chest with the Themis Axe inside. This is quite a good weapon for Felix and it has 'Stone Justice' as an Unleash. Since the first pillar crumbled we have to go back one screen and return to reset the field and make the pillars appear instantly complete again.

This second time round just jump over to the left side, from there on the path to the next screen is easily found. Again we have to fall down one of the gaps around here; it doesn't matter which one. After getting back outside you'll see a Mars Djinni who tries to flee away from you, fall down the first gap (you don't have any choice), go outside, climb the vine and meet up with our Mars Djinni who leaves again. Before venturing on, put the pillar in between the gap for this will be handy later on.

On the next screen the Djinni runs away over the bridge again, before going after him climb down the vine below, go over the tight ropes and move the lower pillar as far as possible to the right. Climb it using the overgrowth and use "Lash" to get a Nut. Let the upper pillar fall down, follow the path, climb the vines on the far right and watch how the Djinni uses "Pound" in order to escape from you. Follow him to the next screen where he crumbles 2 pillars in order to get away from you once more. Climb down the vine and move the pillar to the right, climb it, go to the other two grey pillars and step on the rightmost one. When you walk back you fall down. Walk around to the rightmost pillar and use "Move" to get it to the left. Climb on it as well and make the other grey pillar fall apart.

Head north into the cavern, walk over the upper left crack (the small one), walk on the crack to the Djinni's right (not the one in front of him), then go down and right so you can reach the passage to the next room. Follow the path and head outside fall down the RIGHT darkened crack and you bump into the Djinni who loses its precious cube shaped artifact. Step over to the Pound Cube and equip it (don't go straight up, or else you fall down!). Take the passage on the right and you'll encounter the little cretin for the final showdown.

It is time to stop his evil escapades, but before going near him climb down the vine and use "Pound" to smash the cone into the ground. Finally the Mars Djinni is stuck, however it doesn't seem to be that afraid since he starts a battle against you!

Mars Djinni

HP: 203	ATK: 43	AGL: 32	Weak:	Water
PP: 18	DEF: 10	LCK: 7	Strong:	Fire
Special: Blast, Flare, Escape				
Exp:	58			
Coins:	93			
Item:	-			

This Djinni tends to run away very often so if possible try to stun him or put him asleep. Other than that it should be relatively easy especially with the Mercury Djinni's Unleash. After the battle Cannon finally joins

your team. Continue on and ascend several levels until you reach the exit of the Dehkan Plateau.

--East Indra Shore--

Hidden Items: 1 (19)

Cookie* - Use "Frost" on the water puddle to reach the wooden box

* = reachable after Piers joins you

There is a ship very close by the exit of the Dehkan plateau on the world map. If you enter this area all party members show up and Kraden thinks it is Menardi's ship, but they don't have the orb to control the ship rendering it is useless to them. There is a peculiar barrel on a ledge here, but we need "Frost" to get it, so we'll have to come back later as well.

--Indra Cavern--

Stone Tablet:

Zagan

To the west of the ship there is a small cavern, use "Move" and "Lash" to get the stone tablet lying out in the open. This will give you a new summon: Zagan by putting both one Venus & one Mars Djinn on standby! Zagan appears to be aligned with the Mars elemental and can lower enemies' DEF as well.

--Madra East - World Map--

Djinn:

Venus - Iron

To the east of Madra you can go over a small bridge and you will come across a Venus Djinni at the bottom part near the water. Defeat it to make Iron join you, if the Djinni escapes just walk around and it will appear again.

Venus Djinni

HP: 223 ATK: 49 AGL: 37 Weak: Wind
PP: 20 DEF: 12 LCK: 7 Strong: Earth
Special: Growth, Quake, Escape
Exp: 73
Coins: 96
Item: -

4. The Mysterious Prisoner Adept

--Madra--

Inn:

12 Coins

Hidden Items: 6 (25)

Antidote - Wooden box outside the home to the left of town's entrance

Smoke Bomb - barrel in the house to the left of town's entrance

Sleep Bomb - left jar upstairs in the inn

Elixir - jar in left cavern home

15 coins - wooden box in the town elder's home

Cyclone Chip - Get it from the young Mayor want-to-be (after Chapter 6)

Chests: 1 (26)

Nurse's Cap

Djinn:

Mars - Char

The upper right corner has a ladder leading into the ground, if you try to go down a man pops up telling you that you have to come back later if you wish to enter. Upon entering town via the main gate two people inspect you in order to make sure that you are not one of Champa's men. Some pirates raided Madra and came for a guy named Briggs, that's why the security in this region is raised. After participating in this event you can climb down that ladder into the catacombs of Madra to collect the Tremor Bit. There is more than one entrance to the catacombs, but you can only reach the Bit by going down the rightmost one behind the graveyard to the east (see below).

You can walk around various places around here. First of all go to the balcony of the inn and walk over the roofs of the market tents to the left, jump over and collect the Nurse Cap. Also note the old man inside the biggest home on the left. He is interested in mushrooms from the Gondowan Cliffs. Later on when you pass by there you can collect the Laughing and Healing Fungus. The Laughing Fungus is useless, but if you give him the Healing Fungus he will trade it for Char the Mars Djinn.

--Madra Catacombs--

Chests: 5 (31)

Tremor Bit, Lucky Medal*, Apple~, Mist Potion~, Ruin Key~

Stone Tablet:

Moloch~

Monsters:

Drone Bee, Mini-Goblin, Rat, Rat Soldier, Troll

* = reachable after learning "Reveal"

~ = reachable after learning "Reveal" & "Frost"

Entry from the graveyard (only accessible first time round):

Go through two screens following the upper path, down the ladder and take the up-left passageway to reach a deserted subterranean village. Use "Move" on the pillar on the elevated section on the northern part, continue on to the left and enter the entrance in the wall. Inside descend to the bottom floor and head up one room to find a chest with the Tremor Bit. That's all we can do around here.

However, if you do this after passing by the initial trip to Madra the cave entrance will be blocked off. You'll need "Reveal" psynergy first to get through the catacombs via the other entrance!

Entry from the main ladder:

After obtaining "Frost" and "Reveal" Psynergies go down the entrance inside the town walls of Madra. Back in the Catacombs, go down and left into the big room again. Use "Reveal" on the closed doorway to display a push button. Press it to open the door to the deserted town.

Walk around town, use "Frost" on the water puddle on your way and you'll reach a chest with an Apple. From here "Move" the 2 pillars to the east and north. Climb the northern pillar and run around the upper level to reach the eastern pillar. Jump over to the west, use "Lash" on the rope and enter

the first floor of the broken building. Inside cast "Tremor" on the bookshelf to make a chest drop down. If you go inside the left entrance in the back of the main room, then walk around the main level counter clockwise to reach red chest with a Lucky Medal inside.

Head outside again, follow the path and climb down to get a Mist Potion, then slide down the lower level of the town catacombs. Enter the building via the main entrance, go up one room and collect the Ruin Key from the chest that fell down. Go down the stair in the right room and use the key to open up the big, locked & red door. The flames will ignite and the tablet on display is now yours. After examining it Felix can summon Moloch for the price of 2 Mercury & 1 Jupiter Djinn.

--Madra--

Felix is back at the entrance of town, so if you didn't go down (which you should do anyway) you can continue on reading here. Talking to the people around here tells you that they think the boat docked at the shore is a boat from Champa. Mind reading the ill person in the left cavern home gives you a vague hint of what is coming next. Inside the town elder's home you can see a very interesting gem on the mantel, unfortunately we can't get it.

Outside again to the left is the town's jail. The people around here speak of the imprisoned guy who came ashore with his ship. They claim he's from Champa's camp, but you can never be certain without verifying this. So Felix goes to meet the man in question.

Inside some people are interrogating the prisoner who is called Piers. Piers claims that he is innocent and even uses Psynergy to ward off one of the interrogators. "Mind read" him tells you that he seems to be able to sense your Psynergy as well. Exiting the prison at this point starts a small conversation and the woman grants you permission to travel to Osenia to the east.

--Osenia Cliffs--

Chests: 1 (32)

Pirate's Sword

After obtaining permission from 'milady' cross over the Madra Drawbridge and you'll reach some cliffs around here, talk to the people for some information (this is not mandatory). One of the guys reasons that Piers is not a Champa and therefore should be released. Jump over the garbage that is left after the Champa Ship broke apart, use "Lash" to reach the Pirate's Sword inside a lone chest. Head over to the exit on the right side.

We can do two independent quests at this moment, but we do have to complete both of them. One quest is to prove Piers' innocence and another has to be completed so Sheba will learn "Reveal" Psynergy. The first quest (starting at 4A) has somewhat easier enemies than the second (chapter 5) so I'll put that one up first. You can go either way, so make the choice for your own.

4A. Trapping a scorpion in the desert

--Yampi Desert (Exterior)--

Hidden Items: 2 (34)

Scoop Gem, 315 Coins

Chests: 4 (38)

Guardian Ring, Antidote, Lucky Medal*, Trainer's Whip

Djinn:

Jupiter - Blitz

Monsters:

Dino, Emu, Kobold, Momongo, Spider

Boss:

King Scorpion

* = reachable after learning "Reveal"

On the first screen you can find a chest in the right bottom corner, just smash the wooden pole to get the Guardian ring. On the next screen there are a bunch of people trying to find their way through the desert, talk to them for some information. At the bottom of this field there is a peculiar shaped sand puddle. There is nothing we can do with it right now, but later on we will be able to use some Psynergy on it.

In the next area stomp the pillar blocking your path to the north and do NOT "Pound" the one straight beneath the chest, as we require the path over the top. Instead, go around and use the Psynergy on the other pillar. Then walk over to collect an Antidote here. "Pound" the pillar hiding a climbable wall section and go up, walk and jump around, until you reach the Jupiter Djinni: Blitz. This Djinni also fights you before joining in. Just Unleash Echo and the rest should be easy as pie.

Jupiter Djinni

HP: 267 ATK: 65 AGL: 50 Weak: Earth
PP: 24 DEF: 17 LCK: 8 Strong: Wind
Special: Bolt, Ray, Slash, Whirlwind, Escape
Exp: 109
Coins: 126
Item: -

Exit the screen on the right side and collect the Psynergy Stone if you wish to restore any PP (There is a boss battle coming up next). Go up one screen and you see that something is moving beneath the surface. Use "Pound" on the wooden column to make a scorpion appear and leave for the next screen. Repeat the process and you'll reach a third screen.

The final sequence requires some planning in order to trap the scorpion. The easiest way to get it right is to use "Pound" on the right pillar just after he passes it while he's moving horizontally. Immediately use "Pound" and the creature is trapped. Prepare yourself for this battle, because it is not that easy if you haven't been to Air's Rock yet. If you get close it, he will use "Scoop" on you. The both of you fall down and the battle against the King Scorpion begins.

Boss: King Scorpion

HP: 1064 ATK: 101 AGL: 39 Weak: Fire
PP: 0 DEF: 32 LCK: 40 Strong: Wind
Special: Defends, Desert Gasp, Paralytail, Poison Tail, Sand Breath,
Twin Shear
Exp.: 440
Coins: 228

Item: Vial

Immediately unleash Blitz, for this Djinni may stun your opponent. My strategy would be unleashing Djinn and using the Summon: Ramses or Zagan to hit the king hard. This boss tends to defend a lot, so it may be hard to get a good hit on him. Then again, if he defends he cannot hurt you either.

After taking him down you receive the Scoop Gem, equip it to someone and use "Scoop" on the sand puddle in the middle of the screen between the four rocks to get a trip to the World Map again. Backtrack to the sand puddle that I mentioned earlier and use "Scoop" on it. Use the newly revealed ladder and follow the path, until you reach the group of people from the other side. A small conversation takes place and you can now exit via the northern passage. Only the sand puddle on the right holds treasure; 315 Coins to be exact, after getting it continue on inside the northern cave. BTW: Using the Scoop Gem in various places might give you some random weak items, but sometimes a Game Ticket may appear!

--Yampi Desert (Interior)--

Chests: 2 (40)

Blow Mace, Hard Nut

Monsters:

Dino, Emu, Gnome, Kobold, Momongo, Spider

Walk around the sand slides (use 'B' for easier navigation by running). The chest in the middle has a Hard Nut as a prize. Go with the flow and try to get on the main land near the middle, run up against the wall here and you'll make it across the sand slide. Continue upwards by running diagonally from side to side against the current. Stand on the ledge to the left of the chest then use "Pound" on the pillar blocking the road towards it, after doing so you can collect & equip the Blow Mace. Follow the slide, run to the right edge to exit the cave again.

--Yampi Desert (Exterior)--

Outside again leave for the next field to the right. After this you'll come across a slide that is 3 squares wide. You might as well climb down here, for the upper section is a dead end (at least for a very long while). If you have "Reveal" from Air's Rock you can get a hint from the 9 rocks, but it won't do you any good at this moment. Further on the next set of 9 rocks has a Lucky Medal if you cast "Reveal" on it. Don't worry if you don't have that Psynergy, yet. We'll go back here on a later occasion.

Climb the wall here and run diagonally over the sand slides. On the left side of the screen use "Lash" to get the Trainer's Whip from the chest. Go back and climb the second wall in order to get to the top, then go to the right and fall down on the most right square of the right slide. This way you will make it to the exit.

You can go either to the north (Alhafra) or the south (Air's Rock and Garoh) around here, but the southern exit is 1-way only. You will have to walk back all the way around if you wish to go to Alhafra (see 4B), so I strongly suggest you go to the north first, then afterwards fall down here to complete the other events (see 5).

4B. The pirates' hideout in Alhafra

--Alhafra--

Inn:

21 Coins

Hidden Items: 8 (48)

Sleep Bomb - Jar next to entrance Alhafran Cave

Elixir - Barrel in the upper half of the double house

32 Coins - Upper crate to the east of the Mayor's mansion

7 Coins - Barrel inside lower right room of the Mayor's mansion

Smoke Bomb - Upper left jar up the pier in Eastern Alhafra

Large Bread - Use "Tremor" on the box in the backroom of the boat

Apple - Jar upper level of the inn

Lucky Medal - Jar between two broken houses on the right

Chests: 1 (49)

Psy Crystal - Use "Reveal" on the six gravestones

Boss:

Briggs & Sea Fighters

You can only get here if you went north after doing 4A, so go through the Yampi Desert first. If you walk around a bit here, the people you met in desert made it as well. Also this village was hit by the Tidal wave as well, meaning that there are no usable boats around here. Although there does appear to be a wrecked boat around (you can see in on the world map). Mind reading the man on the far left tells you something is going on around here. Unfortunately we cannot yet enter the Mayor's mansion, so investigate the other parts of Alhafra.

If you go upstairs in the inn you'll meet Alex again. He has nothing special to say however. After he leaves (when you enter Champa) you can meet two sailors here, if you are playing a Linked Game. They speak about Crossbone Isle being swept clear by Isaac and his companions. One of the sailors also tells that Isaac even bested the 'dreaded' undead pirate Deadbeard. And because of this Isaac is bound to be the leader of all pirates, at least according to them. After the conversation they leave walking past Felix without even noticing him (whether Isaac is in the party or not doesn't matter).

--Eastern Alhafra--

The boat's mast lying around here is badly damaged, after overhearing the conversation between the workers here you are free to walk around. Go inside the cabin and Felix will also overhear a conversation between Briggs and one of his mates. Then suddenly Jenna starts talking out loud, thus blowing their cover. Kraden wants Briggs to attest that Piers is innocent, but he doesn't want to so they start a fight.

Boss: Briggs & Sea Fighter

Briggs

HP: 984 ATK: 129 AGL: 76 Weak: All

PP: 0 DEF: 29 LCK: 42 Strong: -

Special: Echo Cut, Signal Whistle, uses 'Herb' / 'Nut' / 'Oil Drop'

Exp.: 333

Coins: 891

Item: Vial

Sea Fighter

HP: 197 ATK: 119 AGL: 61 Weak: All

PP: 0 DEF: 28 LCK: 26 Strong: -
Special: Echo Cut, uses 'Smoke Bomb' / 'Herb' / 'Oil Drop'
Exp.: 89
Coins: 130
Item: -

As always when fighting humans, they are weak to all elements so the elemental type doesn't matter at all. Take note that Briggs can call for allies with Signal Whistle. Both enemies tend to use a lot of items like herbs and Briggs also has a nut healing him for about 200 points, so it may take some time to finish this battle.

After the battle Briggs says he will cooperate with your terms and thus freeing Piers, then his wife named Chaucha appears and some more people as well. After a very long conversation it is decided that Briggs and his mates go to prison, but Chaucha and her child Eoleo may stay on the ship.

You can try to clear the debris on the ship's mast, but you cannot yet remove the big rock that blocks the main mast. You'll need something more explosive here (See Chapter 7D for more information about this side quest). After doing all the things we can possible do leave the ship. We'll have to come back later. Talking to the mayor give you the opportunity to participate in another event, but for as long as the boat is stuck it won't start. BTW: You can give the Large Bread found on the ship to the crying little boy on the lower east side of Alhafra, in return his father will let you pass into the Alhafran Caves via the rear entrance.

Anyway after the battle on the ship go the Alhafran jail. Here another scene takes place between Briggs and his family. Eoleo the youngest member of the family seems to be able to use Psynergy as well. After they leave "Mind Read" Briggs to confirm these thoughts if you will.

--Alhafran Cave (rear entrance)--

Hidden Items: 1 (50)

Power Bread* - Check jar in Brigg's Cell

Chests: 6 (56)

123 Coins, Ixion Mail, Lucky Medal, 777 Coins*, Potion*, Psy Crystal*

Monsters:

Ghoul, Harpy, Ooze

* = Reachable after Briggs' escape

If you gave the Large Bread to the boy, you can enter the caves from the rear entrance (next to the Mayor's home). Inside there are some valuable treasures. From the entrance go down the stairs and go down the left path. In the next room use "Pound" and "Lash" to reach 3 treasure chests containing: 123 Coins, Ixion Mail and a Lucky Medal.

Until Briggs escapes the other paths in this cave are a dead end, so leave if he is still in jail. After he does later on, the pillar will be removed allowing you to access some additional chests. Use "Frost" on the water puddle to reach three chests containing 777 Coins, a potion and a Psy Crystal. You can also get a Power Bread from the jar in his cell room.

--Madra--

Now that Piers' innocence is proven, we might as well go back and check on him (or go to Air's Rock to get Reveal, if you haven't gotten that yet). Piers has left and the villagers now speak of the Kibombo tribe that

attacked Madra. It is also the case that the Black Orb was stolen, a crucial item if you want to control a certain type of ship. You can enter the Madra Catacombs again, but you won't get much further than before. The Psynergy called "Frost" is required to complete this dungeon. If you have "Reveal" go towards the west on the world map, until you get to the Gondowan Cliffs (see Chapter 6).

5. Revealing Lycanthropy of Wind Tribe

We can start at two places for this quest and we'll have to visit 5 places around here in order to do everything. So here is a brief summary:

Start at:

1. South from Osenia Cliffs
2. Southeastern exit of the Yampi Desert

Places to visit:

1. Mikasalla (far south of the Osenia Cliffs)
2. Osenia Cave (north-east of Mikasalla)
3. World Map between Osenia Cave and Mikasalla (for a Mercury Djinni)
4. Air's Rock (south of the Yampi Desert)
5. Garoh (south east of Mikasalla & far south of Yampi Desert)

So I ordered the items in the order of the first starting point, but you can do it the other way around too.

--Mikasalla--

Inn:

24 Coins

Hidden Items: 4 (60)

- Nut - Wooden box near the lower left corner near a sheep
- Elixir - Barrel in the lower right corner
- Herb - Jar in the lower right home
- Lucky Pepper - Barrel inside the inn next to the oven

Chests: 1 (61)

- 82 Coins - Climb the first level of the tower, jump over to the right and head up to the northern part of Mikasalla

Djinn:

Mars - Spark (requires "Scoop")

Buy some new armor here, because the enemies are getting stronger. Some of the people mention the tribe of the Garoh to the east. If you went through the desert already use "Scoop" in the center of the lower left corner (close to the chicken and the sheep) to dig out a ladder leading down. Enter it and eventually you'll reach a Mars Djinni in the backyard of the inn. It's quite a surprise to see that Spark joins you without a fight at all.

If you are playing a Linked game (and you won the Colosso Event) Galahad the 3rd ranked gladiator from the Colosso event in Tolbi appears inside the inn. He asks if you know Isaac the knight, but it doesn't matter which answer you give. Galahad will tell Felix that the three fighters: Satrage, Navampa and Azart who were defeated by Isaac are out seeking revenge on them.

--Osenia Cave West - World Map--

Djinn:

Mercury - Sour

There is a Mercury Djinni wandering around in the field between Mikasalla and Osenia Cave. Just walk around and Felix will meet him in battle. If your party is victorious in this battle you will get Mercury Djinni: Sour for free. It may be difficult to spot him, but he is located very close to the river bed

Mercury Djinni

HP: 291 ATK: 75 AGL: 57 Weak: Fire
PP: 26 DEF: 19 LCK: 9 Strong: Water
Special: Cool, Douse, Frost, Froth, Ice, Escape
Exp: 130
Coins: 152
Item: -

--Osenia Cave--

Stone Tablet:

Megaera

This cave can be found a little bit to the east of Mikasalla, it is located to the far north of it (use 'L' on the world map to get a better overview). Inside the cave use "Scoop" to open a passageway to the other side, walk up to the Stone Tablet and learn a new summon. Using 1 Mars and 1 Jupiter Djinn to call up a new power: Megaera. Megaera is a fire elemental and also raises the ATK of all your allies after she is summoned.

--Garoh--

Inn:

24 Coins

Hidden Items: 4 (65)

Smoke Bomb - Barrel next to the inn
Elixir - Jar inside the inn between two beds
Nut - Barrel upper left corner on the elevated section
Sleep Bomb - Blue jar inside the home in the upper left corner

Chests: 1 (66)

Hypnos' Sword - After learning "Reveal" come back and use it on the six platforms in the cave on the left side of town.

Djinn:

Jupiter - Ether

Upon entering the town from the world map you have to climb some stairs in order to reach the actual homes of the people of Garoh. By the time you reach the top the day has turned into night. Further on you will hear some howls and the person belonging to those. A lycanthrope Werewolf will move along the path and back into the village.

Some of the people of Garoh explain that they are the protectors of Air's Rock. They also claim that no such thing as werewolves exist. To continue our trip walk up the stairs in near the sanctuary and an old looking werewolf pops up from a crevice. He quickly disappears again, that is all we can do here for now as well, quite boring indeed. Oh well, our final destination for now is Air's Rock, which is close by from here. Just go to the north and walk into the purple rock in the center in the big desert area.

--Air's Rock (Exterior)--

Chests: 6 (72)

Cookie, Fujin Shield, Sleep Bomb, Smoke Bomb, Storm Brand, Vial*

Monsters:

Mimic, Creeper, Dino, Emu, Ghoul, Harpy, Kobold

* = reachable after learning "Frost"

Take note that these type of dungeons are quite long, especially when compared to GS1 standards so make some time free. Also you can get Piers to join you before you tackle this dungeon, but that does require more effort. From the start walk up to the Wind Stone and cast "Whirlwind" on it. This will amplify its power and removes the sand barrier blocking the passageway up ahead, then go left and take the lower left branch. Here you can use "Whirlwind" again to open southern path to a chest (it is not yet reachable). Go back to the branch and walk by the upper left way, until you reach a different chest. This is a mimic!

Mimic 2

HP: 431 ATK: 126 AGL: 77 Weak: Fire
PP: 36 DEF: 33 LCK: 16 Strong: Wind
Special: Debilitate, Psy Drain, Sleep, Tundra
Exp: 272
Coins: 241
Item: Lucky Medal

Fight it and after the battle you will receive a Lucky Medal for your troubles. Continue on and you'll reach another fork in the road. Follow the right route, at the next junction go right and use "Whirlwind" on the Wind Stone at top end of the screen. Run down all the way until you find another Wind Stone, cast "Whirlwind" on it, walk back a bit and navigate past the small pebbles around the left, then "Whirlwind" the Wind Stone TWICE to demolish both blockades. Walk back all the way to that chest and you can claim your Cookie (just follow the left wall).

Follow the path to the south from here, at the bottom head towards the left, use "Whirlwind" on the rock while standing on its right side. Stroll back to the entrance, follow the left path and use the Psynergy again at the end. Felix can also claim a Smoke Bomb from the chest below here. Use the newly created path to reach a huge twister shaped purple rock; of course use "Whirlwind" on it. This will remove all the mud from the wall allowing you to climb it.

On the next screen climb up two times using the leftmost route, then fall down and let yourself be guided by the small whirlwinds. Do this a second time and you will reach a brown pillar on the right side of the screen. Push it into position, walk on to the right, make another pillar fall, go over the closed gap and climb to down on the far right to the previous area to collect Storm Brand.

Climb back up and ascend another two levels on the right, until you reach a dead end with a statue exhaling little whirlwinds to the left. Use one of these and climb down the cliff from the right edge, use another whirlwind trip to the left, climb up two more times, push the pillar down and use the whirlride to the left again. If you have Piers in your party you can use "Frost" on the pillar to the left, if you slide down. Then go to the start of this screen, climb up the wall and go to the right. You should be able

to collect a Vial from the chest here.

In the following area carefully climb past all the statues and do not get hit by the twisters or else you will have to start over again. Once you are at the top you can fall down the cliff here (don't worry), move another pillar to the right (creates a shortcut if you wish to go back sometime), collect a Sleep Bomb, stand on the statues mouth to get a free ride to the top again and go right to the next field.

Here we have to climb up two times, move the left pillar one space to the left, climb down 1 level, run to the far right, fall down, use the whirl ride up, move the right pillar to the left fall, jump over the gap, fall down again and take the left whirlwind ride to the top. Exit to the left and ascend to another screen. Here it is quite foggy and the only thing you can at this moment is moving the pillar in the gap with "Move" Psynergy. Go back two screens, fall down two times and use the left route to get back to the purple whirl rock. Use "Whirlwind" on it and we can finally get to the top of Air's Rock, but don't think we are done yet! We actually have to begin. BTW: if you can afford some time go back and use the right route to climb all the walls to get 1 chest with a Fujin Shield. It is worth your troubles since it has +50(!) Wind Resistance, but still I think it is evil of the developers to make you run around all over the place so many times.

--Air's Rock (Interior)--

Chests: 6 (78)

Elixir, 666 Coins, Clarity Circlet, Psy Crystal, Vial(2x)

Stone Tablet:

Flora

Monsters:

Creeper, Dino, Emu, Ghoul, Harpy, Kobold, Mummy

Anyway once you reached the top following the left route use "Whirlwind" on the twister rock here to open a new road leading to the interior of Air's Rock. Inside there is only one path. There is nothing useful we can do here so go to the next room. Felix will be standing on a tile marked with two yellow dots for reference. Go through the door on the right, follow the right upper path, use "Pound" on the right grey pillar once and move the brown pillars in such a way that we have the following setup:

```
      B
    G B _ G _ B
```

_ = Empty Space

G = Grey Cone Pillar

B = Brown Pillar

Jump on the upper left brown pillar and go over to the other side, use "Whirlwind" on the rock and it should hit the wall, because we left the left cone pillar untouched. Walk back, go through that new passage, cast "Whirlwind" on the wind Stone back here, move the pillar behind the section we just opened up and walk around using the pillar as a stepping stone to reach a door with three red dots.

Move to the upper right corner of this "Three Red Dots" room and "Move" the pillar one space to the right, in order to walk past the non-venting gap. Further to the north use "Move" to push the pillar to the right, walk past the non-venting shaft and you are very close to the pillar again. Stand one space to the right of it, "Move" the pillar away from you, this way Felix can jump over it after ascending to the elevated level. Keep on

following the left path and push a pillar one space to the right so another ventilation shaft gets unblocked on the elevated section. Go back to the lowered section in the middle, push a pillar down two squares in order to be able to traverse over it on the higher level. After doing so slide down and climb up again. Felix can safely walk past the shaft here, follow the path and you'll be back in the big room again.

Hop over to the passage on the left marked with "Three Blue Dots". In here use "Whirlwind" Psynergy on the stone, while standing on its right side. This will cause a wall segment to rotate so you can walk over it, then follow the left route and use your Psynergy again on the rock so the wall is now aligned vertically. Go back to the junction and pick the other path, before going over that wall part. Here Felix can push a pillar in the gap so we have a shortcut if you ever wish to come back here. You can exit here to a room marked with "Four Blue Dots".

Go left here to find a chest with an Elixir as minor treasure. Follow the upper route in this room and eventually you will reach another rock on which you can use Psynergy. Do so and walk over the tightrope to the north, once you're on the other side use "Whirlwind" again to make the wall appear horizontal again. Walk over it towards the left, DON'T fall down the slide here or else you have to do the previous thing all over again. Instead jump over to the brown pillar and continue past some more gaps.

Again back in the big chamber again descend to the bottom level using the wall. Inside a crystallized room you may touch the Psynergy rock to replenish PP, but that is not very important at the moment. Finally we can activate all the statues in this place by using your well-known Psynergy on the purple twister rock around here. Use the small face to the south to get a free trip back to one of the first rooms.

In here use "Whirlwind" to activate the statues in this room, "Move" the pillar on the left so you can walk around here. You should now easily be able to reach the Vial in the chest on the right. Exit this room via the doorway on the left side. Back in the main room again we can go two directions:

1. Right for a Summon Tablet
2. Left for completing this dungeon.

So I split the thing up with a small intermezzo, so you know where to go from here.

Summon Tablet

Go right and continue on until you reach the "Three Red Dots" room. Remember the lone brown pillar in the center that didn't seem to have any use the last time we went past it? Well, we are going to use it now. Push it 1 square to the right, then go all the way to the north and use the activated statue to reach the left ledge. Use "Whirlwind" on the rock while looking to the south so the pillar is transported along with it. From here on I think it is rather easy to get the Summon: Flora. It requires 2 Jupiter and 1 Venus Djinn to call her. Next to that her secondary ability is to put enemies asleep.

Take the left route through the door and push a pillar two spots to the right before taking the air ride to the other side. Jump over to the north, push the statue to the most northern tile and use a whirl to get to the chest with a Clarity Circlet. Push the statue down again, use the whirlwinds (you can create another shortcut with the pillar here too), follow the left path, jump around, "Move" the brown pillar to the left to

unblock a ventilation shaft. Our hero can exit this room using the stairs just to the right.

Still not reached the final room, *sigh*, these dungeons are so much bigger as in the original game. At least it keeps you off the streets. Anyway, just walk over some tightropes and you'll reach the "Four Blue Dots" room. Use "Whirlwind" on the rock here from both west and north sides, so you can collect your 666 Coins... Told you the developers are evil. Before exiting this room, don't forget about the pillar a little further on.

In the "Five Blue Dots" room (there are no enemies in this room) follow the western path in order to obtain another Vial. Go to the north here, "Move" the statue to the right, this allows Felix to walk over the right path safely. Back in the main room use the free whirl ride to the right. Climb up the wall here and the rest is easy from here on.

After entering the center room, jump over some stepping stones that seem to disappear once you get past them and investigate the stone tablet around here. Sheba pops up and learns "Reveal" from the inscriptions (Hmmm... no boss fight or anything). Best of all there are no Psynergy objects required that clutter up your inventory. From here take the left route and use your newly acquired Psynergy to get a Psy Crystal. Then take the right route and go back to the main room.

We can exit this place via either one of the following two paths: the front (the way which we came by) or the back door. This second path is found at the very lower right corner of the bottom floor of the main room. Also you can just use Felix's "Retreat" to get back very quickly. Now what else can we do with "Reveal"? Go back to Garoh, that's what.

--Garoh--

Back in Garoh again, use "Reveal" on the big rock to the right of the sanctuary. A crevice opens up and inside the party meets a small werewolf. Kraden, the old man, gets very excited and wants to continue on. Do so by following the upper left route. All the members of the group appear here and finally the werewolves show up using the "Reveal" formula as well. Some explanations are made and Maha tells you to come back later. After sleeping in the inn, all the werewolves have turned back into their human forms again, because it is daytime now. After going back to Maha during daytime he will give you the Jupiter Djinni: Ether.

Also using "Reveal" on the six platforms inside the cavern on the left of town opens a path to a chest with the Hypnos' Sword. That's all for this chapter. Go back to the western entrance of the Yampi Desert (in order to complete 4A and 4B), or if Piers is already set free continue at Chapter 6.

6. The Witch-doctor's Consecration

--Gondowan Cliffs--

Hidden Items: 3 (81)

Sleep Bomb, Laughing Fungus, Healing Fungus

Djinn:

Mars - Kindle

Monsters:

Wild Gorilla, Wolfkin Cub, Wyvern Chick

Optionally, go to the left at the start, "Whirlwind" the foliage and enter the cave to find some Kibombo Warriors. Something is definitely going here. Back at the entrance "Mind read" the dog to get a free hint! Use "Scoop" on the yellow sand to make a small geyser appear. Stand on it to reach the left of the field. There are some mushrooms growing around here, but we can't collect them at this moment so leave them be.

Continue on to the left (there is only one path) until you reach three slides from which you can fall down. The Left and Right slides lead you back to the where you started, hence take the Center slide. Jump over the gap, use "Move" on the small pillar to the left and push it into the water. This creates the extra step we need to get past this screen. Walk back, fall down the slide here too, climb down another vine, jump over the rocks and climb up the next vine. The jumping field you come across here may be a bit difficult to navigate through for some people so here's a short list of movements starting from the first tile:

LLLLU ULuUl LuLlD DLuUU URRdR RUUULL

L = Jump Left
U = Jump Up
R = Jump Right
D = Jump Down

l,u,r,d = move one tile left, up, right or down

After climbing back onto the main land, head up, climb a vine, jump over the gap you just walked underneath, climb a third vine and collect the Smoke bomb from the chest. Go back, climb down the lower left vine and continue on to the north. Here you will pass by a tightrope to the west. Take it if you want to exit, or go right and eventually you'll reach an aggressive Mars Djinni. Time to do some battle:

Mars Djinni

HP: 403 ATK: 114 AGL: 90 Weak: Water
PP: 37 DEF: 29 LCK: 11 Strong: Fire
Special: Beam, Blast, Flare Wall, Fume, Mad Blast, Escape
Exp: 228
Coins: 273
Item: -

Stun / Sleep him so he won't be able to run away or attack you, other than that it should not be too difficult all the same. After he had enough Kindle will most certainly aid you in your quest.

If you like Felix can collect the red mushroom called 'Laughing Fungus' over to the right. It is a useless item actually, but for the collectors it may be interesting as well. Anyway, head back to the far west and use the tightrope to get you back to Gondowan; the same continent where we started in the Venus Lighthouse.

--Naribwe far south - World map--
Djinn: Chill

Near the beach in the southern center part there is a Djinni in the field that will attack you as soon as you get close. Fight it to prove your worthiness of Chill's abilities.

Mercury Djinni

HP: 414 ATK: 124 AGL: 96 Weak: Fire
PP: 37 DEF: 31 LCK: 12 Strong: Water
Special: Cool, Drench, Ice, Prism, Tundra, Escape
Exp: 234
Coins: 282
Item: -

--Naribwe--

Inn:
30 Coins
Hidden Items: 4 (85)
Elixir - Jar on the far left side (near Weapons & Armor Shop)
Sleep Bomb - Rightmost blue jar inside the inn
18 Coins - Left jar inside upper left home
Unicorn Ring - See description below
Chests: 1 (86)
Thorn Crown - Use "Lash" on rope on the right of the screen

For the Unicorn Ring do the following: Go to the upper left corner using the house there to reach the backyard. Use "Whirlwind" to make the ivy overgrowth disappear, climb the ladder appearing underneath and use "Reveal" on the stone to get a Unicorn Ring.

This small desert town is populated by a few native people. One of them tells you that back when Oeia (that an original name!) was the Kibombo Witch-doctor their tribe was much more peaceful, but after Akafubu took over things went different. It sounds like there is definitely something going on to the north. A Witch-doctor in a hut can tell your fortune for 20 coins. Most of the items you can show him give a default answer, but the Shaman's Rod seems to be different from the pack. Head to the north towards the Kibombo Mountain range.

--Kibombo Mountains--

Hidden Items: 2 (88)
Smoke Bomb - Check right wooden box in cavern on the second screen
Bone - Use "Tremor" on the chest it is lying (DON'T pick it up; you can't get rid of it!)
Chests: 3 (91)
Power Bread, Tear Stone, Disk Axe
Djinni:
Jupiter - Waft
Monsters:
Assassin, Dirge, Pixie, Wild Gorilla

If you get close to the actual entrance some Kibombo warriors show up. Start working very carefully, because if a Kibombo warrior sees Felix you will have to start all over again. Go right and place the big crates in such a way you can jump over them after climbing up the vine. Once you're past this climb another vine, walk over to the left, push the pillar in the gap (creates a shortcut) and continue on.

Walk up behind the crate here, and make sure the Kibombo bloke doesn't see you. Push the crate to the right (your enemy doesn't notice a moving crate..?). Don't climb down on the other side or he will see you. You can get the Disk Axe by falling down the slide a little further on to the right from the chest. Use "Move" to get the crate here to the very left so you

can climb the vine without being caught. Once you are back up again use "Lash" on the rope. Go down if you wish to create a shortcut that may come in handy later on, else head up along the tight edge.

On the next screen you can collect the Power Bread from the chest, but in order to do so you need to make the crate fall on top of the Kibombo guy the moment he is right beneath the edge. Beware of the dog around here, if he sees you he'll alert the other Warriors! So don't let him see you. Drop the pillar to trap the dog on either side; if you trap him in the upper part you can collect the Tear Stone from the chest. Go back one screen to do this over again so we can move on by trapping him/her on the other side.

Inside the cavern there is a Smoke bomb hidden in the wooden crate (I knew it! They are terrorists). Outside the pillar is back up again like magic, so you need to use "Tremor" on the crate to the right to make the bone drop on the floor. This keeps the dog occupied for as long as you stay on that screen. Cast "Whirlwind" on the overgrowth to open up a small cavern, continue along, go outside again, climb up and down some vines and you'll see a Jupiter Djinni around here. As expected, we cannot get to him so we have to leave him be; jump over the river and continue on the left exit. On the world map just head north and everything is getting dark all of a sudden, there must be something going on at Kibombo!

--Kibombo--

Inn:

48 Coins*

Hidden Items: 3 (94)

Lucky Pepper - In jar on the left side of village

Nut - Inside barrel 1st floor of the inn*

Lucky Medal - In the blue jar inside back room of upper left home*

Djinn:

Mercury - Spring (Piers' pet)

Mercury - Shade (Piers' pet)

* = after consecration event is completed

The single person standing at the bottom of town tells you that Akafubu may not be the true witchdoctor, because the Gabomba statue doesn't open its mouth. After getting this interesting information, it is time to go to the consecration to the north. We can't reach the statue by conventional walking, because all those people are in your way. Therefore use "Lash" on the rope in the lower left corner of the village, jump over all the poles and work your way around until you reach the 'dead end' near the water puddle. It is actually not a dead end, for you can simply step on the roof of the home a little below here! This way we can still reach the left side. It is time to meet up with a very special person. The fourth and final member of the team!

But first watch the cut scene where Akafubu tries to make the statue's mouth open up using the Black Orb as a sacrifice (nice hairstyle!). After this, walk up and meet with Piers, indeed he is the final Adept who remained a mystery for so long. Piers seems to be in trouble for he cannot reach the Black Orb; the reason for which he came here. So it is up to Felix to lend a hand with "Move". After some talking the Mercury Adept joins you (without a fight), bringing in Spring and Shade Djinn as pets! Lastly, being a mercury adept means that Piers has "Frost" Psynergy, something we will need quite often in the future to complete the other quests. It turns out that he is a Lemurian and that is something that excites Kraden very much, but now is not the time for stories. It is your

mission to reclaim the Black Orb from Akafubu.

Walk around a bit and it seems to be a dead end. Of course the viewer has already noticed the markings on the ground; you know what to do next, or actually Felix does it for you. After some more talking they come to the conclusion that there is a ventilation shaft around here. Indeed, after you use "Scoop" on the left patch you just came by the path to the Gabomba Statue is opened.

--Gabomba Statue--

Hidden Items: 1 (95)

Black Orb - Retrieve it from the inner Gabomba Statue's lap

Chests: 2 (97)

Bone Armlet, Elixir

Djinn:

Venus - Steel

Monsters:

Mimic, Bone Fighter, Death Head, Doomsayer, Red Demon*, Salamander, Spirit

* = rarely drops Staff of Anubis

Walk around, climb the stairs and you'll be forced through the rotating pinions. In the next room head up to the horizontal corridor, then follow the lower wall and you'll reach a Mimic!

Mimic 3

HP: 536 ATK: 177 AGL: 110 Weak: Fire
PP: 50 DEF: 43 LCK: 17 Strong: Wind
Special: Debilitate, Psy Drain, Sleep, Tornado
Exp: 400
Coins: 380
Item: Hard Nut

Go down the third corridor from the right to reach a chest with Bone Armlet. The rightmost path leads to the next room. Walk around the cogwheels, then use "Lash" on the rope to make all the gears stop. This allows you to reach the ladder on the right side of the room and ascend one floor. There is not much to do here at this moment, so go up another set of ladders.

Walk around in this room, if you try to walk to the far left a little mouse pops up and it will show you some interesting moves. Felix can use the cogs to hop around the place too. Head further to the left and go down two rooms, head down, take the leftmost path in order to continue on and use "Pound" on the cone pillar next to the flashing cog.

Retrace your steps back to the room where you saw the mouse, follow the same route as he did and you'll end up on the right side of this room. Descend 2 floors, take the left route for an elixir and use the right to get to the flashing cog again. "Pound" the other pillar as well and all the cogs start to rotate into the other direction! Go back two rooms again, go to the center and use the left pink cog to fall down one room and crash into a Venus Djinni.

Venus Djinni

HP: 446 ATK: 143 AGL: 116 Weak: Wind
PP: 46 DEF: 54 LCK: 16 Strong: Earth

Special: Briar, Gaia, Mad Growth, Spire, Quake Sphere, Escape

Exp: 279

Coins: 340

Item: -

After a quick battle Earth Djinni Steel comes along, this should give you 5 Mercury Djinn and 3 Djinn of the other types. This allows him to summon Boreas. Use "Lash" to get out of this position and back to the previous room. This time go up the ladder near the bottom part of the room. Go through the pinions, climb another ladder to reach a very strange room with a small Gabomba Statue in the middle.

Ascend yet another level and a small cut scene takes place. It turns out to be that Felix and the other have reached the eyes of the statue, outside the jewel is again presented to the statue. Kraden notices that the flow of energy is stuck, so Felix has to solve a puzzle in order to remove the disturbance. Hence the objective is to make 1 blue and 1 red spark reach the head in the center of the room.

This puzzle is randomized per game, therefore I can't give straight directions. It shouldn't be too hard to solve in any case. Here's some general directions:

- First use "Pound" on the grey cone; this will raise all the tiles
- Step on the arrow tile to rotate all remaining floating tiles
- Look for a path so there are paths towards the goal for both gullies
- Use "Pound" to bring down each individual tile and rotate the others if needed, before pounding those down as well

After completing this puzzle the statue stretches its tongue and devours the Black Orb, after this Akafubu enters the statue as well. Piers and the others see how the Orb passes by, but they do not even try to get it before it vanishes into the hole (it looks rather silly when this happens).

After some talking with the Witch-Doctor a.k.a. Afro-man, he will retrieve the orb for you. Better follow him to make sure he keeps his promise. Try to pick up the Orb in the back room and the statue starts to speak. He grants Akafubu the rank of Witch-Doctor, but Akafubu is so caught up with himself that he leaves before the statue gives him his treasure. When the statue is done talking Felix can get the Orb for free, if you paid any attention you know that you have to talk to Akafubu before you can claim your prize here!

--Kibombo--

After speaking to Akafubu and his father you can walk around as you please. Don't forget to buy the Frost Wand. It's a very good weapon for Sheba. You might want to go back to the Gabomba statue and you can as its tongue is still sticking out so you can easily enter (doesn't that make it dry out?). Unfortunately we have to come back here some time later as well! Things like these make it quite complicated sometimes to write a good comprehensive walkthrough with all this backtracking...

There are quite a lot of places that we can explore using Piers' "Frost" as you may remember from all the water puddles we have come across. You might better wait for a moment and get the ship back first. This way you will also obtain "Cyclone" Psynergy which allows us to complete all optional events in one go. Hence we first go back to Piers' ship located near Madra.

7. Out to the open sea

--Kibombo Mountains--

If you enter from the west you can use "Frost" right away on the puddle on the third level. Use this icy pillar then equip a Mars Djinni to Felix or a Venus Djinni to Jenna so you can use "Growth" on the plant. Use it to reach a Jupiter Djinni named Waft.

Jupiter Djinni

HP: 440 ATK: 134 AGL: 104 Weak: Earth
PP: 40 DEF: 34 LCK: 13 Strong: Wind
Special: Flash Bolt, Plasma, Storm Ray, Whirlwind, Wind Slash, Escape
Exp: 255
Coins: 309
Item: -

Fight him to gain ally for your team. The Kibombo's don't mind your presence anymore. This is good as you can walk around the place freely without having to sneak around.

--Naribwe--

Visiting the fortuneteller Witch-doctor and showing him any item and gives you the following hint: "You must forge a weapon to defeat a mortal enemy. Seek out the pieces!". This is indeed a very vague hint, but it will become clear later on.

--Gondowan Cliffs--

After entering from the left side use "Frost" on the puddle to the far right, climb the vine, jump over the gap using the icy pillar, fall down the slide, then collect the Healing Fungus for free. Pay a visit to the old man in Madra (in the biggest home) and he'll trade it for Char the Mars Djinni.

--East Indra Shore--

Upon entering this location (a ship on the world map) with Piers and the Orb a small conversation takes place; Piers is willing to take everybody with him to Lemuria, but before he does so he wants to see the mayor of Madra. This is actually a good thing, since we need to get an item there. Make sure to use "Frost" on the puddle to the left here and collect a Cookie from the wooden box.

--Madra--

When you try to approach the Mayor's residence a young woman with red hair and equally colored dark eyes shows up. She is calling out for her sister Menardi. Talking and Mind Reading her doesn't seem to help, albeit she clearly senses your Psynergetic powers. Talk to the mayor and eventually you will get the Cyclone Chip, which allows you to use "Cyclone" Psynergy. The moment the mayor leaves and thanks Felix as the young woman turns to the party members. She recognizes that name as one of Menardi's companions, so she asks about her whereabouts.

After some more talking Menardi's sister says that she, Karst, will avenge

her sister. Her number one priority is taking care of Felix, hence she won't help out on lighting the Jupiter Lighthouse somewhere in the western sea. After Karst leaves some more talking has to be done before you can start playing again. Notice how Jenna's color turns, when Sheba makes suggestive remarks about her and Isaac.

--Madra - Overworld (Linked Game only)--

Hidden Items: 1 (98)

Golden Boots - Defeat Bandit & Thieves

If you talked to the mayor of Vault in GS1 after the thieves left and linked that game file to this file, then they will reappear right now. Both thieves and the bandit are going to do battle with you, because you know Isaac.

Boss: Bandit & Thief (2x)

Bandit:

HP: 346 ATK: 200 AGL: 98 Weak: All
PP: 0 DEF: 42 LCK: 34 Strong: -
Special: Slice, Glower Ferociously, use 'Sleep Bomb'/'Nut'/'Weasel's claw'
Exp.: 136
Coins: 183
Item: -

Thief:

HP: 212 ATK: 196 AGL: 87 Weak: All
PP: 0 DEF: 38 LCK: 26 Strong: -
Special: Glower Ferociously, skip turn, use 'Nut'
Exp.: 115
Coins: 169
Item: -

This battle is hardly more difficult than the one in Golden Sun. So after a very short battle they should be done for. Your reward for this optional linked battle are the Golden Boots.

--East Indra Shore--

Back again for the third time here, you can finally board the ship. If you didn't use "Frost" on the puddle outside do so now, for this will be the last chance to reach the Cookie that I mentioned earlier on. The final part is to get the main engine running again. Of course this will be more difficult than just switching the power button to 'On'.

--Lemurian Ship--

Hidden Items: 3 (101)

Elixir - Check lower left barrel in the first room

Antidote - Check the upper left wooden box in the rightmost room.

Oil Drop - Check the barrel on the upper level in the room of Aqua Hydra

Chests: 2 (102)

Potion, Mist Potion*

Enemies:

Aqua Jelly, Conch Shell

Boss:

Aqua Hydra

* = reachable after learning "Parch" and docking the boat

in Lemuria or Atteka Inlet

Inside go down one level and beat up both Aqua Jellies, then freeze the water puddle the second Aqua Jelly leaves with "Frost". This allows you to reach a chest containing a Potion. Continue down the lower set of stairs, move along three rooms until you reach a room with a movable crate and 6 Aqua Jellies. Destroy the lowest two, freeze the puddles and move the crate in between. Jump over to the other side and exit this room. Go to the next room where you have to repeat the process of beating all jellies and using the frozen puddles to reach the upper left exit in that room (don't forget to move the crate in this room one square down and then one to the left). There is also an Antidote in the wooden box here.

After some more walking you'll reach an Aqua Jelly that gets scared of you. Let him escape to the lower level, go down the ladder and attack him on the lower level. After his defeat use "Frost" to make certain the moveable platform stays up, instead of falling down every time you step on it. Continue on and check the barrel in the following room to find an Oil Drop. Go down one level and touch the Aqua Jelly. Instead of fighting you on its own it merges with the other Jellies into an Aqua Hydra!

Boss: Aqua Hydra

HP: 2276 ATK: 173 AGL: 63 Weak: Fire
PP: 70 DEF: 38 LCK: 44 Strong: Water
Special: Drench, Raging Flood, Rising Venom, Slaver, Triple Chomp
Exp.: 963
Coins: 1612
Item: Vial

This boss has quite some HP so prepare for a longer battle than usual. His attacks are not really devastating and of course good fire based attacks have much effect on him. I reckon that this boss should not cause too much problems.

After you beat this goon the water floods the entire lower level, causing you to miss a chest. This was meant intentionally by the programmers, you can however claim the item much later on when we reach Lemuria. Take the upper left exit and continue on to the lowest part of the ship. Here you have to use "Douse" on the right pillar in order to fill it with water. Next push it on to the tile marked by a water droplet. Walk through the corridor and you'll reach the engine room. Inside Piers will activate the main engine and the ship can set out to the open sea!

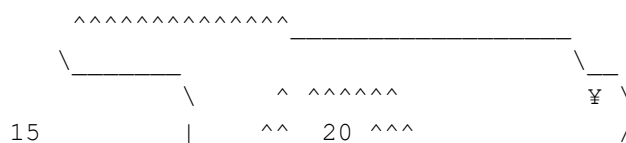
--Eastern Sea--

Hidden Items: 2 (105)

Rusty Mace - Examine the light mark (See location on the map below)

Rusty Axe - Examine the light mark (See location on the map below)

Your current mission is to go to Lemuria, but there is so much to do that I will split up the walkthrough in smaller parts, because the plot is no longer linear from here on. Just below here is the world map with all the new (and interesting) locations that can be reached.



of locations to explore. Most of them are optional or are required to be completed in a later stage of the game. Therefore I will provide a path through all the locations in the most optimal way, however since there are so many optional parts I will go through these first. This way people who wish to continue on with the actual quest to get to Lemuria can simply skip this part and read chapter 9. So without further ado, here are all the things that can be cleared up to now.

8A. Going back to the Gabomba Statue

--Kibombo--

Using the boat you can easily get to Kibombo without having to go through the cliffs and the mountain range. So quickly head to the statue and go down all the way, until you reach the catacombs.

--Gabomba Catacombs--

Hidden Items: 2 (107)

Mint - see below

Tomegathericon - Gift from the Gabomba Statue

Djinn:

Venus Djinni - Mud

Monsters:

Mad Plant, Bone Fighter, Death Head, Doomsayer, Mad Plant, Red Demon, Salamander, Spirit

Go to the lower level right away walk up via the right wall. You reach a dead end here, because the rocks are blocking your path to a large patch of bushes. Use "Cyclone" here and you will trigger a 'teleporter' stone that is hidden to your north. Felix will be transported one level down and here you can catch a Venus Djinni in plain sight. Indeed, it wants to fight with you.

Venus Djinni

HP: 500 ATK: 153 AGL: 122 Weak: Wind
PP: 44 DEF: 41 LCK: 15 Strong: Earth
Special: Briar, Gaia, Mad Growth, Spire, Quake Sphere, Escape
Exp: 360
Coins: 358
Item: -

After this battle Mud will join your party and you should have at least four Djinn of each type. Fall down the slide and go back up the stairs. Go a bit to the south and use "Cyclone" to uncover another teleporter stone, which sends you to down one level, but at a different location. Follow the right wall and in the next room unveil Mint with "Cyclone" from the bushes. Climb down the ladder to the north and use the Psynergy again on the five bushes to reveal a water puddle. As expected, use "Frost" on it, go over the new passageway to reach another dead end and cast "Reveal" on the wall here in order to continue on.

Walk up over the water stream to the other side, when you reach it carefully look for a gap covered by a long pole in the water. You walk behind it and reach the area that lies behind it. Reuse this trick two more times and you should be in the upper left part of this room. Use "Cyclone" & "Frost" combination again, so you can reach the stairway in the center of the screen.

You have nearly reached the end of this cavern; use "Cyclone" one more time on the group of bushes to uncover the first of five Mad Plants in this game.

Mad Plant 1

HP: 449 ATK: 181 AGL: 87 Weak: Fire
PP: 0 DEF: 41 LCK: 19 Strong: Water
Special: Poisonous Bite
Exp: 321
Coins: 347
Item: Game Ticket

Defeat it from some Exp and then walk up to the Gabomba Statue. The statue speaks to you and gives you the 'Tomegathericon'. Either walk back or use "Retreat" to get out of this place.

8B. Exploring the Taopo Swamp & Blacksmith Sunshine (Optional)

--Yallam--

Inn:

64 Coins

Hidden Items: 5 (112)

Elixir - Check wooden box in the inn

16 Coins - Jar outside the inn on the left side

Antidote - Use "Cyclone" on the two bushes on the upper level

Nut - Use "Cyclone" on the bushes in the lower right corner

Oil Drop - Upper right barrel in Sunshine's shop

Chests: 1 (112)

Masamune (Only reachable after Isaac joins AND Orb of Force is linked)

Here in Yallam you can meet the local blacksmith called Sunshine. He is usually lying on his bed waiting for new material to be brought to him so he can forge it for the right price. In order to complete the forging process you just need to leave the village and reenter from the World Map. That's all there is to it. He can forge the items as listed in the table below:

Rusty Weapon	Forged Weapon	Location
-----	-----	-----
Rusty Axe	-> Captain's Axe	Eastern Sea - West of Sea of Time Islet
Rusty Axe	-> Viking Axe	Treasure Island
Rusty Mace	-> Hagbone Mace	Eastern Sea - Most NE corner
Rusty Mace	-> Demon Mace	In the plant maze
Rusty Staff	-> Glower Staff	Shrine of the Sea God
Rusty Staff	-> Dracomace	Islet Cave ("Teleport" not required)
Rusty Staff	-> Goblin's Rod	Western Sea - Most NW corner
Rusty Sword	-> Robber's Blade	Aqua Rock (use "Parch" near exit)
Rusty Sword	-> Corsair's Edge	Lemuria ("Scoop" near Lunpa's house)
Rusty Sword	-> Pirate's Sabre	Western Sea - SE corner
Rusty Sword	-> Soul Brand	Western Sea - East Contigo (need wings)

Tear Stone

Drop - Gillman Lord

Star Dust

Drop - Sand Scorpion

Sylph Feather

Drop - Great Seagull

Cloud Wand	(25%)	Comet Mace	(20%)	Sylph Rapier	(25%)
Clear Bracelet	(30%)	Planet Armor	(20%)	Faery Vest	(25%)
Pure Circlet	(25%)	Luna Shield	(20%)	Aerial Gloves	(25%)
Spirit Ring	(20%)	Astral Circlet	(20%)	Floating Hat	(25%)
		Star Dust Ring	(20%)		

Dragon Skin	Salamander Tail	Golem Core
Drop - Winged Lizard	Drop - Pyrodra	Drop - Bombander

Dragon Mail	(20%)	Burning Sword	(15%)	Huge Sword	(15%)
Dragon Robe	(15%)	Apollo's Axe	(15%)	Gaia's Axe	(15%)
Dragon Shield	(25%)	Salamander Rod	(20%)	Tungsten Mace	(15%)
Dragon Helm	(25%)	Ardagh Robe	(25%)	Chronos Mail	(30%)
Dragon Boots	(15%)	Flame Shield	(25%)	Titan Gloves	(25%)

Mythril Silver	Dark Matter	Orihalcon
Drop - Soul Army	Drop - Wonder Bird	Drop - Sky Dragon

Levatine	(10%)	Darksword	(10%)	Excalibur	(5%)
Mythril Blade	(20%)	Stealth Armor	(30%)	Stellar Axe	(10%)
Mythril Clothes	(20%)	Terra Shield	(25%)	Nebula Wand	(15%)
Mythril Helm	(15%)	Fear Helm	(20%)	Xylion Armor	(20%)
Mythril Armlet	(20%)	Demon Circlet	(15%)	Big Bang Gloves	(15%)
Psychic Circlet	(15%)			Cosmos Shield	(15%)
				Millennium Helm	(20%)

Forge rate% between parenthesis

From Yallam take the northern exit and head to the west, go south over the bridge and you'll reach the swamp. This dungeon is optional, but it has some nice items. The enemies around there are weaker than in the dungeons that follow so this allows you to gain some extra experience, before having to take on the adversaries that have yet to come.

--Taopo Swamp--

Hidden Items: 4 (117)

- Tear Drop - Use "Scoop" on the lowest level of the eastern dungeon.
- Tear Drop - Use "Scoop" on the lowest level of the western dungeon.
- Star Dust - Use "Scoop" on the lowest level of the center dungeon.
- Bramble Seed - Use "Cyclone" on bushes inside east entrance

Chests: 2 (118)

Cookie, Vial

Djinn:

Venus - Flower

Monsters:

Mad Plant, Cave Troll, Death Cap, Dire Wolf, Faery, Ghost Mage,
Mad Vermin, Undead

There is not much to do on the first screen so go to the next and use "Move" on the small pillar towards you so it disappears. Use "Whirlwind" on the distinct overgrowth to the left and inside the cave use "Scoop" to collect a Tear Stone. Go outside again and check out the swampy area to the right. When you step on mud you will gradually sink with each step into the mud, but if you touch some bubbles you will regain your height again.

With this in mind go from start to the first bubble down, then walk to the left (twice), down, left and down-left. From here on go to the south because you won't make it to the western shoreline. At this bubble go left up the stairs, get a Cookie from the chest and return to the previous

scene.

From here follow the path of bubbles to the lower right corner. Ascend the stairs again and use "Whirlwind" on the overgrowth in order to blow it away. Go inside, downstairs, and run past the ventilation shafts with care. If you fall down here you can find a bramble seed hidden in the foliage. Anyway, get past those blowers and walk around the room to the far right, until you come across another Djinni. Use "Move" on the pillar so the ventilation hole gets covered, this will cause a gust to blow against the Venus Djinni making him fall down one level so follow him via the second slide to your right. Jump over to the Djinni for a battle (is it me or are the Djinn in this game a lot less willing to cooperate?)

Venus Djinni

HP: 590 ATK: 182 AGL: 149 Weak: Wind
PP: 53 DEF: 51 LCK: 18 Strong: Earth
Special: Clay Spire, Briar, Mad Growth, Mother Gaia, Quake Sphere, Escape
Exp: 519
Coins: 432
Item: -

After a victory in battle Flower will serve you and adds his power to yours. If you use "Cyclone" on the leftmost bush on the lower floor a Mad Plant will appear! Beating it yields a Lucky Medal as reward.

Mad Plant 2

HP: 518 ATK: 227 AGL: 104 Weak: Fire
PP: 0 DEF: 56 LCK: 19 Strong: Water
Special: Poisonous Bite
Exp: 507
Coins: 409
Item: Lucky Medal

Get back up one level and go through the passageway to the north. The path will eventually lead to a place where a Tear Drop is hidden somewhat in the ground. Use "Scoop" to collect it. Go back outside and use "Growth" (i.e. equip a Mars Djinni to Felix) continue on and use "Whirlwind" on another piece of foliage covering another hole. Inside the cave again follow the path, until you reach a dead end. There appears to be a strange circular shaped spot on the ground. If you use "Douse" on it and then quickly "Frost" before the air stream blows the water away you can continue on to the west.

Follow the path down, until you reach a room filled with lava. Use "Douse" on the red glowing rock to cool it down. Next push into the lava and finally use it as a stepping stone to reach the bottom of the room. In the next room jump on the pillar and quickly get past the upper left section, when the air stream stops. Go to the lower left corner and use "Douse" & "Move" on the rock to get to the chest with a Vial. Get back to the upper right corner and use the Psynergy combination again to exit this room from a different passageway.

When you get back into the previous room use "Tremor" on the pillar with a huge rock on top of it. Doing this will open up a new passageway for you to explore. You know what to do with the red rock that appears so continue on to the north and down the stairs. Use "Douse" again on another rock to turn the lights out and then push it out of your way.

Go clockwise around the next room and you'll reach the final chamber of this mini-dungeon. Cool the rock down again and a light will become visible in the darkness. Use "Scoop" on it to uncover some Star Dust. Go back all the way, until you reach a rope. You can use "Lash" on it and exit the swamp, or just use "Retreat" to get the job done much quicker. You might as well go to Yallam now, because you can use the raw material to forge some random new armor and weapons.

8C. Animal Trade Quest (Optional)

The trade quest will eventually help you in finding a very powerful new Summon, so it is worth your troubles. We start at East Tundaria Islet, which is a small island covered with snow to the far south near the entrance to the frozen continent of Tundaria.

--E Tundaria Islet--

Hidden Items: 2 (121)

Lucky Medal - Check the blue left jar inside the hut
Pretty Stone - Save Pengulina

"Mind Read" the penguin to find out that his girlfriend has hurt her leg and cannot swim back. So you jump over all the moving ice bergs in order to push the wooden log into the water. This way she can walk back to safety, that is you have to push her back to her boyfriend. For your efforts of saving Pengulina the male penguin gives you a 'Pretty Stone'.

--SE Angara Islet--

Hidden Items: 2 (123)

Lucky Medal - Check the wooden box in the lower right corner of the screen
Red Cloth - Trade with the bird for the Pretty Stone

Talking to the 2 suspicious persons yields a hint about Treasure Island, but again that is a location beyond reach. Notice the two small boxes around this area. First use "Move" on the highest located one to get it to the lowest level and move it towards the water puddle on the left. Place it so that it is two squares away from it. Freeze the puddle with "Frost", push the other small crate onto it, you can climb the vines and reach a bird's nest. If you get close to it the bird will get back onto its nest. If you "Mind read" it you will get to hear that the bird wants something to make it look extra fancy. If you have the pretty stone from the penguin then the bird exchanges it for a very fancy Neckerchief a.k.a. Red Cloth.

--N Osenia Islet--

Hidden Items: 2 (125)

Lucky Medal - Check the leftmost barrel inside the lonely home
Milk - Trade the Red Scarf for this item with the Cow

After you get "Sand" Psynergy from Gaia Rock you can reach the cow in the backyard. "Mind read" the cow and she will trade the scarf for some fresh produced Milk. That's all for this place.

--West Indra Islet--

Hidden Items: 2 (127)

Lucky Medal - Check barrel on the pier near the upper left corner
Li'l Turtle - Trade the Milk for the turtle with the Dog

The dog in the water complains about the salty water and would like to drink something more juicy. The milk that the cow gave you is very useful right now. He trades it for a little turtle he found in the water called Li'l Turtle.

--Sea of Time Islet--

Hidden Items: 1 (128)

Lucky Medal - Check the barrel in the left corner outside the only hut

There is not much to do here. You can "Mind Read" the turtle for a hint why he seems so sad. He feels lonely and needs a friend, so give him Li'l turtle and Lonesome George has a friend now. He doesn't have another trade for you, but instead he shows you his secret spot. This location will be very valuable as it contains some good items.

--Islet Cave--

Chests: 2 (130)

Turtle Boots, Rusty Staff (forges in Dracomace)

Djinn:

Venus - Meld

Monsters:

Dinox, Harridan, Magicore, Squirreland, Stone Soldier

For the moment we can only discover a few rarities around here. The Turtle boots can be located on the left side of the water. Take the exit to the right, ride across the water then go down, and use the log to ride all the way up to a Venus Djinni, who will fight you of course. After combat Meld will be a new addition to your pets, I mean Djinn inventory.

Venus Djinni

HP: 710 ATK: 221 AGL: 187 Weak: Wind
PP: 65 DEF: 65 LCK: 22 Strong: Earth
Special: Clay Spire, Mother Gaia, Nettle, Quake Sphere, Wild Growth,
Escape
Exp: 729
Coins: 531
Item: -

Take the upper left passage and you'll reach another log in the water, at the other side you can find a Rusty Staff (Dracomace). Exit this place and come back when you have "Teleport" for some more fun!

9. Collect the Trident Parts

As mentioned in chapter 7 it is impossible to reach Lemuria, by going through the Sea of Time as you currently are equipped. Even if you manage to get past the Sea of Time itself using the route given by the children of Yallam (see 10.1) you will meet your demise at the hand of Poseidon; the Levantine. He is gifted with a force field which will nullify ANY attack that is launched on him, thus rendering any attempt to eliminate him futile. If you have been listening to some of the hints given by various

people like the Naribwe Witchdoctor you will know that you need to find a Trident weapon in order to overcome your problems.

This Trident however is split up in three different parts. So we first need to collect these and then forge them. Because it is possible to attain any of three parts in any random order I split the walkthrough up in three parts: Right Prong (9A), Center Prong (9B) & Left Prong (9C). I follow this order, because on this route the enemies will gradually grow stronger so this should be the easiest route to traverse through.

After acquiring all three parts (or actually after getting the Burst Brooch) you can complete some parts of chapter 10. Our first and easiest task is to claim the Right Prong from the Shrine of the Sea God. As a final note I'd like to point out that for any of you who have skipped Air's Rock, you'd better go there right now. Because you really need "Reveal" to get any of the three Trident parts!

9A. Backtrack to the Sea God's Shrine (Right Prong)

--Daila--

Inside the shrine use "Frost" on the two leftmost puddles and collect the watery Sea God's Tear. If the water is still high you need to rescue Tavi & Riki as explained earlier in the Shrine of the Sea God. This is the event which drains the water from the shrine's interior.

--Shrine of the Sea God (second run)--

Go back to the room where you caught Breath. Use "Frost" on the puddles to the left to create a passageway. Follow it and you will reach a field that is outdoors. Take the leftmost route and jump over the gaps until you reach brown pillar; let it fall into the water and step onto it. Jump over to the right and enter the next room.

Climb down the wall into the water, and ascend again to the south of here. Run over to the right and let yourself fall down the broken bridge. Walk around here to reach a Rusty Staff (after Sunshine from Yallam forges this you'll get the Glower Staff in return). Use "Lash" to reach the elevated section again, run around and fall down the other broken bridge. This way Felix can reach the following area.

Continue on and hop over the stones in the water, use "Reveal" near the hexagon of rocks to make a 7th stone in the center appear. On the island there a similar statue as in Daila's Temple is seen, hence use the 'Sea God's Tear' to make the water level rise. Climb three more ladders in order to claim the Right Prong! Use "Retreat" for a quick exit.

9B.1. Evaporating water in Aqua Rock

--Apojii Islands--

Inn:

56 Coins

Hidden Items: 5 (135)

182 Coins - Check brown jar to the far south of town's entrance
32 Coins - Hidden in a wooden barrel inside the upper right hut
Mint - Use "Cyclone" on a bush in the lower right corner of town
Herb - Use "Cyclone" on the group of bushes below the Aqua Stone
Bramble Seed - Use "Cyclone" on the bushes 1 screen to the right of town

Djinni:

Jupiter Djinni - Haze (reachable after getting "Sand")

People around here speak about Aqua Rock and Gaia Falls. This is sure a watery environment near the edge of the world. The merchant around here sells the Dragon Axe, which is a strong weapon that may serve you pretty well. Use "Douse" on the big blue tear shaped rock in the center of the village. This will cause the Moai statues to move out of the way at the entrance of Aqua Rock on the island to the south. You should go there right now.

One screen to the right of Apojii village you can find a Jupiter Djinni in the lower right corner near the edge of the world, but a visit to Gaia Rock is needed before we can get to him. If you already got "Sand" from Gaia Rock then use it here, while standing on the beach. Then go to the right under past the rocks. On the screen to the right fall down the cascade and you can enter a cave.

--Apojii Islands Cave--

Monsters:

Faery, Man o' War, Roc

Inside use "Whirlwind" on the third patch of overgrowth foliage on the wall to reveal a hidden passage. Follow it and you will get to Jupiter Djinni Haze, whom joins for free (for a change).

--Aqua Rock (Exterior)--

Chests: 4 (139)

Nut, Elixir, Oil Drop, Mist Sabre

Monsters:

Faery, Man o' War, Roc, Virago

Walk around this place and climb up the first wall, run up diagonally against the current towards the left and keep on following the leftmost route. Do this, until you reach a movable pillar and two red Moai statues. "Move" the pillar in front of the left statue, but don't push it past it or you will fall down (the push animation takes too long to get this done). So climb down a bit and take the right branch. Pull the statue towards you with "Move", when you stand little more than one square away from it. This allows you to place the pillar in front of the right Moai. Climb down again or let the current take you there (much faster) and use the right path to reach a dead end on the next screen.

You can't cross the big pool by jumping around the tiles here, but you can climb down the rightmost wall and then try to run as far to the right as possible. You will fall down, but that is okay. After falling down keep on heading diagonally up-right and you can reach a chest with a Nut inside. From here go down right again and use "Douse" on the dried up Moai statue so it will create a new water stream. Step on this stream and you will reach a lower level near the entrance of Aqua rock, where you will find another Water stone. "Douse" it and you will notice that the stream changes direction upwards!

Walk to the climbable wall to the left. If you would like another Elixir, who doesn't... (<-sarcasm), take the left branch first. Fall / Climb down and carefully maneuver past the water stream on the right. Climb atop another wall and push the pillar on your right so you don't have to do that part again. After creating this shortcut you can ascend the wall by using the reversed water stream.

On the next screen push the little blue rocks into the water and use the lower passage to get over the current. Once you are on the other side you can use the up most spot of the stream to reach an Oil Drop. Anyway go up against the wall. Follow the left path, use "Frost" on the three water puddles (don't forget the two in the back if you want a Mist Sabre as well). Continue on to the right and use "Douse" on the tear-shaped rock on the next screen. This will open the path to the inside of Aqua Rock.

--Aqua Rock (Interior)--

Chests: 7 (146)

Vial, Crystal Powder, Tear Stone, Water of Life, Lucky Pepper, Aquarius Rock, Rusty Sword (forges Robber's Blade)

Djinn:

Mercury Djinni - Steam

Enemies:

Mimic, Faery, Ghost Mage, Lizard Fighter, Man o' War, Roc, Sea Dragon, Virago

This is a very confusing dungeon so stay close to the description, unless you wish to wander around this place for a long time. Of course you can listen to the BGM if you like it that much. From the start go one screen down and follow the right wall, jumping over the yellow tiles in order to reach the passage. Go up through another doorway and you will reach a room with two columns, two vents and a chest. To get the chest and past the vents do the following things:

1. Push the left pillar in front of the vent
2. Walk past it and pull the pillar with "Move" towards you
3. Use "Move" on the right pillar so it moves in front of the second vent
4. Walk around this one as well and "Move" it away from the vent
5. Collect the Vial

Follow the path down, on the next screen, "Move" the pillar in front of the Moai so the water level drops, freeze 3 puddles and jump around towards the lower right exit. At the branch take the lower path first and Felix will end up at the lone chest with some Crystal Powder (all these treasures are so lame). At the branch again, head up until you reach another Water Stone.

"Douse" this Water Stone to create a new path. Follow it and stick to the left wall here. You will reach two more ventilation shafts, so use the pillar to obstruct the RIGHT vent with "Move". Let yourself fall down using the left vent, jump over one tile and walk to a puzzle room. You can only move upper right pillar so there is only one path to create; just move it one square right & down. "Douse" the Moai then Aqua Stone in this order and keep on walking through various room (there is only one path), until you reach a room with a big waterfall.

Inside keep on running diagonally up against the current on the upper level, this will cause you to fall down on the 2nd tile. By doing this you should be able to get across the other side. Once you get down, you need to walk a little into the water, fall down and "Move" the pillar away from you. This helps you to reach a chest with a Tear stone. The next room has

follow the lower rightmost exit. Reach out for the other side of the watery current and use "Parch" on the statue to stop the stream. Again, as expected Djinni "Steam" wants to fight before joining.

Mercury Djinni

HP: 620 ATK: 192 AGL: 159 Weak: Fire
PP: 56 DEF: 54 LCK: 19 Strong: Water
Special: Froth Sphere, Glacier, Hail Prism, Ice Horn, Supercool, Escape
Exp: 571
Coins: 457
Item: -

After this just use "Retreat" twice to save you some hassle of walking back the entire road for nothing. To continue our search for the Trident part seek out for Tundaria.

9B.2. The Frozen Tower of Tundaria (Center Prong)

--Tundaria Continent (World Map)--

On open sea go to the far south of the world and head for point 18 on the map (see Ch. 7). It is a very long walk so it will take some time to get there. Before entering the Tundaria tower go a bit farther to the south west, until you reach a dead end inlet. Here is the location where you can find a Jupiter Djinni called Wheeze.

Jupiter Djinni

HP: 740 ATK: 234 AGL: 197 Weak: Earth
PP: 68 DEF: 58 LCK: 23 Strong: Wind
Special: Destruct Ray, Shine Plasma, Sonic Slash, Escape
Exp: 781
Coins: 556
Item: -

--Tundaria Tower--

Hidden Items: 2 (148)

Burst Brooch, Center Prong

Chests: 8 (156)

365 Coins, Mint, Crystal Powder, Hard Nut, Lucky Medal, Sylph Feather, Lightning Sword, Vial

Djinn:

Mars Djinni - Reflux

Monsters:

Dinox, Harridan, Living Armor, Magicore*, Minotaurus^, Needle Egg, Stone Soldier

* = Drops Aura Gloves

^ = Drops Tartarus Axe

Enter the tower and "Parch" both left and right bodies of water. Take the right door and follow the path, until you reach a branch with two exits. From here on follow the upper branch and collect 365 Coins from the chest, then walk on the black ice. Continue on until you reach another black ice field. In order to solve this puzzle go from the entrance to the

field:

RURULDR - URUR -> Chest (Mint)
- UL -> Center Exit
- DRURDR -> Right Exit (Back to start; don't take it)

(L = Left, R = Right, D = Down, U = Up)

As denoted in the part above do not take the right exit, but use the passage in the center of the field. Go upstairs and you will find three exits here. There is more than one route to choose, so I'll start with the door on the left. Go on and use "Pound" on the icy column, do it again on the leftmost pillar in the next chamber for a chest with Crystal Powder, use the other two to reach another for a Hard Nut.

Go back and take the lower path, fall down the black ice slide and you reach yet another sliding puzzle. This time a Mars Djinni called Reflux is your reward. From the start follow this route.

LURU RDLU RDRU LDRU R -> Djinni
(L = Left, R= Right, D = Down, U = Up)

Mars Djinni

HP: 756 ATK: 231 AGL: 199 Weak: Water
PP: 69 DEF: 68 LCK: 23 Strong: Fire
Special: Eruption, Fiery Blast, Inferno, Serpent Fume, Supernova, Escape
Exp: 794
Coins: 563
Item: -

After collecting him you should have 5 Djinn of each type, except Mercury of which there should be 6 in your inventory. Go to the initial room and head through the remaining right exit. Slide over the ice towards another simple puzzle. Follow these steps:

- "Pound" both right and center ice columns
- "Move" the right pillar: Down, Left, Up
- Go up the right ladder and pull the pillar towards you with "Move"
- "Move" the left pillar: Left, Up, Right
- Climb up the left ladder and push the other pillar out of the way

In the backroom go up one level until you reach a dead end in the shape of an icy wall. Cast Sheba's "Reveal" on it to open up your path. Outside climb up the ladder to your lower right, "Move" the pillar out of your way and collect the Burst Brooch. This will bestow the "Burst" Psynergy on the person you equip it to. After this climb down three ladders and use "Burst" right away on the brown part of the exterior wall. This provides a shortcut.

Next backtrack to the first room (or use "Retreat"), follow the center path and you'll reach an ice crystal with something stuck inside. Use "Burst" on it and you'll obtain the center prong from the broken icy spike.

Before exiting Tundaria Tower go down the left path in the first room, follow the path and use "Burst" on the icy wall at the dead end. This allows you to get: a Lucky Medal, Sylph Feather (forgeable ore for Sunshine), Lightning Sword and a Vial from the chests grouped by two in

each room.

Now is a good time to visit Yallam to forge some weapons and sell all the junk you retrieved. The inventory is too small in this game, thanks to all the junk Psynergy items... Do you remember the ship in Alhafra? There was a big rock blocking the mast. How about using "Burst" on it! See the Chapter 10.2 a few pages down about this matter, if you really want to complete that part. Other than that we can seek out for the remaining Trident part(s).

9C.2. Sacrifice to the Serpent in Mt. Mikage

You can come here right away, but it may actually be a better idea to get the "Center Prong" first because the monsters in that quest are somewhat easier. First we go to Izumo and Gaia Rock located on the big island in the northern east hemisphere.

--Izumo--

Inn:

60 Coins

Hidden Items: 7 (163)

Festival Coat - In a wooden box inside the home to the south east of town

Antidote(2) - Use "Cyclone" on bushes in the lower right corner

Lucky Medal - Use "Cyclone" on bushes on the elevated section (NW part)

Elixir - Check the right jar outside the most northern home

Water of Life - Jar far north; jump across river behind the left home

Smoke Bomb - White jar inside the most eastern home

Djinn:

Mars - Coal

The people of Izumo speak of a sacrifice that is being held. A young woman will be chosen to be sacrificed to the Serpent of Gaia Rock (known as Mt. Mikage to the locals). Apparently this year Kushinada is the woman that will be sacrificed. If you try to talk to her in her cabin in the northwest corner she sends you out without seeing you for she thinks that you are Susa. Susa is the man who will meet his demise when he tries to rescue her from the Serpent or so she thinks. Take note that you can buy weapons like the Shamshir and Ninja Blade here.

--Gaia Rock (Exterior)--

Hidden Items: 1 (164)

Dancing Idol

Chests: 2 (166)

Nut, Apple

Monsters:

Clay Gargoyle, Fire Worm, Golem, Gnome Mage, Wight

Before going inside the rock we first need to complete some events outside. At least you can challenge the serpent right now, but the battle is nearly impossible to win. First go up the left wall and push the pillar down the edge. Climb up and down so you can "Move" the pillar into the center tile, so this creates a path over the gap. Use it and climb up towards the next screen.

Climb up the right wall until you cannot get up any further, then go down in the center to reach a chest with a Nut. Get up again, fall down the slide on your left and climb up again via the leftmost route. To your left you see an Air's Rock like statue blowing wind against a vine causing it to move. With this in mind climb down, until you see a vine hanging over a gap, cast "Whirlwind" on it and Felix can swing to the other side in Tarzan style. "Move" the brown pillar to the left and head back to the right, climb down and follow the only path around here.

Two screens further you will encounter some more wind statues. Be careful in the next part, because statue faces will pop up from the wall causing you to fall down all the way. The easiest way to avoid them is by starting at the right and following the right path as much as possible. At the part you can choose between three distinct paths follow the center of the center path for the shortest safe route to the top. At the top follow the northern path through the mini-maze (you also have to jump over a pillar here) to find a chest with an Apple inside.

Go back a bit and "Move" the pillar to the lowest position. Follow the path and use "Reveal" on the altar to make a dancing idol appear. Examine the odd little guy and you get it as an item (although its color is brown now). Backtrack/"Retreat" to the start and go inside Gaia rock.

--Gaia Rock (Interior)--

Hidden Items: 1 (167)

Cloud Brand - Use "Sand" to get behind the serpent on the right side, then examine the rightmost tile

Chests: 1 (168)

Rusty Mace (forges Demon Mace)

Monsters:

Mad Plant, Mimic, Clay Gargoyle, Dread Hound*, Fire Worm, Gnome Mage, Golem, Mad Vermin, Wood Walker

Boss:

Serpent

* = Can drop Prophet's Hat

Use the Idol on the first altar inside the rock. There are three paths to choose from Left, Center & Right. Take the right, inside follow the left path as much as possible and use "Cyclone" in the center of the spot filled with bushes. This creates some green moving platforms, but you can't reach them from this side so go back and take the left route.

Back in the first room go left. Go on to where you reach the platform room again. Follow the lower path of platforms and you'll reach a huge room with several exits. Firstly, follow the left exit and use "Cyclone" on the bushes for a fight with a Mad Plant.

Mad Plant 3

HP:	556	ATK:	254	AGL:	114	Weak:	Fire
PP:	0	DEF:	65	LCK:	20	Strong:	Water
Special:	Poisonous Bite, Maneater						
Exp:	630						
Coins:	451						
Item:	Potion						

Continue on down, but before traveling over the wall step down and use the Idol on the altar in the back room to activate the first light beam (which

weakens the Serpent). Go back and climb over to the right, keep low at the first junction, and follow the topmost route from the second part to the end. In the next room use "Cyclone" on the spider cobweb. This will cause the altar to fall down one floor, go down the slide behind it and use "Cyclone" on the bushes here to activate the 2nd light beam. Use the Idol two more times and all four should be active right now.

The center path leads to a small puzzle with two rocks. To solve this one use "Move" in upward direction on the first rock, do it again, and "Move" it to the right. Next pull the other rock with "Move" towards you until you can place it in the left inlet. Continue on and you will reach a maze with a small plant in the center of each screen. Equip a Mars Djinni on Felix or a Venus Djinni to Jenna in order to be able to use "Growth" (assign it to L or R button to make the next part easier). Use it on the plant so it will point out the direction for you. Note that in the third room you find a...

Mimic 5

HP: 707 ATK: 240 AGL: 145 Weak: Fire
PP: 64 DEF: 66 LCK: 17 Strong: Wind
Special: Debilitate, Psy Drain, Sleep, Curse, Sonic Slash
Exp: 840
Coins: 531
Item: Game Ticket

Keep on going and you'll find a Rusty Mace (Demon Mace) in a chest along the 7th screen. Do this 12 times and you'll reach the mighty Serpent's lair. You'll see a small cut scene where Susa is trying to beat the reptile in order to save Kushinada. You can take on the Serpent if you like, but its strength differs depending on the amount of crystals you have activated. If all four are out then the Serpent heals about 2500 HP per battle and has 3 turns each round; which makes it nearly impossible to beat, unless you are cheating of course. If on the other hand you activated all 4, then it heals only 30 HP and has only 2 turns per round. BTW. Don't forget to set your Djinn back to their original status.

Boss: Serpent

HP: 3536 ATK: 249 AGL: 135 Weak: Wind
PP: 160 DEF: 76 LCK: 46 Strong: Earth
Special: 'Attack \$x', 'recover * HP' Black Ice, Briar, Cure Well,
Mighty Press, Quake Sphere, Toxic Breath
Exp: 1995
Coins: 2898
Item: -

Active	\$	*
0 Lights	3	2430
1 Light	3	810
2 Lights	3	270
3 Lights	3	90
4 Lights	2	30

Even with all four beams active this monster still has a huge amount of HP, so this battle will take some time. Make sure you have at least one character capable of using Wish/Aura Psynergy, because most of the Serpent's attacks are multi target. So all four adepts may need to be healed most of the time; you can also use your Mist Potion for this as well.

After his defeat the Serpent is squalling in pain, but it not even close to dying. Susa appears again and delivers the fatal blow to grant the creature his rest and also saving Kushinada. He kindly thanks you and leaves you behind. Before you leave check out the stone tablet that appears from the ground. It is a new Venus Psynergy for Felix.

This is the power of "Sand" which allows you to traverse through the sand. Use it right away to get past the petrified serpent. Examine the rightmost watery tile near the end of his tail to find the Cloud Brand! Now that you have learned this Psynergy you can complete the animal trade quest plus you can finally tackle the Ankohl ruins with success.

--Izumo--

Back in Izumo talk to Kushinada at Uzume's place and after some dialogue you get to hear about the Cloud Brand Susa found at Mt. Mikage (Gaia Rock) and this quest has ended successfully (you could have collected it right away if you read the text above). After the conversation give the Dancing Idol to Uzume and she'll give you Coal the Mars Djinni in return. Before leaving town, go to the most northern part and "Move" the leftmost pillar to the right, use "Reveal" allowing you to enter the cave.

--Izumo Ruins--

Chests: 1 (169)

Phantasmal Mail

Stone Tablet:

Ulysses

Monsters:

Fire Worm, Golem, Gressil*, Wight, Wood Walker

* = drops Otafuku Mask

Inside use your newly acquired "Sand" Psynergy on the sandy area in the center to get to the other side. This way you can use "Frost" on both puddles without having to stomp the center columns. Jump over to the other side, in the next room go to the right, down the ladder, "Pound" the pillar, use "Sand" to reach past the obstacle and "Move" to get the brown pillar at the end in the center.

Go back to the beginning of the room and follow the left path so you can reach the ladder leading down one floor. Climb up the ladder to the right and collect the Phantasmal Mail (Luck +7). Then get back down and "Pound" either pillar. "Parch" the pool on the left so you can reach the back room. In here you can find the stone tablet, which contains the Ulysses Summon. This deity can stun your opponents meaning that they must skip a turn sometimes.

8C.2. Ascend the Ankohl Ruins in sand (Left Prong)

After getting "Sand" by completing the events in Izumo and Gaia Rock you can get the Left Prong from the ancient ruins of the Ankohl.

--Ankohl Ruins--

Hidden Items: 1 (170)

Left Prong

Chests: 10 (180)

210 Coins, Crystal Powder, Nut, Thanatos Mace, Power Bread, 365 Coins,
Vial, Muni Robe, Sylph Feather, Potion

Monsters:

Dinox, Harridan, Living Armor, Minotaurus*, Squirreland, Wood Walker

* = drops Tartarus Axe

Inside you can find 3 empty chests on either left and right alcoves (so you could skip these anyway). There are many fake overgrowth bushes in here so to spare yourself PP and time only use it on the bushes/overgrowth that are mentioned. Head up and use "Whirlwind" on the center bush, and follow the path straight up. From here you can go into three different directions. But before continuing on use "Move" on all the statue faces and to create several new paths for to explore. Start on the right and collect some Crystal Powder in the room behind the rightmost stone face. Go back and enter the entrance directly to the left of it, "Whirlwind" the overgrowth and use "Move" on the column in the back room. The second left entrance contains a chest with 210 Coins. Lastly, enter the passage behind left most statue and use "Sand" to reach a hidden chest with a Nut.

Back in the central room go down the bottom left passage. Walk to the left and keep close to the lowest path. Go to up the stairs and use "Sand" in the next room on the sandy part to reach a chest (it contains the Thanatos Mace). Follow the path up into the back room, push the left part of the stone face into its position and watch how the area fills up with sand. Go back to the first room just before reaching the central chamber and use "Whirlwind" on the upper left bush. This reveals a hidden stairway.

Climb down the vines, collect the Power Bread in the back room and use "Sand" to get behind the wall. Upstairs follow the path to the southeast, go into the back room, "Move" the pillar in the upper left corner to the left. Go back to the previous room, get to the upper left passage and use "Sand" in the room behind to get past the pillar you just moved. This will give you a Vial from the red chest as a reward. Go back and if you like to collect 365 coins (I'm having a déjà vu here) from the chest to the south of here.

Back in the corridor where you pushed the pillar to the left continue on to the far right. In the next room trigger the switch, wait a moment and the area fills up with enough sand so you can also trigger the right switch. Do so and the path to the next corridor is opened. Inside that room you'll have to jump over all the gaps and go down the slide. Push the brown pillar and the part of the stone face into the correct positions. Exit via the upper passage, "Move" the pillar out of the way on the right side of the screen, go back where you came from and use the lower passage (climb down one vine), follow this path and use "Sand" along the way.

Hey, you're back in the central room. Guess what, the right passage is the only place left to go. Inside that room use "Sand" to get to the staircase in the center, upstairs use "Whirlwind" on the left overgrowth to find a Muni Robe in the room behind it. Continue on, climb down and up some vines on the left side of the screen and head through the doorway, use "Sand" to get past all the square blocks. Provided that you moved the pillar as explained earlier.

Use "Whirlwind" to remove the left overgrowth here; behind it is a Sylph Feather. Go down the right door and repeat the switch triggering scene as

before. Don't forget to run, because the sand fills up much quicker! In the next room remove the right overgrowth, go inside the entrance, push the pillar, climb down the vines and jump over the gap to get the chest's Potion for free. Get back and exit via the leftmost doorway.

Push the right half of the statue in its place and the eyes start to glow greenish. Go back all the way, until you can reach that face statue from the left, climb down the vines and stand before it. The statue will now try to push you out of the corridor. So quickly go to the sandy area and use "Sand" to hide underground. Once it is past you, get on the surface and use "Sand" on the sand patch near the upper wall. In the rooms that follow directions are easy. Use "Move" on the pillar so you have a shortcut.

Next you will reach a room with brown and red stones and a part of a stone face statue. Use "Reveal" to make a gap appear and then push the statue into it. Go downstairs push the face into position, then exit it and enter the room again from the other side (use the shortcut). Use "Sand" to get to the leftmost stairway, follow the route and finally collect the Left Prong outside on top of Ankohl Ruins! You should have gotten all three parts in your collection as of this moment. What remains is forging them into one again. This can be done in Champa by the old ma'am Obaba.

10. Going to Lemuria

Even after you collect all three parts of the trident you still need to forge it and find your way through the Sea of Time. This chapter deals with all the small subtasks you need to complete in order to enter the kingdom of Lemuria.

10.1. Clear the Alhafran Boat

--Champa--

Inn:

71 Coins

Hidden Items: 7 (187)

Smoke Bomb - Wooden box first box when you walk over tightrope

12 Coins - Wooden box outside the sanctum

Elixir - Box in the inn

Sleep Bomb - Barrel most right room inside the cliff

Lucky Medal - Jar outside the cliff on the highest level

Golden Ring - Get from Feizhi (Linked Game only)

Trident - Forged by Obaba with the three Prongs

Chests: 1 (188)

Viking Helm - use "Reveal" on the 6 gravestones to the east

Boss:

Avimander

Walk around here and if you are playing a linked game and you saved Hsu from Alpine Crossing in GS1 Feizhi will appear asking you where to find Isaac. After a short conversation Felix gets the item that was meant for him: the Golden Ring. Take note however that she calls Hsu Ulmich in this game for some strange reason. The translators probably screwed up here.

Inside the cliff you can meet Obaba; Brigg's grandmother. If you visit her at this moment she won't come out, until her grandson Briggs returns. So you'll have to give Briggs 'permission' to leave his cell. Unfortunately it doesn't work out that simple, but go to Alhafra anyway. When you try to leave town Alex pops up. After some chitchat Karst and her fellow Mars Adept Agatio appear. After some 'encouraging' words to get the remaining two beacons lit they leave town. And if Alex's words are true the old lord Babi has met his demise as well. In order to get Obaba to fix your trident you will need to reunite her with her grandson Briggs; so back to Alhafra.

--Alhafra--

In order to get Briggs to escape we need to fix the Alhafra Boat, hence Felix and the others need to work on clearing the ship's mast. Here's the list of things to be done:

1. Jump over to the right (just below the wooden log) and push the 'x' marked block into the water.
2. Roll the wooden log into the water.
3. Walk over the mast to the lower right corner and push another 'x' block into the water.
4. Use "Move" on the crate to create a path in the water.
5. From the boat climb down the rope and jump over the debris to the right, after reaching the main land again. Use "Move" on the crate while standing to the left as far as possible, then pull the crate towards you.
6. Walk up the mast and walk over to the rope towards the rear of the ship. Use "Lash" on the rope and poles to reach the other side.
7. "Pound" the grey cone pillar to free the rope.
8. "Move" the wooden crate another space to the left and finally push it into the water.
9. Use "Burst" on the big block in the water. Oh, wait a moment we don't have that, until you reach Tundaria Tower. Anyway if you use a different Psynergy Jenna will tell you that you have to leave it like this, because there is nothing to do about it. If you do use "Burst" the mast will be ready for repairs.

If you fixed it completely and try to leave the boat two men will compliment you about fixing it. Eoleo and Chaucha will also be pleased to see that you managed to fix it... You will be invited for a visit at the mayor's place. After a very lengthy conversation (in which you don't have to press any buttons, fortunately) a guard comes in and tells you that Briggs and his companions escaped.

The mayor expects you to find Briggs and capture him. So, the only thing you can do is checking out the boat docked at the bay, which is indeed gone by now. Briggs no longer fears Felix for he thinks that he can never reach Champa, because he doesn't have a boat. Briggs also 'thanks' you in his polite manner. Better chase him back all the way to Champa for a surprise visit!

10.2. Forge the Trident of the Ankohl

--Champa--

Be prepared for a big fight and also you'll fight Poseidon very soon so

you might as well get as many items and Djinn as possible. You should have 6 Djinn of each type at this moment, so don't forget about Haze and Meld.

If you walk up to the cavern you will see Briggs again at the entrance. He runs inside towards the highest level of the caverns. Follow him and you'll meet him together with Obaba. She doesn't like somebody beating her grandchild up so she sends a monster out of the forging well. This battle is quite tough so Obaba actually grants you one chance to leave this place, and you better might if you are not well equipped.

Boss: Avimander

HP: 3792 ATK: 281 AGL: 94 Weak: Water
PP: 87 DEF: 89 LCK: 41 Strong: Fire
Special: 'attack 2x', Fiery Blast, Fire Breath, Guard, Heat Stun,
 Impair, Star Mine
Exp: 2176
Coins: 1330
Item: Potion

This boss' weakness is water. So you'd better stick to have Piers attack and have Jenna do the healing. If Jenna has more than four Mars Djinn she can use the Aura Psynergy series, so she can heal the entire party. The Avimander may attack twice and his Fire Breath attack is the most powerful attack of the lot. So keep using (preferably water) attacks and eventually he will go down.

Your best summon in this battle is Moloch so put two Mercury and one Jupiter on Stand-by at the start of the battle to call him right away. It may even induce the "Sleep" status on Avimander plus it raises Mercury Power for the caster. So if you summon Moloch twice with Piers the second time round it will do much more damage. If you have all Djinn and reasonable levels the Avimander should go down without too much trouble, but if you take him on before getting any of the Trident parts he may be hard.

After the battle (if you are victorious of course) Obaba will be surprised that you defeated her little salamander. She says to Briggs that he has to take care of himself now, but Briggs keeps on insisting on how evil Felix is supposed to be. Finally Kraden and the other members appear and tell Obaba the truth about Briggs. About him being a pirate and stealing the Alhafran ship. Chaucha also steps in to protect Briggs and tells everybody that Briggs just lend the necessary items to save Champa from starvation (that explains the food, but why the jewels anyway...). After some more discussion Briggs and his wife leave. Obaba tells you that if you ever need any help you can always consult her for information.

If you show Obaba a piece of the trident she will reveal to you that it is a 1/3 of the legendary trident of Ankohl. She even offers to take care of the parts you already gathered, saving some slots in your inventory. If you give her all three parts the forging process commences. Obaba will throw all the pieces into the well, watch the animation and you'll get the Trident in return (use "Reveal"). This weapon is actually an item that can be used in battle; so it doesn't have any attack power. This item doesn't break in battle and can be used on any enemy for some damage. The Trident increases water resistance by 20 so I guess Piers or Jenna will have the best use for it (equip it permanently).

10.3. A route through the Sea of Time

--Sea of Time (Optional)--

No matter how good you are eventually you will get caught by the currents and you will be sent back to the entrance of this sea. You party members will talk about how to reach it. Even the Lemurian Piers doesn't know how to get back into Lemuria. Question remains how to find the path through this sea. The answer lies in Yallam so go there right now.

--Yallam--

There are two reasons to go to Yallam:

1. The blacksmith Sunshine can create wonderful items for you.
2. The children that live here can teach you a song that will help you in your quest.

First go to Sunshine and give him the Rusty weapons you have in your inventory. Give him an item and leave for the world map. Immediately return to Sunshine and his work is completed, it is as easy as that. I marked to locations of Rusty weapons on the world map so get those. Also forgeable items like the Tear Stone/Sylph Feather/Star Dust can be forged into something neat. Next are the young children on the east side of town. Talk to them and they will teach you the following three songs written by Yepp:

Song 1:

If you want to go to the stars,
if you want to go to the stars.

Go north past the twins,
passing two swirls, run
deasil twice 'round the trunk

Haste without waste, and head to
the east, past three to the north.

Then, run 'round thrice and wait
for the waves. When they stop
run north and go to the stars.

If you race full of folly and
take the wrong way, you'll
find yourself a watery grave.

Song 2:

If you want to go to the moon,
if you want to go to the moon.

Face west from the stars and
run straight past three swirls,
then circle 'round twice.

Haste without waste, and head to
the south, then one swirl west.

There, run 'round thrice and wait

for the waves. When they stop,
run south and go for the moon.

If you race full of folly and
take the wrong way, you'll
find yourself a watery grave.

Song 3:

If you want to go to the sun,
if you want to go to the sun.

Face south from the moon
and run straight through two
swirls, then circle 'round twice.

Haste without waste, and head to
the west, then six to the north.

There, run 'round thrice and wait
for the waves. When they stop,
run north and go for the sun.

If you race full of folly and
take the wrong way, you'll
find yourself a watery grave.

Basically, what this means is a description of how to get through the currents in the Sea of Time. Going round the trunk, simply means that you have to go in circles around those little volcanoes that you will see along the way. If you are doing it correctly stars will appear around the volcano. The numbers mean the amount of vortexes that you have to pass in each direction, for the rest it should be strait forward.

10.4. Defeat Poseidon the Indestructible

--Sea of Time--

Boss:

Poseidon

If you have the complete Trident, then you can undergo an attempt to beat Poseidon who guards the path to Lemuria. Follow the path as given by the children from Yallam. It is easy to understand, but sometimes the currents makes this a very tricky endeavor to complete successfully. If you get stuck in a swirl and can't seem to get out use the current of the swirl to get a little boost. For example if you need to get out of a swirl towards the west, then try to press Up & Left at the same time just before you reach west so you will start pushing the Lemurian ship outwards as much as possible, I noticed that helped somewhat.

After you reached the 'sun' the final field appears here there are only few currents so you have some room to navigate through. Make sure you have the Trident equipped and all your characters are battle ready (i.e. set you Djinn or put them on standby). Poseidon is a water creature so expect water attacks and use fire power to hit him good. Anyway, go to the left then up

and meet this so-called indestructible monster.

Boss: Poseidon

HP: 4905 ATK: 302 AGL: 185 Weak: Fire
PP: 162 DEF: 100 LCK: 47 Strong: Water
Special: 'Attack 2x', 'Force Field Protection', Counter Rush, Deluge,
 Ice Missile, Ocean Fist, Ply Well, Typhoon Blow, Watery Grave
Exp: 2930
Coins: 3762
Item: Psy Crystal

At the start of the battle have the character that has the Trident use it immediately to shatter Poseidon's force field! Only after that item is used will he be vulnerable. Also using the trident damages Poseidon quite good (for a regular attack). Beware of his counter-rush as well, because he will counter all attacks that follow. Make sure you have somebody ready to use healing items/Psynergy so you HP doesn't get too low. Summons like Ulysses (approx. 1500 Damage) can do great amounts of damage causing Poseidon to fall relatively quickly.

After you finally defeat this merman the path to Lemuria is opened. Go north and you'll be on the world map again, but this time you can clearly see Lemuria to the north. Don't let your expectations run too high, for Lemuria is nice, but as you will notice not the great city it once was.

11. Lemuria at last!

--Lemuria--

Dock you boat to the north were lots of Lemurian ships are docked. You regain control of Felix and are allowed to search through the ship as well. By the way you can also collect the Mist Potion from the ship's chest by using "Parch" on the raised water level!

After getting on the main land you'll notice all the ruins and debris along the path. If you use "Move" on the blue Mercury Lighthouse like statue two Lemurian guards will notice you. They tell you that you that by beating the leviathan Poseidon you are too dangerous to enter town. As decreed by their ruler King Hydros. Fortunately our own Lemurian Piers steps up and handles with these silly guards.

--Lemuria (main city)--

Inn:

-

Hidden Items: 5 (193)

Lucky Medal - "Scoop" patch with butterfly right of the lucky spring
Bone - "Scoop" patch with butterfly near the dog (junk item)
Star Dust - "Scoop" patch with butterfly to the left of the palace
Rusty Sword* - "Scoop" patch with butterfly near the rightmost home
Hard Nut - "Growth" on plant to the right, "Cyclone" on the patch
 of bushes to the south

* = forges in Corsair's Edge

If you walk up then Kraden will appear to look around Lemuria and sees the palace as a good spot. If you talk to the people you find out that they

have no motivation to do anything at all. The reason for this is that they are near immortal people who age so slow, each and every day seems to be the same. You cannot yet enter the palace so Piers suggests looking around somewhat more.

To the left of the lucky spring you can enter a home. Inside a Lemurian asks where you come from. It appears to be Piers' uncle and he has some bad news for Piers. It turns out that his mother passed away and Piers runs off having to cope with this on his own. If you leave you get to hear why Piers was send out by King Hydros in the first place. He went outside the Sea of Time for the sole purpose of finding Felix & the others and to return them to King Hydros! The uncle writes a letter to Lunpa so you can check him out in the mean time, while Piers is off.

After he sends the bird go to the far right, try to open the main door and you will see Lunpa on the highest balcony. He tells you the door is broken so use "Lash" to enter a home from the middle balcony. Enter the home and you can meet him inside, by going down either left or right stairs (they look like darkened wall next to the ladder). For the people that played GS1, indeed Lunpa is the father Donpa of Lunpa village. After some talking Lunpa exits his place via the door and settles an audience with the king. You are now allowed inside the palace (oddly, Piers has vanished from the graveyard as well).

--Hydros' Castle--

Hidden Items: 1 (194)

Lucky Medal - In a barrel inside the palace barracks on the right side

Chests: 1 (195)

Grind Stone

Inside you can walk around freely and go upstairs towards the King's room. Piers, Lunpa, Conservato and King Hydros are all here. A conversation starts, which will take some time, but there is some useful information in it about the game's plot. You get the Grindstone in order to destroy the rocks that block your path to the outside world and now you can also destroy the rock at the Gondowan Cliffs allowing you to reach the western hemisphere!

When you leave you get to hear a conversation about Piers' age, but he won't tell under any circumstances. Before leaving Lemuria go back and use "Grind" on the brown rock to reach another part of Lemuria.

Spring of Lemuria

Up in center of town is a spring. Talk to the guy in front and he'll tell you about throwing coins into the center for lucky prizes. This thing is exactly the same as in Tolbi from Golden Sun 1 (so people how have played it know how it works). Talk to the guy in front of it and you are allowed to go near the fountain itself. The goal of this game is pretty simple: Turn your back to the fountain and throw a coin or a Lucky Medal in it, and see where it lands. Throwing in coins is rather useless since you hardly get anything back for it:

Coins

Center Circle: 20 Coins

1st Circle: 10 Coins

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

Lucky Medals (Known Prizes)

```

-----
Reward          |Bull | 1st | 2nd | 3rd | 4th | Out |
-----|-----|-----|-----|-----|-----|-----|
Summon: Eclipse |  X  |    |    |    |    |    |
-----|-----|-----|-----|-----|-----|
Hestia Blade    |  X  |  X  |  X  |  X  |    |    |
Mighty Axe      |    |  X  |  X  |    |    |  X  |
Fireman's Pole  |    |    |  X  |    |    |  X  |
-----|-----|-----|-----|-----|-----|
Erebus Armor    |  X  |  X  |  X  |  X  |    |    |
Floral Dress    |    |  X  |  X  |  X  |    |  X  |
Wild Coat       |    |    |    |  X  |  X  |  X  |
-----|-----|-----|-----|-----|-----|
Aegis Shield    |  X  |  X  |  X  |    |    |    |
Leda's Bracelet |    |    |  X  |  X  |  X  |    |
Crafted Gloves  |    |    |    |  X  |    |  X  |
-----|-----|-----|-----|-----|-----|
Minerva Helm    |    |  X  |  X  |    |  X  |  X  |
Crown of Glory  |    |    |  X  |    |    |  X  |
Brilliant Circlet |    |    |    |  X  |    |  X  |
-----|-----|-----|-----|-----|-----|
Water of Life   |    |    |    |    |  X  |  X  |
Potion          |    |    |    |    |  X  |  X  |
Psy Crystal     |    |    |    |    |  X  |  X  |
-----|-----|-----|-----|-----|-----|

```

This is a list of the prizes that I found in the corresponding circles. Also note that Eclipse only turns up once, automatically rewarded the first time when you score in the center bull's eye ring. He requires 3 Jupiter & 2 Mercury Djinn on Stand-by. His secondary effect is lowering target's ATK.

--Ancient Lemuria--

Djinn: Mercury - Rime

The only thing we can do here is using "Cyclone" on the leftmost bush (you can just reach it with the Psynergy). This trigger a Mercury Djinni to appear, which will hide in the blue statue (obviously) and after using "Tremor" it joins you after a fi... wait a sec, it you joins you straight away!

 12. Djinn hunting on the Western Hemisphere

--Gondowan Cliffs--

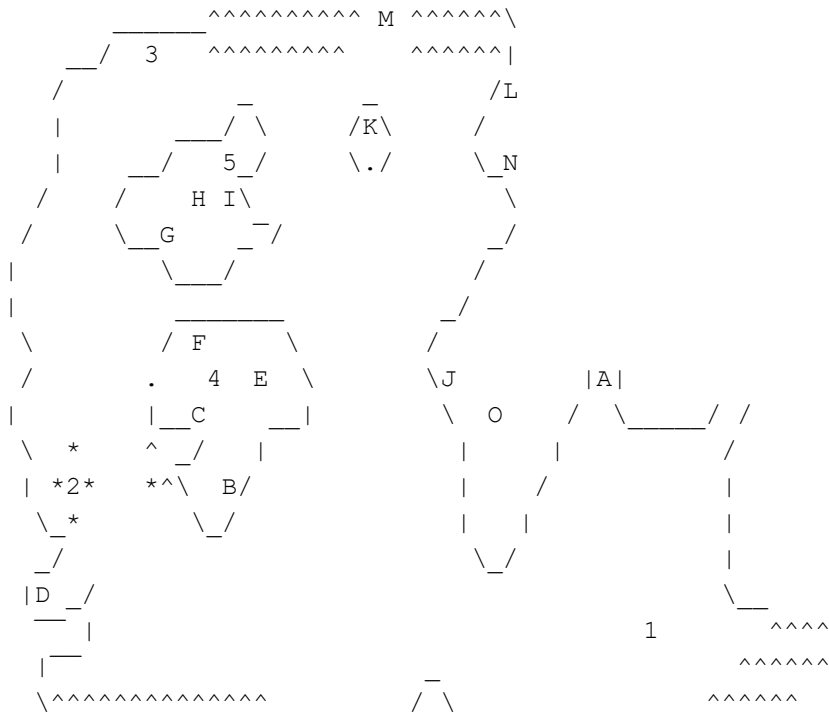
Use "Grind" on the rock here and you are done! Continue to the south and you have reached the western part of Weyard.

--Western Sea--

Hidden Items: 3 (198)

Rusty Sword - Examine light spot (see location on map below)
 Rusty Sword - Examine light spot (see location on map below)
 Rusty Staff - Examine light spot (see location on map below)

Fortunately, the west is much simpler even though it is bigger in size. The western part is actually much smaller in the sense that there are only a few interesting places:



- | | |
|-----------------------------|--|
| A. Gondowan Cliffs | 1. Rusty Sword (Pirate's Sabre) |
| B. Atteka Cavern | 2. Rusty Sword (Soul Brand) |
| C. Atteka Inlet | 3. Rusty Staff (Goblin's Rob) |
| D. SW Atteka Islet | 4. Mars Djinni Core |
| E. Contigo | 5. Venus Djinni Petra |
| F. Jupiter Lighthouse | |
| G. Hesperia Settlement | .. Coastline |
| H. Shaman Village Cave | ^ . Spike (non traversable by boat) |
| I. Shaman Village | * . Small spike (traversable with wings) |
| J. Gondowan Settlement | |
| K. Kalt Island | |
| L. Angara Cavern | |
| M. towards Northern Reaches | |
| N. Loho | |
| O. Magma Rock | |

First of all get the two items from the water marked by 1 and 3 (2 is not reachable yet) for some new weapons.

--SW Atteka Islet--

Chests: 1 (199)

Dragon Skin

Djinn:

Jupiter - "missing GS1 Djinni"

Push the pillar into the water, next push the crate into the water at the higher level. Because of the waterfall it will slide down and get stuck behind the pillar. This creates a path to a chest with Dragon Skin. After Isaac joins your team you can use "Lift" on the boulder here to find a

missing GS1 Jupiter Djinni, if you got less than 7 Jupiter Djinn from the GS1 Squadron.

--Kalt Island--

Hidden Items: 1 (200)

Apple - Left of the screen in the tree; use "Catch" on it

Djinn:

Mercury - Gel

The 2 people on this island give you hints about the northern parts of the sea. They speak about a village named Prox to the north, this village is isolated from the rest of the world, because the river is completely frozen. However if you happen to have a so-called Magma Ball then you may be able to pass it. Take note that the Apple outside can only be collected with "Catch". This is a Psynergy you will obtain when Isaac joins you after the Jupiter Lighthouse. Anyway, to get the Mercury Djinni to join you do the following things. From the frozen river entrance go into the following directions (they are abbreviated) LDRULURULURULDL, then use "Lash" on the rope, next get Gel the watery Mercury Djinni.

--Gondowan Settlement--

Hidden Items: 1 (201)

Lucky Medal - Check the center left gravestone

Chests: 1 (202)

Star Dust

There is not much to do around here some people talk about Magma Rock being dangerous and stuff like that (what else is new). Use "Cyclone" on the leftmost bush to reveal a staircase. Down under is a chest with Star Dust.

--Hesperia Settlement--

Chests: 1 (203)

166 Coins

Djinn:

Mars - Tinder

At the entrance climb the left vine, use "Growth" on the plant to the left, "Move" the crate towards you and then push it down via the leftmost gap. Next push it down, use "Move" on it towards the right, and finally climb over the wall to collect Mars Djinni Tinder. You can also collect 166 Coins from the chest in the back room inside the wall around here.

--Hesperia North (World Map)--

Djinn:

Venus - Petra

From the north-east beach navigate your ship into the river and keep following the left route. Eventually you'll reach a dead end, get out of your ship on the left side and Felix will find Petra wandering about around here!

Venus Djinni

HP: 830	ATK: 260	AGL: 227	Weak: Earth
PP: 77	DEF: 79	LCK: 26	Strong: Wind

Special: Briar, Mother Gaia, Quake Sphere, Stone Spire, Wild Growth,
Escape

Exp: 937

Coins: 631

Item: -

--Atteka (World Map)--

Djinn:

Mars - Core

Go to the continent of Atteka. There is only one thing you can do here right now and that is getting a Mars Djinni. On the world map go to the most western beach of the lower big continent, dock your boat here and walk to the rightmost place you can get here. Around one of the clearings in the forest you should meet a Mars Djinni that goes by the name of: Core.

Mars Djinni

HP: 840 ATK: 264 AGL: 226 Weak: Water

PP: 79 DEF: 80 LCK: 26 Strong: Fire

Special: Inferno, Pyroclasm, Searing Beam, Serpent Fume, Supernova,
Escape

Exp: 946

Coins: 642

Item: -

--Atteka Inlet--

Chests: 2 (205)

Vial, Orihalcon* (Linked Game only)

Djinn:

Venus - Geode*

* = reachable after Isaac joins you

From the left screen climb up the ladder, walk over to the right to the right screen, get down the vine and collect the Vial from the chest near this place. After Isaac joins in you can get a Venus Djinn around here. Use "Lift" on the sphere boulder and then "Cyclone" on the bush behind it to make it appear. This Djinni called Geode will come along without a hassle.

To the north of the Atteka Inlet you'll find a large crater next to a small town. This is Contigo home to the ancient Jupiter tribe.

--Contigo--

Inn:

80 Coins

Hidden Items: 3 (208)

Corn - Examine the lower part of the corn table

Bramble Seed - Use "Cyclone" on the upper left bush in town

Power Bread - Inside the barrel near the sanctum on the east side

Djinn:

Venus - Salt

Mars - Shine (Need "Force" - Linked Game only)

From the entrance of town walk to the right and you'll see a huge patch of bushes, with the center patch being open. "Scoop" here and you find Venus Djinni Salt. You can also find the Slot Machine and the Lucky Dice games from GS1, plus an additional new dice game.

Lucky Wheels - Slot Machine

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

You can either spend 1, 2, 3 or 4 tickets at once. It would be a waste to spend 4 tickets in one turn, since you can easily get an item if you play a little strategically (I can say this out of own experience that 2 tickets is more than enough usually). Walk up to the slot machine and press A to start playing. After the first turn select the group you want that has the most aligned items already. For example if you want to win either any Ring, Shirt or Boot then look at which row has the most of either of these items (e.g. has the greatest chance). Lock those Slots including the Slots on which the row has a Moon (Moon is a "Joker" that counts for anything) and pull the lever again and hope for some good results, then go for that type for the next 4 rounds. 9 out of 10 times I can get the desired prize this way.

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

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

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

Lucky Dice

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

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

This game doesn't give you any prizes other than coins and the winning you make with it are not very useful, so you might as well spend your time on other things.

Super Lucky Dice

Somewhat similar to the Lucky Dice game this game features four dice. You throw all four on the table a see if you have any matches if you get anything better than a 'Two of a kind' you get to play the Hi-Lo Game. Here you must guess whether the next throw will have a higher or lower value than the current one. Each time you guess correctly the amount of coins doubles, after 5 successful guesses automatically get paid.

Two of a Kind: 1x your bet (No loss / profit)
Three of a Kind: 2x your bet
Two pairs: 3x your bet
Four of a Kind: 8x your bet

Hi-Lo Game: 2x your bet each correct guess

Highest win: Four of Kind & 5 correct guesses Hi-Lo game
 $8x * 2x^5 = 128x$ your bet

As with the Lucky Dice this game doesn't allow you to win any prizes other than coins.

After going through all of these various location, mapped all places. You should have collect 8 Venus, 8 Mars, 6 Jupiter & 8 Mercury Djinn by now. The lack of Jupiter Djinn will soon be compensated, so don't worry about missing any of them.

13. The Road of Trials that lie ahead

After you get the Djinn, Forgeable items (and a visit to Sunshine) read on to continue with the quest. So we continue on with the actual adventure; go to the most upper left beach part Hesperia. Walk to the east from here, until you reach a cave.

--Shaman Village Cave--

Hidden Items: 1 (209)

Golden Shirt* (Linked Game only)

Djinn:

Mercury - Eddy*

Monsters:

Pteranodon, Slayer, Talon Runner, Wargold, Wild Gryphon, Wolfkin

* = reachable after Isaac joins

Inside the center path leads to a Mercury Djinni that can only be reached after obtaining "Lift", but we don't have that now, so go to the left. Use "Whirlwind" on the overgrowth, follow the path behind it and push the brown pillar two spots to the right to create a shortcut. And viola, that was all!

--Shaman Village--

Inn:

80 Coins

Hidden Items: 4 (213)

Elixir - The white jar downstairs the inn

Weasel's claw - Right barrel downstairs in Moapa's house

Lucky Pepper - Right jar in Shaman's hut (after Trial Road)

Lucky Medal - Jar on balcony of rightmost home (after Trial Road)

Chests: 1 (214)

Spirit Gloves

Djinn:

Jupiter - Aroma

Nobody seems to talk to you. "Mind read" some people and you'll find out that there are strict order from the village shaman to keep outsider out. The cleric inside the cave is the only person who will talk. For some Spirit Gloves: Check out the inn, go downstairs here, outside again, head to the north, use "Growth" (Venus / Mars Djinn swap in order to learn it, remember) and collect them from the chest.

Go to the upper left cabin and Moapa comes out. This may seem like a dead end. Every time you talk to them the inventory opens up meaning that he requires an item, but which one? GS1 player should know that the Shaman's rod is also referred to as the rod of Hesperia. Now, which continent are we on? Indeed, show him this rod and finally it will become clear what the purpose of this thing is, that has been stuck in your inventory for so long.

After you display the rod Moapa comes towards you, he speaks about guarding the Hover Jade, which bestows "Hover". He is supposed to give it to the people who bring the rod, but Moapa doesn't think you are worthy. So he puts you to the test. Go to the north of town and meet up with Moapa at Trial Road's entrance.

--Trial Road--

Hidden Items: 1 (215)

Hover Jade - Receive from Moapa after battling him on Trial Road

Chests: 11 (226)

Hard Nut, Nut, Potion (3x), Vial (6x)

Boss:

Moapa & Knights (2x)

Moapa tells you to make the sand disappear as a first test. You see a purple rock similar to the ones at Air's Rock so you know what to do! Because it is a special occasion Sheba will personally appear and use "Whirlwind". After some mockery that a woman can't claim the Hover Jade even though Sheba cleared fulfilled the task the real trial begins. Walk up to Moapa again and he gives you hints about what is about to happen. This event looks somewhat similar to the Colosso event in GS1; so GS1 players

should be familiar with this.

There are four stages each having a door at the end. You work your way up and at the end you have to place items in the blue chests in order to open the door. This means that you will have to drop some equipment you have obtained, because light equipment like items won't open the doors (don't worry you'll get it back after the event). Note that in this conversation Felix says "Why?"!

Also make sure you reach the top before your adversary does or else you will be in a bad position, for you will have to drop twice the weight. So I recommend you read the instructions below carefully in order to get to the top a.s.a.p., or use the arrow button to reset the trial from the start again. You may choose either left or right route, I've noticed that the left route is far easier than right so I'd pick that to get at the top of each chamber in the fastest manner. Before you start you can pick up a Hard Nut from the chest to your left.

The time spend using Psynergy doesn't count, so using "Move" or "Whirlwind" doesn't slow you down at all! Finally note that you get stripped of all the non equipped weapons and armor, so you can't cheat your way out of placing items into the chests. There are four stages so I guess giving 1 piece of armor from each character is the most balanced way of getting to the top.

--Trial Road Stage #1 Left--

For the quickest rout, use "Sand" to get up the stream, enter main land on the right side, use "Whirlwind" to reveal a vine, climb up (this is quicker than walking the tightrope). Put some type of armor into the chest at the top, because you really need the weapons to cause damage to Moapa at the end. The chest to the left here contains a potion, if you really want it.

--Trial Road Stage #2 Left--

Push the horizontal log up, then push the lower vertical log to the left (and to the right if you want the Vial). Next:

- "Move" the pillar up 1 spot
- Push the horizontal log up
- Push upper vertical log left
- Push the horizontal log down
- Push the pillar into the upper left corner
- Push the upper log into the water

Now you can climb up to the second door, put an item in (you should be ahead of your opponent).

--Trial Road Stage #3 Left--

Go up again, use "Whirlwind" on the right bush covered pillar, Push/"Move" it up, climb the left vine, jump over the gap, climb the center vine (collect the Vial to the left if you please) and put another item in the chest (when I did this Moapa was still on the second stage, but he goes through stage #3 in breeze so don't slow down!).

--Trial Road Stage #4 Left--

The quickest rout in my opinion is pushing the pillar in the center spot, climbing the vine and using the fountains to reach the final door (you have to wait in the middle). Collect the Potion from the chest by going down the vine on the right, but that is optional.

--Trial Road Stage #1 Right--

Use "Pound" on both cone shaped rocky pillar and push the left pillar on the left pounded pillar, use "Whirlwind" on the center pillar to remove the overgrowth and place it on the other pounded pillar. The chest in the center contains a Vial.

--Trial Road Stage #2 Right--

If you don't want the Vial, then just push the left pillar to the up most position. Climb the vine and leave to the next room.

--Trial Road Stage #3 Right--

Optionally collect the nut from the chest to the left. Go up the right vine, stand on the pillar twice so it crumbles and climb up the right vine behind it. The other two chests on the upper level contain a Potion and Vial from left to right.

--Trial Road Stage #4 Right--

You can collect the Vial from the chest by pushing the right torch against the icy pillar. This will melt it allowing you to reach that chest behind it. Go back Refreeze the puddle after moving the torch to either left or right. "Move" the two pillars towards you, melt the left icy rock with the aid of the torch and push the torch so it doesn't touch the water puddle anymore. Jump over it and cast "Frost" on it again. After this you can reach the top.

--Trial Road Final Stage--

Go up to the center where the battle takes place. Moapa and his companions will appear immediately if you are the first to reach the top, else they will be waiting. Time for a Boss Battle:

Boss: Moapa & Knights (2x)

Moapa

HP: 3042 ATK: 354 AGL: 181 Weak: All
PP: 0 DEF: * LCK: 40 Strong: -
Special: Bosca Hit, uses 'Crystal Powder' / 'Nut' / 'Water of Life'
Exp: 1670
Coins: 2460
Item: -

Knight

HP: 1954 ATK: 321 AGL: 143 Weak: All
PP: 0 DEF: * LCK: 36 Strong: -
Special: Strong Hit, uses 'Bramble Seed' / 'Nut' / 'Elixir'
Exp: 835
Coins: 205
Item: -

Defense Table:

Win	Moapa	Knight

0 Rounds		219		151
1 Round		219		106
2 Rounds		219		106
3 Rounds		174		106
4 Rounds		120		106

This battle is not the hardest, but it will be quite long since all three members have a lot of HP. Try to focus your attacks on one enemy, before taking on the other two. Moapa's Bosca Hit causes over 150 damage. I noticed that these opponents are very vulnerable to the Sleep Status induced by "Sleep" Psynergy and the Ulysses Summon, so use these to make your life a little easier. As always humans are weak to all elements so all attacks and any kind of Summon will work here.

After the battle Moapa surrenders the Hover Jade as a trade for the Shaman's Rod (finally, you get rid of that silly thing). You get warped back to the village where you see Felix resting on a bed in the inn.

Felix can get a Jupiter Djinni now. Go to the rightmost home and ascend the stairs inside, go outside and exit to the right screen. "Move" the pillar in the gap and go back to Moapa's place, use "Lash" and now you can reach Aroma.

14. Jupiter Lighthouse - Reunion!

In order to reach the lighthouse go to the south continent and enter via the center right river, then go south-west to reach Atteka Inlet, and from then on head to the far north. The lighthouse awaits!

--Jupiter Lighthouse--

Hidden Items: 4 (230)

- Mint - Use "Cyclone" on the bushes outside the lighthouse
- Red Key - Get it with "Hover" after activating the lighthouse
- Blue Key - Retrieve from the left sub-tower (fall down several layers)
- Mars Star - Get it from Isaac after his battle with Agatio & Karst

Chests: 8 (238)

Erinyes Tunic, Meditation Rod, Psy Crystal, 306 Coins, Mist Potion, Potion, Water of Life, Phaeton's Blade

Djinn:

Jupiter - Whorl

Monsters:

Mad Plant, Mimic, Blue Dragon*, Devil Scorpion, Ghost Army, Macetail, Foul Mummy, Wyvern^

Boss:

Karst & Agatio

* = Can drop Rising Mace (weakness Fire)

^ = Can drop Aeolian Cassock (weakness Wind)

--Jupiter Lighthouse (Entrance)--

At last we have found the third of the four lighthouses. This dungeon is going to be big and long so take your time. Walk around here and you'll find a dead end with Cyclone teleporter. Before using it, use "Cyclone" on the lower right bushes to obtain Mint leaf. Once you use the teleporter you get beneath the surface. In the lower right corner use "Cyclone" to reveal a Mad Plant.

Mad Plant 4

HP: 726 ATK: 352 AGL: 152 Weak: Fire
PP: 0 DEF: 99 LCK: 20 Strong: Water
Special: Poisonous Bite, Maneater
Exp: 1065
Coins: 594
Item: Mint

Continue on via the rightmost path and use "Hover" which you obtained from Moapa in Hesperia on the purple energy tile to float to the right. Using "Cyclone" on the teleporter behind it gets you get back into the lighthouse. Push the pillar onto the button so the main gates are opened.

--Jupiter Lighthouse--

Go up into a big central room. There is not much to do here for the moment so follow the left path, until you reach a log moving puzzle. Actually, they are all fallen pillars, but it is essentially the same. I'll call the upper log 1, and the other three logs are 2, 3 and 4 from left to right.

1 -> up
2 -> up
3 -> left
4 -> up
3 -> right

Collect Erinyes Tunic from the chest

Go down the doorway and use "Cyclone" to get one level up. Enter the building again, follow the lower left route, go outside to find another entrance, go up stairs, walk to the back in that room and use "Reveal" in order to reach jumping puzzle room.

Jump over the gaps to the right path, go a bit down and jump back to the center. Here you can use the slide for a one-way ride to the lower level. "Move" the upper pillar to the far left, push the lower right pillar left 1 square and the leftmost pillar up as far as possible. Climb up on the left side of the screen and you should be able to reach the chest with the Meditation Rod inside.

Go outside and push the grey block one square to the right, next stand on the button to make the block fall down a few layers. By doing this you have created a shortcut. Go back inside, and up the stairway in the upper left corner. Follow the only path, until you reach the lighthouse aerie. Take note that you still have to remove the lit from the gap in order to throw the Jupiter Star in. So go inside the lighthouse at the left entrance (opposite to where you came from).

Inside again, go down the stairs, fall down the slide and walk up to the center of the room. Then you hear a voice saying that you should show the power of the Anemos, which means that a Jupiter Psynergy is required. Get up the ladder and use "Hover" on the elevated platform to trigger all the hover platforms in the building. Now that the lighthouse is activated, we can do a lot more.

Go through the rightmost passage, use "Hover" on the purple tile to get the Red Key. Push the center block onto the purple tile in order to be able to jump over the gap to the left. Retrace your steps, until you reach the

room with the hidden platform (you used "Reveal" here). Instead of going back via the left path, go right (use "Reveal" again) for a Psy Crystal. Now you can go back all the way to where you found a Cyclone teleporter that we skipped earlier.

Go up one level by use "Cyclone" on it, use the Red Key on the Red Door, continue past it and you will be outside again. Watch out for the whirlwinds that are exhaled by the stone face on the left. Use the gaps as safe places, when one is close to you.

--Jupiter Lighthouse (Left Tower)--

Inside you can see a statue of an archer pointing east, just a clue of what is about to come. Naturally the easy to reach chest on the left side of the screen in the back room is a decoy.

Mimic 6

HP: 907 ATK: 349 AGL: 204 Weak: Fire
PP: 78 DEF: 108 LCK: 18 Strong: Wind
Special: Debilitate, Psy Drain, Sleep, Curse, Condemn, Ice Missile
Exp: 1420
Coins: 700
Item: Psy Crystal

After this very short battle go up via the right passage, until you reach some blue logs. However, you should come to the conclusion that it is never possible to reach the blue key. You have to fall down here from a higher level in order to reach it. For now push the lower right log down and go up the stairs once again.

Exactly as expected, there is dark blue cracked floor tile in the center which should lead to the blue key, but again you cannot reach this crack so you'll have to drop down from another floor up. Take note that you can step only 1 time on the tiles with little cracks. The easiest way to collect both chests is by following right route first and collecting the 306 Coins from the right chest. After you do this you have to fall down one room, so get up and after reaching this room again go through the lower passage.

Now step back into the previous room (the crack will be complete again), "Move" the column on your left to the left so it falls down the gap. Walk counter clockwise around the room following the route close to the wall and you can collect a Mist Potion. Fall down again and continue your way to the top of this mini tower (note that on the highest levels stronger creatures like the Blue Dragon start to appear).

Eventually you will reach a room filled with cracked floor tiles. To solve this puzzle complete the following steps:

1. Walk over to the left hover tile
2. Use "Hover" on it and get to the far left pillar
3. "Move" it onto the button
4. Walk to the upper right corner
5. Use "Hover" on and walk past the array of darkened tiles in mid air.
6. Get to the lower right passage and go upstairs.

Once you are outside the building and you'll see a big version of the stone archer statue. Push the energy path block into the gap and the Archer will shoot an arrow towards the left angel. This will energize it in such a way that it starts to lift the left half of the lid. Now we have to do this

for the right angel as well and we are done!

Go inside again, fall down the crack, then head upstairs in the room below, and get to the lone cracked tile so you can collect the Blue Key. After obtaining it make your way back to the main tower of the lighthouse.

--Jupiter Lighthouse--

Go down again using the Cyclone teleporter. Walk up to the pillar in the back of the room, use "Move" on it (this is part of a short cut for later on). Backtrack somewhat more, until you reach a room with 5 grey blocks of which 4 are hovering. "Move" the rightmost block in its place so you have a little bridge to the right side of the room. Follow the route and you'll be back in the central room of the tower on a high ledge. Push the energy path block down the ledge, fall down and push it into the gap. Felix can now "Hover" to the left ledge.

Use "Cyclone" to reach the upper right stairway around here. In the back of the room another pillar can be found. Use "Move" on it and you have now created a shortcut allowing you to reach both left and right part of the tower with relative ease. Anyway, follow the lower right branch to get outside again. Push the weird block in the gap and observe as Felix watches around him how the upper right hover square gets activated.

Retrace your steps to the central room again and use "Hover" on the ledge you currently are. In mid air walk to the left and you'll step on the beam in the center. Once this happens you get transported to a higher level. Walk to the right, climb down the stairs and "Move" the grey block one right. This way you can obtain a Potion from the chest. After getting this item or not, follow the passageway so you will reach the blue door. Note that whatever you do; DO NOT use "Cyclone" on the teleporter here or else you have to walk around the entire way back. Use the Blue Key on the door, then use "Hover" outside and Felix reaches the right tower.

--Jupiter Lighthouse (Right Tower)--

Similar to the left tower you'll find an archer statue at the entrance. Walk up the center path and you find a big room with a Jupiter Djinni on the left side. First use "Hover" on the only purple tile around, then push the energy path tile down, follow using the slide, push it into the rightmost gap and use the newly created purple tile to reach the left ledge. Push the other block down with "Move" then slide down as well, push it into the gap and the cone shaped pillar appears to the right.

If you have some time to get the Djinni "Pound" the pillar so the blocks emerge from their gaps and place the corner tile in the leftmost gap and the strait line in the right gap. At last you can reach out for the Djinni Whorl.

Jupiter Djinni

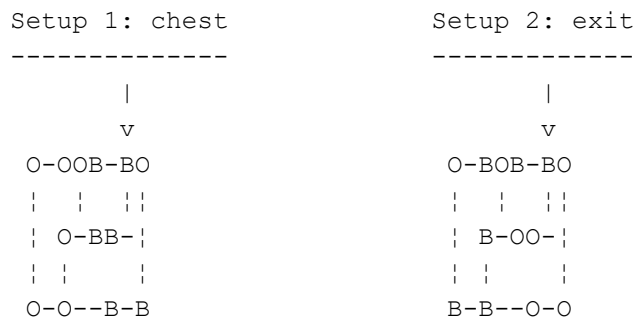
HP:	852	ATK:	273	AGL:	233	Weak:	Earth
PP:	78	DEF:	84	LCK:	26	Strong:	Wind

Special: Blue Bolt, Destruct Ray, Sonic Slash, Spark Plasma, Tempest,
Escape

Exp: 943
Coins: 643
Item: -

After combat Whorl decides to get smart and tag along with your group. You

actually do NOT need to reset both blocks because from this second set up you can reach the upper right passage as well. Simply use "Hover" on the lower right tile and Felix can reach behind the upper ledge just behind the three blocks. Upstairs "Pound" the pillar, push the block in the center of the three gap squares, jump over to the right and climb down the stairs. Here is the lay-out for this puzzle. There are two paths one for the chest (containing Water of Life) in the lower right corner and one for the exit in the lower left corner.



When you are done with the setup get back up to the entrance of the room, "Move" the block back into the energy path and now you can jump over the gaps using those blocks. After you reached the exit push the pillar onto the button thus creating yet another shortcut. Go upstairs and walk to the right over the cracked floor tile. Carefully avoid the dark tiles and watch out for the whirlwinds coming from the two faces on the wall. Get to the lower right corner, the passage should be just south from here.

This room has a ton of hover tiles on the ground allowing you to be under the influence of "Hover" constantly. You can go up via either left or right passageway. Again dodge the whirlwinds from the mouths of the statues. The left passage contains a chest with Phaeton's Blade. Equip this on Felix for he needs a strong weapon at the lighthouse aerie later on. Follow the right branch and get to the passage behind the hover tiles. This part may be extremely hard to traverse, but it can be done. You have to pass the second statue from the right path over the cracked tiles, run in mid-air and you can just barely make it past in one go. Outside do the same thing in mirror as with the left side and lid is removed from the lighthouse.

--Jupiter Lighthouse--

You know your way around by now. Backtrack to the lighthouse aerie, but wait the moment you get close you come across the other party! First you see Garet and Mia in distress, then Isaac and Ivan appear (Note how Isaac is no longer mute in this game). Kraden and the others appear as well and they are watching how Garet is hanging from the ledge of the lighthouse. Next you hear Agatio and if he is here then Karst is close by as well! After a short introduction they start to fight. It turns out that Mia and Garet were part of a trap placed by the two of the Mars clan and so Isaac and Ivan have to fight two on two. Note that Alex who was also expected by Karst doesn't appear at all.

So get your party over to them in order to help Isaac and his companions out of their troubles. Just before you reach them Alex appears just in front of you. He asks whether you are going to light the beacon or not, regardless of your answer he will tell you to save them and being a Mercury Adept he fully heals your party for the upcoming battle. Outside you see how Ivan collapses and how Isaac gets a huge amount of damage in-battle. After this cut scene the badly damaged duo leaves for the lighthouse aerie, because they still want Felix to ignite it. Felix obliges to this request and Piers joins along, while the others take care of Mia and Garet. He also

collects the Mars star from Isaac and puts it in the Mythril bag along side the Jupiter Star.

Walk up back inside and Alex will be gone. At the top of the lighthouse you'll meet up with Karst and Agatio. This will be one big battle two on two so be prepared. Throw the Jupiter Star in the big hole and of we go! The beacon is lit and Karst steals the final elemental star from you, because the Mars Lighthouse is located near Prox; the village they come from. In other words you are no longer needed by them. They do tell you that Felix's parents are released after this lighthouse is lit, but with nobody to guide them home they are stuck there for their remaining years.

Boss: Agatio & Karst

Agatio

HP: 4248 ATK: 377 AGL: 178 Weak: Water
PP: 280 DEF: 114 LCK: 46 Strong: Fire
Special: Cage, Rolling Flame, Meteor Blow, Rising Dragon, Debilitate
Exp: 3000
Coins: 3750
Item: -

Karst

HP: 3186 ATK: 354 AGL: 235 Weak: Water
PP: 320 DEF: 107 LCK: 50 Strong: Fire
Special: Death Scythe, Djinnfest, Fiery Blast, Healing Aura, Heat Kiss,
Break
Exp: 2813
Coins: 5280
Item: Dark Matter

The battle commences and you have only Felix and Piers at your disposal. Take note that Jenna and Sheba will join you in 2 and 4 rounds respectively. Piers' Diamond Berg attack is strong and does mayor damage to any of the two Mars Adepts. Take note that Karst's Djinnfest causes 1 Djinn of each character to be put in recovery mode! Using the Eclipse / Boreas Summon may prove to be valuable. At least have one party member that is capable of using Wish/Aura Series, because you need to heal quite often in this battle. Preferably use Jenna for this as her Mars Djinn cause less damage on both foes (Jenna needs at least four Mars Djinn in order to use the Psynergy from the Aura Series).

When you finally beat the two Mars adepts Alex shows up and heals them as well. You cannot deliver the fatal blow to them, or else Felix's parents will die. The three bad guys leave just as the rest of the group appears. They leave for Contigo and await your arrival there. You'll automatically go down the elevator back to the entrance of the lighthouse. Exit and go back to Contigo.

--Contigo--

Go inside the upper left home (to the north of the inn) to meet up with the rest again. The entire story of the disastrous day on Mt. Aleph all those years ago is brought up again. Everybody thought that Felix parents and Isaac's father got killed, but that did not happen. Nobody died that day! They were all saved and captured by Saturos just like Felix himself.

Not much later Hamma (people from GS1 know her) appears. She is the Jupiter adept that passed the ability of "Reveal" down to Ivan. She turns out to be a descendant of the Anemos. Ivan is so too and indeed, Ivan and

Hamma are brother and sister as well. All 8 of you (excluding Kraden) have to visit the Mars Lighthouse, because Agatio cannot light the beacon on his own for there seems to be a powerful force blocking him. Before leaving Hamma tells you to meet her at the inlet to the south where your boat is docked. After some chitchat Felix and his companions join your group. You have now 2 adepts of each type and 8 members in total. In battle you can only use 4 of them at the same time. If you didn't link the game only the following things are inherited:

Characters:

All four are on level 28

Inventory:

Isaac	Garet	Ivan	Mia
-----	-----	-----	-----
Great Sword	Great Axe	Master Rapier	War Mace
Steel Armor	Steel Armor	Silver Vest	Silver Vest
Knight's Shield	Knight's Shield	Silver Armllet	Silver Armllet
Knight's Helm	Knight's Helm	Platinum Circlet	Platinum Circlet
Carry Stone	Lifting Gem	Catch Beads	Frost Jewel
			Douse Drop

Djinn:

4 Venus Djinn - Flint, Granite, Quartz & Ground
4 Mars Djinn - Forge, Scorch, Ember & Torch
5 Jupiter Djinn - Gust, Breeze, Zephyr, Squall & Luff
5 Mercury Djinn - Fizz, Sleet, Mist, Spritz & Dew

Additional Battle Options:

'Auto-exchange' - If your active party is defeated your back-up party will automatically kick in for them.
Switch - Allows you to interchange one character from the active party with the back-up party.

Catch Beads, Lifting Jewel and Carry Stone always get transferred even if you don't link the game. This is given, because you need those Psynergies to complete the game. If they wouldn't be transferred you get stuck in the dungeons later on. The following three items: Cloak Ball, Orb of Force and Halt Gem are optional. We don't need Frost Jewel, Douse Drop, Halt Gem and Cloak Ball in this game, but the Orb of Force and its Psynergy open up new areas. If you got it then use "Force" right away on the tree stump behind the inn to find a Mars Djinni: Shine who is glad to join you. The Halt Gem can be used to get a Venus Djinni in the Yampi Desert cave easier.

--Atteka Islet--

Don't forget to get Djinni Geode with "Lift" and go to your ship to meet Hamma again. As you can see some wings are attached to the ship so you can now fly around the world of Weyard! If you saved master Hammet in GS1 and Linked that game file a messenger arrives a places a chest in front of you. The gift from Master Hammet turns out to be a piece of Orihalcon. With this forgeable item you are able to forge the legendary and powerful Excalibur (if you are lucky).

And above all there are no random battles in the air. The only downside is that it consuming much Psynergy. On the world map use "B" button the make the ship fly over the obstacles. After you get past everybody cheers, but Sheba feels empty. It turns out that she thought the Jupiter Lighthouse would help her find out where she came from. As the people of Lalivero only know her as she 'fell from the sky'. After the conversation, collect the

Rusty Sword from the ring to the west marked with '2' on the map in Ch. 11 (you could not collect this item before).

--Shaman Village Cave--

If you are playing a linked game and you won the Colosso event the three defeated gladiators appear inside the cavern for a rematch!

Boss: Azart, Navampa & Satrage

Azart

HP: 365 ATK: 328 AGL: 134 Weak: All
PP: 0 DEF: 66 LCK: 10 Strong: -
Special: Defends, use 'Nut' / 'Weasel's Claw'
Exp: 355
Coins: 232
Item: -

Navampa

HP: 735 ATK: 368 AGL: 156 Weak: All
PP: 0 DEF: 100 LCK: 17 Strong: -
Special: Defends, use 'Crystal Powder' / 'Nut' / 'Sleep Bomb'
Exp: 398
Coins: 267
Item: -

Azart

HP: 485 ATK: 342 AGL: 145 Weak: All
PP: 0 DEF: 74 LCK: 13 Strong: -
Special: Defends, use 'Bramble Seed' / 'Nut' / 'Smoke Bomb'
Exp: 378
Coins: 249
Item: -

I can hardly call this a boss battle, just like that battle against the Bandit and friends. The three Gladiators are still pretty weak and can be taken out without any trouble if you ask me. Nuff' said.

After their defeat you get the Golden Shirt as a prize for letting them off. The three of them disappear never to be seen again.

Use "Lift" on the rightmost boulder in the back room and then again on the boulder that can be reached behind this path. Go back to the entrance, "Lift" the leftmost boulder, freeze the water puddle and remove the foliage to reveal some stairs. Climb them and go to the Mercury Djinni in the center. He can't escape anymore, because the boulder is lifted! So meet Eddy in combat.

Mercury Djinni

HP: 860 ATK: 270 AGL: 237 Weak: Fire
PP: 80 DEF: 80 LCK: 27 Strong: Water
Special: Deluge, Freeze Prism, Froth Spiral, Ice Missile, Megacool, Escape
Exp: 989
Coins: 656
Item: -

After this he joins your camp as usual. Eddy is a very handy Djinni who can cause all Djinn in recovery mode to regenerate 1 round faster. This is an excellent ability in the later boss battles.

--Trial Road (Summit)--

Chests: 1 (239)

Elixir

Djinn:

Jupiter - Gasp

Monsters:

Mad Plant, Mole Mage, Nightmare, Pteranodon, Talon Runner, Wargold,
Wolfkin

If you go back again to the top of Trial Road after Isaac and co. join you can safely collect all the chests without time limit. You can use "Hover" on the purple energy tile to the left. Use it to get to the left cavern. "Lift" the rock inside, to reach a small fountain outdoors. "Cyclone" the left bushes and a Mad Plant pops up.

Mad Plant 5

HP: 730 ATK: 358 AGL: 174 Weak: Fire
PP: 0 DEF: 103 LCK: 21 Strong: Water
Special: Electric Bite, Poisonous Bite, Maneater
Exp: 1121
Coins: 591
Item: Lucky Pepper

Use "Reveal" on the water pools to reveal a hidden tile in the center allowing you to reach a chest with an Elixir in the upper right corner and Jupiter Djinni that will mimic your movements in the opposite direction.

Jupiter Djinni

HP: 870 ATK: 276 AGL: 239 Weak: Earth
PP: 81 DEF: 84 LCK: 27 Strong: Wind
Special: Blue Bolt, Destruct Ray, Sonic Slash, Spark Plasma, Tempest,
Escape
Exp: 1000
Coins: 660
Item: -

--Angara Cavern--

Stone Tablet:

Haurus

To get here go north from Loho and you'll see a big cave on the map. Enter it and traverse several levels down, use "Carry" on the small grey block to make it move up 1 position and leave it in the center. Use "Carry" also on the upper grey block so it fall down on the right. "Carry" the right block 1 space to the left and claim your Summon named: Haurus. He costs 3 Venus and 2 Mars to summon.

--Atteka Cavern--

Stone Tablet:

Coatlicue

In order to get here use the Lemurian Ship after it gets its wings to navigate through the air towards this cave. Start from the eastern beach of Atteka and work your way down. Avoid the trees, because the ship even in

flight cannot navigate through there. At the very south is the cave. Inside use "Parch" on the water from the right side and use the ladder to reach the tablet. The inscriptions tell you how to call Coatlicue. Have 3 Mercury and 3 Jupiter Djinn on standby.

--SW Atteka Islet--

I already mentioned much earlier, but if you got less than 7 Jupiter Djinn from the GS1 team you can find an additional Djinni here. Just use "Lift" on the sphere boulder and walk around in the area behind it to find him.

--Yallam--

Use "Force" on the tree stump near Sunshine's home to open the passage to a new area. Cast "Cyclone" in the center of the bushes to reveal a passage to a chest with the Masamune (also known as the dummied out Kunasagi in GS1).

15. Cannon ammunition from Magma Rock required

Our goal is to reach Prox and the Mars Lighthouse to the north of the northern seas. However if you travel there right now you'll find a huge solid ice wall blocking your way, hence we need some heavy artillery to blast our way through. Coincidentally the people of Loho have a cannon, but they need it themselves to blast a wall down. They seem to be stuck as well, because they don't have any ammunition. If you manage to find some suitable ammunition to load the cannon, then the diggers of Loho will give you the cannon in return. Question is where to find some ammo... Perhaps taking a look at the nearby mountain range called Magma Rock will shed some light on the situation.

--Magma Rock (Exterior)--

Chests: 3 (242)

Oil Drop, Salamander Tail, 383 Coins

Monsters:

Mimic, Lich, Little Death, Phoenix, Raging Rock, Wise Gryphon

At the start use "Lift" to get entrance to Magma Rock.

--Magma Rock (Interior)--

Hidden Items: 1 (243)

Magma Ball - Retrieve it after learning "Blaze"

Chests: 4 (247)

Lucky Medal, Mist Potion, Salamander Tail, Golem Core

Djinn:

Mars - "missing GS1 Djinni"

Mars - Fury

Monsters:

Mimic, Grand Chimera, Lesser Demon, Lich, Little Death, Phoenix,
Raging Rock, Wise Gryphon

Go inside right away and challenge the Mimic, but that is all that can be done around here for now.

Mimic 7

HP: 936 ATK: 364 AGL: 210 Weak: Fire
PP: 80 DEF: 114 LCK: 18 Strong: Wind
Special: Debilitate, Psy Drain, Sleep, Curse, Condemn, Stone Spire
Exp: 1500
Coins: 726
Item: Apple

--Magma Rock (Exterior)--

Climb up the wall near the entrance and use "Burst" on the left statue in order to destroy the cracked column. Climb up where the column was and push the pillar out of your way, go up the wall again and fall down the left slide. Use "Burst" on the statue around here as well, climb up the wall just to its right, stand tall on the statue itself and wait, until it fires you upward. Jump over to the left and follow the path against the wall. Push another pillar to the right and climb up to the next screen.

On the right side of this screen you can climb down and collect the Oil drop down there. Go up again and follow the rightmost path, use "Growth" on the right plant (don't forget to use "Burst" on the statue here) and once you are up the wall slide down at the left. "Burst" is the Psynergy to use on the Moai statue up here. Go down back to the start of this screen and cast "Growth" on the plant around here. Climb up and again use "Burst" on the statue to get a free ride up. From here push the pillar to the far left and now there are two paths to go (although the upper is a dead end for now).

The left path has 4 different slides. Go down the second from the right to find a chest with 383 Coins. Get back up the upper ledge, go down the second from the left and use "Lash" on the rope. Activate the statue with "Burst" slide down the left slide and quickly get up its head before the Moai ignites. Climb all the way over to another pillar and move it so that you have another shortcut. Go up one screen using the left branch of the right climbable wall section. Walk and jump around to the leftmost pillar, "Move" it to the right and jump on the cracked pillars so you end up in the center path. Cast "Burst" once again on the statue to make another pillar disappear. Climb towards that section and head to the right.

Before continuing on, follow the lower path and go down one screen, to the far left you can find a chest with Salamander Tail. Go back where you came from and climb the wall, but beware of the magma rocks the statues are volleying. Stick to the left route as the right leads to a dead end. On the final screen of Magma Rock's exterior use the Moai on the far right of the screen. The Psynergy rock amplifies the power of "Burst" and creates a huge explosion.

--Magma Rock (Interior)--

Inside walk around the only possible path and use "Burst" on the statue to make the rooms flood with lava (BTW: a missing GS1 Mars Djinni may appear here in the most southern part). Go back one room and jump over the lava using the moving platform, follow the left wall from here on until you reach the lava room again. The left path leads to a Lucky Medal whereas the right leads to the switch that removes the lava from the level. Once you did that go down the previously with lava filled part and push the pillar up, go up one room and down the stairs marked by the blue gem in the wall. Climb down the wall here and take the left southern path, go through the upper left exit here and push the pillar down three squares. Next, go back

one room and then down and eventually you'll reach Fury.

Mars Djinni

HP: 890 ATK: 280 AGL: 247 Weak: Water
PP: 83 DEF: 86 LCK: 26 Strong: Fire
Special: Dire Inferno, Pyroclasm, Searing Beam, Escape
Exp: 1041
Coins: 681
Item: -

After adding Fury to your collection, go back to the central room and "Burst" the Moai Statue so the floor fills up with lava. Walk to the lower right corner, jump over the gap, walk the tightrope and collect a Mist Potion from the chest in the next room. Cross the lava here using the pillar which you placed in the correct position. In the next room you get a one way single chance to get across the lava, so use it well. After this use "Burst" on both cracked pillars.

Get back in the big room and let the lava disappear through the gap. Climb down again and go down the center exit. Now that the pillar is gone you can climb up and go through the passage marked by the blue gem. Follow the path behind it, use "Burst" to raise the lava level in the room that follows. The moving platforms are activated and you can reach the very left side of the room. Go down as far as possible and you can let the lava run away through the gate by pressing the button.

Go back up use "Whirlwind" on the chains, climb down the wall and collect a Salamander Tail from the chest in the room behind the entrance. Go up one room and push all the pillars to the right. Before raising the lava level again, go up one room to where a second gate is located and collect the Golem Core from the chest. Also you can go down via the lower right passage in the main room and push the pillar to the right for yet another shortcut. In the end get back up the higher level using those chains again and this time use the left Moai Statue to flood all the rooms with lava in the central room.

After flooding use the moving platforms and the pillars to get to find a new path. At the very end push a pillar into the lava, head up via the left passage and make the lava flow away by opening the gate once again. Head down and through another passage marked by a blue gem. You are back at the entrance here! Push the pillar into the lava and go into the next chamber. If you jump on the right ledge you will see that some rocks, fireballs and a very rare magma rock appear. There is not much to do about this so continue on to the next room.

Inside follow the path and you'll reach a tablet with a new Psynergy. Of course this is meant for a fire adept and Garet... hey the game automatically prefers Jenna here to get the "Blaze" Psynergy. This allows you to manipulate existing fires (you cannot create fire with it). So use it right away on the flame to open the passage outside again. Go back to the room with the Magma Ball and use "Blaze" on the lower left flame so you can ignite the left torch. Use "Blaze" again to open the passageway, follow the short road and collect the Magma Ball from the red rock.

--Loho--
Inn: 88 Coins
Hidden Items: 4 (251)
Crystal Powder - Check Barrel near the most south eastern home

Mythril Silver - Use "Scoop" under right wall in the lower left corner
Golem Core - Use "Scoop" on it behind the wall after using the cannon
Golem Core - Cast "Lift" on the rock and then "Scoop" on the ground

Djinn:

Jupiter - Lull

Here in Loho there are many diggers trying to find valuables, but none have been successful. There is a cannon at the far right end of town, but it doesn't have any ammunition to shoot down the wall to the north. If you manage to do this you can get the cannon for free! So now that you have been through Magma Rock use the Magma Ball on the cannon and BOOM! The three guys are also willing to put the cannon on your ship for free, because you helped them. Now you can reach Prox behind the northern reaches. Note that you can get some Golem Cores and access to Lull the Jupiter Djinni.

16. Mars Lighthouse behind the northern reaches

--Northern Reaches--

Monsters:

Grand Chimera, Phoenix, Spiral Shell, Turtle Dragon

Navigate through the seas here and you'll find the icy wall that is holding you back from reaching Prox and the Mars Lighthouse. Use the cannon on it and your passage is clear. After some talking you can go up and reach Prox right away.

--Prox--

Inn:

200 Coins

Hidden Items: 4 (255)

Cookie - Look in the jar just outside the inn on the left

Potion - Check the green jar in the inn

Sacred feather - Wooden box in the basement of the most northern residence

Dark Matter - Use "Lift" on the boulder and "Scoop" on the black dot

Djinn:

Venus - Mold

Mercury - "missing GS1 Djinni"

The people of Prox know Felix pretty well and the innkeeper also tells him that his parents just left. Also note how all the people in Prox look frozenly blue, and most of them are living in poverty. Walk up the riverbed that is covered with snow and go up one screen. Here you'll bump into a Venus Djinn. Touch it and it disappears. Use "Scoop" on the little pile of snow to make him appear again, so Mold can join you.

Head up via the northern exit and visit the mayor to the right. You'll overhear a conversation about setting Felix's parents free. Inside the home is a Mercury Djinni from GS1 if you didn't get all 7 in the previous game. Go up the left branch and you'll meet Puella the leader of the clan. They are pretty surprised to see Felix return after all this time.

--Mars Lighthouse--

Hidden Items: 1 (256)

Mars Star - On the floor after the battle against the Fire Dragons

Chests: 7 (263)

Apple, Orihalcon, Sol Blade, Valkyrie Mail, Psy Crystal, Teleport Lapis,
Alastor's Hood

Djinn:

Mercury Djinni - Balm

Mars Djinni - Fugue

Monsters:

Mimic, Aka Manah*, Devil Frog, Doodle Bug, Fire Bird, Minos Warrior~,
Raptor

Boss:

Fire Dragon (2x)

Ultimate Boss:

Doom Dragon

* = Can drop Gloria Helm (Weakness: Fire)

~ = Can drop Clotho's Distaff (Weakness: Wind)

The final mandatory dungeon of this game and it is a big one. Right from the start walk up to the lighthouse, climb up the ladders and go to the place where you would, except the left elevator. Here you will see a chest containing an Apple. Use it for a small boost in power. Enter the lighthouse, use "Pound" on the rightmost ice cone pillar and examine the chest to start a battle against Mimic, who will relinquish a Cookie when you beat it.

Mimic 8

HP: 1008 ATK: 397 AGL: 224 Weak: Fire
PP: 84 DEF: 126 LCK: 18 Strong: Wind
Special: Debilitate, Psy Drain, Sleep, Curse, Condemn, Spark Plasma
Exp: 1668
Coins: 772
Item: Cookie

Walk through the maze of pinnacles to the right entrance, walk around the back room and exit it on the left side. Back in the main room go up the leftmost entrance, follow the left wall, climb the stairs, "Pound" the ice cone in your path and continue on until you reach a dead end. Examine the ice here and use "Grind" on it to cause a crack to appear in the big ice sheet one floor below. Go back to that place and "Burst" it.

In the room behind it is a teleportation circle, but you need "Teleport" in order to be able to use it. So go through the doorway on the far left. In the chamber behind you have to avoid the flames, which is not that difficult. Note however that you also have to get the statue on the far left all the way to the right to block the last flame thrower. So set "Move" to the 'L' or 'R' button and use it to move the statue over there.

The directions to get past the black ice field towards the left are: LURDL. In the room behind use "Blaze" to activate the dragon statue and it will cause a crack in the ice for you. Go back and take the lower passage, use "Burst" on the cracked ice and another pathway is clear. Inside is a hidden Teleporter Circle that will only show itself when you "Reveal" it. So take the right passage all the same. In the right room use "Blaze" so the dragon statue emits a fire ball. This melts all the ice on its way clearing the route to the doorway to the south.

Here you'll be in a corridor with three entrances. The center only has a chest with Orihalcon. Go inside the rightmost one, "Pound" all the ice

cones from the side and use the newly created gaps to evade the constant stream of fireballs. Work your way up towards the next chamber. Again a Black Ice room, but before starting to slide use "Move" on the left dragon statue (clever trick, programmers!). Slide into the following direction: DLDLURULDL then go either Down (for a battle against Mercury Djinni) or Up for the exit.

Mercury Djinni

HP: 940 ATK: 300 AGL: 261 Weak: Fire
PP: 88 DEF: 94 LCK: 30 Strong: Water
Special: Deluge, Freeze Prism, Froth Spiral, Ice Missile, Megacool, Escape
Exp: 1112
Coins: 720
Item: -

After the battle Balm becomes friends with you. Slide up, go upstairs, fall down towards the chest and collect the Teleport Lapis. The final Psynergy "Teleport" is now yours to command! Now you can tackle all of the optional Dungeons: Yampi Desert, Islet of Time & Anemos Inner Sanctum (See appendix C for details). But before you do so, you'd better collect some stronger weapons and the most powerful weapon in the game is very near, so get it first.

In any case, equip the Lapis and use "Teleport" on the circle. Go back to the room where you removed the ice and the hidden teleporter, which I mentioned just a few minutes ago. Use "Teleport" here, go down the stairs, but do NOT slide down right away. Go down to the lower level on the right, run all the way to the left and collect the Valkyrie Mail from the chest. Get back and you may slide down. This will trigger a fire breathing dragon face to go all the way to the left. If it gets there the big dragon gets activated and a huge fireball will wipe out Felix, which means you have to start all over again. So get the following part done in one go.

Once the head is activated use "Pound" on all the rocks and work your way over the black ice using the most northern route. At the end use "Pound" two more times on the most upper cones. You should have about 3 to 4 seconds to spare. Don't go via the teleporter, but walk by the corridor behind it. "Move" the statue so it blocks the flames. Now it is safe to "Teleport". After this Felix will reach another jumping puzzle.

Jump from the leftmost tile down 3 times, walk to the right, jump up, down 4 times, then go to the upper right and collect the almighty Sol Blade (this weapon begs for a field test!). The left path leads to the following rooms. Walk up and you'll see two yellow dragons frozen in ice, as expected when you use "Blaze" and "Burst" they will unfreeze. This causes a boss battle! Strange two dragons; with one being a bit smaller than the other...

Boss: Flame Dragon & Flame Dragon

Flame Dragon (big one)

HP: 5724 ATK: 400 AGL: 158 Weak: Water
PP: 250 DEF: 137 LCK: 48 Strong: Fire
Special: 'recover 4 PP', Cage, Flame Breath, Meteor Blow, Rising Dragon, Rolling Flame, Stun Muscle
Exp: 2502
Coins: 1521
Item: -

Flame Dragon (Small one)

HP: 5348 ATK: 389 AGL: 215 Weak: Water
PP: 320 DEF: 134 LCK: 55 Strong: Fire
Special: 'recover 4 PP', Break, Djinnfest, Flame Breath, Fiery Blast,
 Healing Aura, Heat Kiss, Supernova
Exp: 2502
Coins: 1872
Item: Psy Crystal

There attacks seem to be very similar to the ones of another duo... Could it be? Indeed they are Karst and Agatio. You beat them one time, so do it again. The Sol Blade's unleash Megiddo and Diamond Berg Psynergy will surely help you out. Also Summon Azul from Treasure Island's Tablet with Piers for over 2000 damage! So actually it is not too hard to beat them up a second time round.

When the battle is over their true identities are revealed indeed, they are however in no condition to complete their current task and gives Felix the Mars Star. Pick it up from the floor and put it in the Mythril Bag, walk up to the statue behind it and examine it. Just after you got the Mars Star you give it away by putting it in the statue's face. The ice disappears and the Mars Lighthouse becomes a place of the fire element once more. Pick up the star again and leave this room. There is nothing you can do to help the two wounded people.

Go back to the entrance of the lighthouse ("Retreat" saves some time). Use "Blaze" on the leftmost flame to melt all the ice and then "Burst" on the big sheet of ice. Go inside the rightmost room, follow the right wall, and you'll come across a second Djinn in this dungeon. Mars Djinn Fugue puts up a fight before joining you however.

Mars Djinni

HP: 950 ATK: 280 AGL: 247 Weak: Water
PP: 83 DEF: 86 LCK: 28 Strong: Fire
Special: Dire Inferno, Dragon Fume, Fiery Juggle, Pyroclasm,
 Searing Beam, Escape
Exp: 1145
Coins: 731
Item: -

After the battle go back again to the entrance room and go up the center stairs. The big dragon statue tells you to complete the four quests for each element. You can do these in any order, but I'll present them like this.

Wind - Bird... On the wings of truth, they ruled the winds.

Enter the upper and left tower use "Cyclone" on the left teleporter. In the next room use it on the left teleporter as well, use "Move" on the statue, go back all the way and the use the right teleporter. You'll be back in the big room and the fire will be blocked allowing you to pass by.

Climb down the stairs, use "Reveal" and "Cyclone" on the 6 blocks to get to the next room. "Cyclone" back again on the other pad, quickly use "Move" to activate the hover tile on the left and let yourself fall down by getting hit by the flame. Use "Hover" to get past the flame thrower and "Cyclone" to get to the higher level on the center teleporter pad.

Quickly get out of the way or else you'll get hit by the fire ball.

Collect the Psy Crystal from the chest on the left. After a fire ball passes by use "Reveal" on the stepping stones to find a secret path to the right. Follow it, go outside and cast "Blaze" on the purple flame to activate the Jupiter Beacon. Just three more flames to go. Let yourself get hit by the big fire ball inside for a shortcut back.

Water - Fish... With cold courage, they ruled the water.

Go to the entrance of the lower left tower. Ascend the stairs and walk on to the black ice field. The directions are: LDRULU. Go inside the doorway and here you'll have to fix the pipeline.

1. Freeze the upper right water puddle
2. Push the upper horizontal pipe up
3. Freeze the center puddle
4. Push the upper horizontal pipe down
5. Push the vertical pipe right
6. Push the lower horizontal pipe up

Next go back and start on the black ice again from the right. Go LDRURU use "Blaze" so most of the ice bergs are removed (odd that that ice doesn't melt itself). Go over the black ice for a third time following: LDRDL. Head outside and ignite the Mercury Beacon.

Fire - Dragons... Burning with might, they ruled the fires.

Before entering the dragon Tower, collect the Alastor's Hood in the far right corner outside. Inside use "Burst" on both cracked wall sections. Go up the left passage and in the top left corner press the button to activate a torch. Go back to the beginning, take the right path and use "Blaze" on the torch to crack the center wall section. Go back, "Burst" it and follow that path to reach the stairs on the left.

In the pipe maze room push the first pipe into position, then follow the path behind it and use "Move" on the statue near the right wall. Next use "Move" on it again from above so the flame thrower is blocked. Follow the path that is now opened. Push the pipe section out of the line again so the flame thrower runs dry. This allows you to reach the bottom exit, outside "Blaze" the torch again to light the Mars Beacon. Only one more to go!

Earth - Mankind... With the power of wisdom, they ruled the earth.

Inside this tower only use "Move" on the rightmost statue, the other two are traps. In the next room only the leftmost statue conceals a doorway, take it, jump over the gap on the lower level and fill the two gaps on the upper ledge with the two "Carry" stones. Push the upper stone to the far right so it blocks the flame thrower. Walk down the tightrope, push the statue down and go to the left. Use "Sand" to hide from the flame thrower if they get close. Go outside again and ignite the final flame of Venus.

Get back into the central room and the path to the Mars Lighthouse Aerie is opened! Let Felix "Teleport" towards the final showdown on top of the lighthouse midst the storm (hmm this setting reminds me of the prologue in GS1).

Final. Dawn of the Golden Sun

--Mars Lighthouse Aerie--

You get teleported just outside the lighthouse aerie, so jump up the floating platforms. Heal all yours characters to the max, set all your Djinn and prepare for battle! As expect you will deal with a fire enemy that is weak to water. So consider having both Piers and Mia in your first party. Or alternatively use some of the other class settings to get strong Mercury attacks.

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

Walk up to the center of the aerie and somebody calls you "betrayers". All 8 party members and Kraden appear trying to figure out where the voice came from. Just before Felix throws in the Mars Star he gets blocked. The voice tells you that Isaac and Garet should know him, but they both shake their heads. Kraden recognizes the voice and GS1 player should remember that very same character at the very beginning of the game. Indeed, it is the Wise One. The Cyclops Rock appears and Isaac explains what happened back that day when they met inside Sol Sanctum.

He is very displeased to see that Isaac and all the others disobeyed his command in retrieving the elemental stars. Instead all the other 3 lighthouses were lit. The Wise One reasons that if Alchemy is released mankind itself may destroy the world with all the powers that will be unleashed along with it. Similar to what the elders of the Lemurian Council feared. Come to think of it, what do you think Alex's motives are? He is currently climbing Mount Aleph and will be at the right spot where all of the light will gather if the last lighthouse is lit. The Wise One tells you that when the final light beam hits Sol Sanctum the Golden Sun shall rise, which will give him a near infinite amount of power.

The rock also tells you that he cannot interfere with human actions and therefore cannot stop Alex. Yet he does prevent Felix from throwing the final star in the hole. He then tells that even though he can't stop you himself a 'miracle' could occur that prevents you from completing the task, however... A three headed dragon appears, which seems to be similar to the two-headed Fusion Dragon from GS1. How much more difficult could that be to defeat. Kraden figures out that the two headed dragon was Saturos and Menardi together. So what would the 3-headed dragon be? But before Kraden can stop the 8 adepts they go into battle!

Ultimate Boss: Doom Dragon (3 Heads; 2 Heads; 1 Head)

Doom Dragon (3 Heads)

HP: 5000 ATK: 470 AGL: 200 Weak: Wind
PP: 500 DEF: 155 LCK: 50 Strong: Earth

Special: 'Attack 4x', Blast Breath, Cure, Curse, Defend, Djinn Blast,
Earth Force, Earthquake, Fiery Blast, Flare Storm, Gravel Blow,
Haunt, Psy Boost, Pressure, Quake Sphere, Thorn

Exp: 0

Coins: 0

Item: -

Doom Dragon (2 Heads)

HP: 4200 ATK: 470 AGL: 200 Weak: Wind

PP: 500 DEF: 155 LCK: 50 Strong: Earth

Special: 'Attack 3x', Blast Breath, Briar, Clay Spire, Cruel Ruin,
Desert Gasp, Djinn Blast, Earth Force, Guard Aura, Inferno,
Haunt, Serpent Fume, Spire

Exp: 0

Coins: 0

Item: -

Doom Dragon (1 Head)

HP: 4000 ATK: 470 AGL: 200 Weak: Wind

PP: 500 DEF: 155 LCK: 50 Strong: Earth

Special: 'Attack 2x', Cruel Ruin, Darksol Gasp, Djinn Storm, Earth Force,
Guard Aura, Nettle, Stone Spire

Exp: 0

Coins: 0

Item: -

This is the final battle that consists of three consecutive rounds. Each time you slay the dragon it will lose one head and can use one attack less, however the intensity of the attacks does increase with each round. This enemy is capable of using Djinn Blast: All Djinn on Recovery for one Character. With only 1 head left the dragon gets Djinn Storm, which puts all Djinn for all your main characters in recovery! This is a pretty cruel attack if you are hoarding Djinn for a Summon Rush, then again I noticed that Doom Dragon doesn't use these very often so you can make use of the Summons. The normal 'Summon Rush' won't work on him, because you have to face all three versions of the Doom Dragon in the same battle independently. Moreover, the power of a Summon depends on the maximum amount of HP of the target. Thus keep in mind summon rushing this adversary won't work.

Regular Strategy

What you can do is boost all statistics and then start beating him up good. This tactic will work, because the Doom Dragon is one of the few bosses that is not capable of using "Break", meaning that you can always attack with increased powers. Try to distribute some Elixirs and Mist Potions among your members so everybody can heal/cure everybody when needed. The Doom Dragon tends to use Status Ailment attacks (e.g. Curse & Haunt) more often than the other enemies in this game and this will be a long battle so you do have to worry about these matters.

The Dragon is in all three cases weak to wind so if you are going to Summon make sure that it is Catastrophe or Eclipse for maximum damage. Don't let the 4 attacks of the Doom Dragon's initial attack set intimidate you, for all of the attacks except Earth Force cause only minimal damage. And even if he does you should be able to use "Aura" / "Wish" / Mist Potion to do some fast healing.

Attack weapons that work best are the Wind & Water Elemental Unleash weapons like Excalibur and Masamune, but the Sol Blade's Megiddo does quite some damage on him so that shouldn't be an issue. On the other hand armor that raises Wind Power like the Feathered Robe / Aeolian Cassock / Leda's Bracelet are great to have and can increase the amount of damage you deal

considerably.

The Easiest Strategy - Kill the dragon without enemy actions

After some toying around I found a possible setup that can take out the Doom Dragon in just several rounds. The key to his defeat lies in the Excalibur/Sol Blade & Tomegathericon. It does require you to have at least one character on level 47 however, because we are going to use the power of Dullahan called: Formina Sage! Note that this weapon/armor setup is purely optimized for Doom Dragon, so you may want to equip your characters like this just before entering the center of the Mars Lighthouse Aerie.

Initial Attack Party
=====

Felix	Garet (Level 47+)	Sheba	Isaac
-----	-----	-----	-----
Chaos Lord AGL > 200	Necromage AGL > 200	Wanderer AGL > All	Apprentice AGL > 200
2 Venus 7 Mars	3 Venus 3 Jupiter 3 Mercury	Mars: Forge Mars: Kindle 4 Mercury Standby 3 Venus Standby	Jupiter: Lull 3 Mars Standby 5 Jupiter Standby
-----	-----	-----	-----
Sol Blade Warrior's Helm Riot Gloves~ Valkyrie Mail Hyper Boots	Tomegathericon Anything that boosts ATK, but equiping just the Fire Brand should be sufficient	Don't care, but should be fastest Use: Elven Shirt or Wild Coat etc.	Don't care, but should be slower than the others

~ = Aegis shield also works

Back up Party
=====

Jenna	Piers	Mia	Ivan
-----	-----	-----	-----
Ronin AGL > 200	'any' AGL > 200	'any' AGL > All	'any' AGL > 200
5 Venus 4 Jupiter	3 Venus Standby 4 Mercury Standby	2 Mars Standby 6 Mercury Standby	3 Mars Standby 5 Jupiter Standby
-----	-----	-----	-----
Anything that boosts ATK, but equiping just the Masamune should be sufficient	Don't care	Don't care	Don't care

This gives every character the following primary roles:

Felix: Sol Blade's Megiddo
Isaac: Use Lull the first turn
Jenna: "Quick Strike"
Garet: "Call Dullahan"
Sheba: Boost party ATK (Forge & Kindle)
Ivan: Summon Catastrophe
Piers: Summon Azul

Mia: Summon Boreas & Ulysses (additional backup)

Since you can't do 5000 damage the first turn (unless you use up all the strongest summons rightaway or have Level 90+ characters) the main strategy of this setup is to get your attack and elemental power up the first round, then have Isaac use Lull to prevent Doom Dragon from executing any attack. The next round Jenna comes in and with the attack & elemental power buffs you should be able to maximize damage to slay a head of Doom Dragon each round. The main damage comes from Felix using Sol Blade's Megiddo & Garet using "Call Dullahan" to cast the almighty Formina Sage attack. Hence Garet has equipment for maximal ATK power and Felix for a near guaranteed weapon unleash.

During the first two turns Sheba's high agility ensures that you can get both Kindle & Forge's ATK boosts in order to strike with maximal power. After that she can be exchanged for any other member with Djinn on standby. With the given setup and level 48 party members the attack pattern and damage results should be as following:

Round #1

Sheba - use Kindle 0 Damage -> Felix/Garet ATK +12.5%
Felix - Azul ~1000 Damage -> Venus Power +60
Garet - Catastrophe ~1700 Damage -> Jupiter Power +100 (Maximizes)
Isaac - use Lull 0 Damage -> Doom dragon gets no turn

Turn ends immediately because of Lull.
Doom dragon gets no chance to attack.

Round #2

Exchange Isaac -> Jenna

Sheba - use Forge 0 Damage -> Jenna/Felix/Garet ATK +12.5%
Jenna - Quick Strike ~ 600 Damage
Felix - Megiddo ~1100 Damage
Garet - Call Dullahan ~1200 Damage

Turn ends immediately, as Doom Dragon's 1st head is slain.
Doom dragon gets no chance to attack.

Round #3

Exchange Sheba -> Ivan

Jenna - Quick Strike ~ 600 Damage
Felix - Megiddo ~1100 Damage
Garet - Call Dullahan ~1200 Damage
Ivan - Catastrophe ~1600 Damage

Turn ends immediately, as Doom Dragon's 2nd head is slain.
Doom dragon gets no chance to attack.

Round #4

Exchange Ivan -> Piers

Jenna - Quick Strike ~ 600 Damage
Felix - Megiddo ~1100 Damage
Garet - Call Dullahan ~1200 Damage

Battle ends immediately, as Doom Dragon's last head is slain.
Doom dragon gets no chance to attack.

Under normal circumstances the dragon should not be too difficult to beat. Doom dragon might use up a turn for 'Defend'/Guard Aura, but when that happens it does lose a turn for the other commands. So the battle might be a turn longer, but you can still bring in Mia whom serves as a backup. She has 6 Mercury & 2 Mars Djinn on standby allowing you to summon both Boreas & Ulysses. Moreover, you could let her remaining Djinni be Shade, Eddy or another Djinn you prefer to ensure the recovery goes easier. As the damage values show there's enough leeway, even if Megiddo isn't unleashed so you should be pretty safe as long as your agility is better than Doom Dragon. For a demo watch following the above strategy watch here: <https://www.youtube.com/watch?v=eCOiIElFOX0> .

It is also possible to defeat the dragon by slaying a head each turn. This does require high level characters and a near ultimate equipment set, using 3 Excaliburs together with the Tomegathericon. A video at this URL of youtube: <https://www.youtube.com/watch?v=LDLhMBS31Vg> . This here is a video showing the destruction of the Doom Dragon in 3 turns without the dragon ever getting a chance to attack. :P

After the battle everybody finds out what Kraden already expected. The three heads were the parents of Felix and Jenna and Isaac's father Kyle. The Mercury Adepts Piers and Mia step forward in a last effort to save them from death, but the battle has taking its toll on them and the victims are too close to death to be brought back. Even though this is a tremendous loss, everybody agrees that if the last beacon isn't lit it was all for naught. You regain control of Felix and you can talk to everybody, just before you finally throw the Mars Star into its rightful place to finally end your quest.

After this happens the lighthouse tears apart similar to what happened at the Venus Lighthouse. The beacon rises up and starts to glow mysteriously. This event with all four beacons lit releases Alchemy into the world. Two children at the Mercury Lighthouse are now able to "Mind read" over a huge distance with Mia. It turns out the Wise One send a message to them telling everybody to leave the lighthouse as soon and as far as possible. Master Hama also blends in the conversation and after they decide to leave the beacon of Mars stars to turn color. The Golden Sun is forming right now. The screen flashes and you are back in Prox again.

--Prox--

After a short conversation about what is going to happen you regain control of Felix once more. Isaac & Kraden join you and the rest is waiting for you to the south of the village. You can now walk outside Prox that is more calm now that the storm raging over it has settled down.

Go to the south exit and everybody including the three parents are standing up strait. It turned out that the Wise One did have a plan to save them after all. The Psynergy emitted from the Mars Lighthouse reenergized them so they live another day! After some more talking with Kraden the three of them wave their hands as a good bye. And the credits start to roll!

--Mt. Aleph--

During the credits you'll see Alex climbing to the summit of Mount Aleph hoping to catch the light of the Golden Sun. Next you'll also see the four lighthouses - Mars, Mercury, Venus and Jupiter - each radiating a beam for one of the four elements they represent.

In the last sequence Alex is holding his hands up trying to grasp the power. The earth starts to glow gold and Alex thinks that he has obtained eternal life and limitless power, then the Wise One appears again! He speaks down to Alex and tells him that the power is not exactly what Alex was hoping for. The Wise One puts him down and tells him that he must flee Mt. Aleph in order to live, because the mountain will be drawn into the earth. If the incapacitated Alex survives they might meet again in the future...

--Vale--

The screen is black here and everybody is eagerly awaiting to what became of Vale. Finally Felix speaks and says that Vale and Mt. Aleph are both gone! Fortunately as everybody thought the Wise One warned everybody and all families are reunited. You get to see some nice pictures and that's it.

You can also choose to save your file into "Clear Data", this allows you to restart a new game with the option to choose a difficulty setting as mentioned in the very beginning of the walkthrough. Take note however that the file you save over becomes unplayable (you can go to the battle arena however)!

```

-----
Total Regular Hidden Items / Chests:   263
Total 4 Elemental Dungeons:             20 +
-----
Grand Total                             283 (found up to now)
-----

```

=====

GAME FINISHED!!!!

Did you find everything?

=====

=====
Appendix A: Djinn & Classes
=====

1. Djinn Descriptions

In Golden Sun: the Lost Age there are 44 new Djinn you can find throughout the continents. Most of them are quite easy to find, while others may prove to be more difficult to locate. Here's a list of all Djinn sorted by element and the moment you can find them in-game. If you transfer not all Djinn from GS1, then 1 Djinn of each elemental type will appear again in

this game. If you transfer all 7 Djinn of one type then that additional Djinni will not appear, because you already have it in your possession.

There is one remark that has to be made here; the statistic boosts of the Djinn may differ from the values given here, this is so because classes affect the statistics relatively (i.e. in percentages). To put it simple this means that the upgrades may vary a bit. For more information on that topic see the third section about Class changes. The exact Djinn locations can also be found in the FAQ, just search for the Djinni's name with "Ctrl+F" in most Windows / Linux based text editors or viewers.

Venus Djinn

Name	HP	PP	AT	DF	AG	LK	Location	Ability
Flint	8	4	3	-	-	-	GS1 - Collect one	Swift Strike
Granite	9	-	-	2	2	1	GS1 missing Djinni	Reduce Damage
Quartz	10	3	-	-	3	-	GS1 in	Revive Downed Ally
Vine	12	4	-	3	-	1	GS1 Treasure Island	Lower enemy AGL
Sap	10	-	3	-	-	1	GS1	Hit & Drain enemy HP
Ground	9	3	-	-	3	-	GS1	Enemy must skip a turn
Bane	12	-	4	-	-	-	GS1	Hit & Venom Enemy
Echo	9	4	3	-	-	-	Diala (WM)	Double Attack
Iron	11	-	-	2	3	-	Madra - east(WM)	Raise Allies' DEF
Steel	9	-	4	2	-	1	Gabomba Statue	Hit & Drain enemy HP
Mud	10	4	-	-	3	-	Gabomba Catacombs	Lower Enemies AGL
Flower	12	4	-	-	-	-	Taopo Swamp	Recover Allies' HP
Meld	9	-	-	-	4	1	Islet Cave	Strike with a partner
Salt	9	5	-	-	-	1	Contigo ("Cyclone")	Cure Allies' Ailments
Geode	12	-	6	-	-	-	Atteka Inlet ("Lift")	Attack Enemy
Mold	8	-	4	-	2	1	Prox ("Scoop")	Someone attacks target
Petra	11	-	-	3	-	-	Hesperia - North (WM)	Enemy must skip a turn
Crystal	10	5	-	2	-	-	Yampi Desert Cave	Recover Allies' HP

Mars Djinn

Name	HP	PP	AT	DF	AG	LK	Location	Ability
Forge	10	-	2	-	2	2	GS1 - Collect one	Raise Allies' ATK
Fever	12	-	3	-	1	-	GS1 missing Djinni	Delude Enemies
Corona	12	3	-	3	-	1	GS1 in Magma Rock	Raise Allies' DEF
Scorch	8	-	3	-	-	-	GS1	Stun Enemy
Ember	9	4	-	2	2	-	GS1	Recover Allies' PP
Flash	14	3	-	2	-	-	GS1	Reduce damage
Torch	9	-	3	-	-	1	GS1	Hit through Enemy DEF
Cannon	10	-	3	-	-	-	Dehkan Plateau	Attack 1 Enemy
Spark	11	6	-	-	-	-	Mikasalla ("Scoop")	Revive Downed Character
Kindle	8	-	5	-	-	1	Gondowan Cliffs	Raise Allies' ATK
Char	9	-	2	-	2	1	Madra (Healing Fungus)	Hit & Stun Enemy
Coal	11	3	-	-	3	-	Izumo (Dancing Idol)	Raise Allies' AGL
Reflux	9	-	-	3	-	2	Tundaria Tower	Counter all attacks
Core	8	-	4	2	-	-	Atteka - East(WM)	Hit through Enemy DEF
Tinder	12	6	-	-	-	-	Hesperia Settlement	Revive downed Character
Shine	9	-	3	3	1	-	Contigo ("Force")	Attack an Enemy
Fury	12	4	-	-	-	-	Magma Rock	Hit Enemy & induce Haunt

Fugue 11 4 - 2 - - Mars Lighthouse Lower Enemies' PP

Jupiter Djinn

Name	HP	PP	AT	DF	AG	LK	Location	Ability
Gust	9	-	2	-	2	-	GS1 - Collect one	1 or 2 Wind Attacks
Breeze	12	5	-	2	-	1	GS1 missing Djinni at	Raise Allies' Resistance
Zephyr	11	3	-	-	2	1	GS1 SW Atteka Islet	Raise Allies' AGL
Smog	9	-	3	-	-	-	GS1	Delude Enemies
Kite	8	3	-	-	3	-	GS1	2 Attacks Next Turn
Squall	10	-	5	-	-	-	GS1	Stun Enemy
Luff	11	5	-	2	-	1	GS1	Seal Enemy's Psynergy

Breath	9	-	3	3	-	-	Shrine of the Sea God	Recover Ally HP
Blitz	10	4	3	-	-	-	Yampi Desert	Hit & Stun Enemy
Ether	8	4	-	-	3	2	Garoh (From the elder)	Recover Ally PP
Waft	11	-	4	-	-	-	Kibombo Mountains	Hit enemy & induce Sleep
Haze	10	-	-	2	3	2	Apojii Islands ("Sand")	Avoid all attacks
Wheeze	9	3	5	-	-	-	Tundaria - far west(WM)	Hit & induce Venom
Aroma	9	-	-	-	3	2	Shaman Village	Recover Allies' PP
Whorl	9	-	4	2	-	-	Jupiter Lighthouse	Hit an enemy
Lull	10	6	-	-	-	-	Loho (use Magma Ball)	Nullify attacks after it
Gasp	12	5	-	-	-	-	Trial Road ("Lift")	Hit & induce Haunt
Gale	10	-	-	-	5	3	Treasure Island	Hit enemy

Mercury Djinn

Name	HP	PP	AT	DF	AG	LK	Location	Ability
Fizz	9	4	-	3	-	-	GS1 - Collect one	Recover ally's HP
Sleet	12	-	3	-	-	1	GS1 missing Djinni	Lower Enemy ATK
Mist	11	-	4	-	-	-	GS1 in Prox	Make Enemy Fall Asleep
Spritz	8	4	-	-	3	-	GS1	Recover allies' HP
Hail	9	-	4	-	-	1	GS1	Lower Enemy DEF
Tonic	10	3	-	2	-	2	GS1	Restore all ailments
Dew	13	4	-	-	4	-	GS1	Revive Downed Ally

Fog	9	-	-	2	2	1	Kandorean Temple	Hit & induce Delusion
Sour	8	4	5	-	-	-	Osenia Cave - west(WM)	Hit & lower Resistance
Spring	11	5	-	-	-	-	Piers' Pet	Recover Ally HP
Shade	9	-	-	3	-	2	Piers' Pet	Reduce Damage
Chill	10	3	-	2	-	-	Naribwe - far south(WM)	Hit Enemy & lower DEF
Steam	10	-	5	-	-	-	Aqua Rock ("Parch")	Raise Allies' Resistance
Gel	9	5	-	-	2	-	Kalt Island	Hit Enemy & lower ATK
Eddy	9	-	-	-	3	2	Shaman Village Cave	All Djinn Recover 1 Turn
Rime	10	5	-	-	-	-	Ancient Lemuria	Seal Enemy's Psynergy
Balm	13	4	-	-	-	-	Mars Lighthouse	Revive all downed Allies
Serac	12	-	3	-	-	-	Islet Cave ("Teleport")	Powerful Strike

(WM) = battle encounter on the World Map

Next to the original 16 Summons from GS1 some additional Summons are available in this game. The only difference is that these won't appear in the Summon List right away. Instead you need to find the so-called Summon Tablet which has an inscription telling you how to summon a new deity. Also these new spirits are multi-elemental meaning that they require Djinn of two different types. The attack of such a spirit is always mono-elemental, depending on the Djinn type that is dominant for that Summon. Most of the additional Summons also have extra side effects that are listed below the Djinn requirements.

Original Summons (Also in GS1)

Djinn	Spirit	Djinn	Spirit
1 Venus	Venus	1 Mars	Mars
2 Venus	Ramses	2 Mars	Kirin
3 Venus	Cybele	3 Mars	Tiamat
4 Venus	Judgment	4 Mars	Meteor

Djinn	Spirit	Djinn	Spirit
1 Jupiter	Jupiter	1 Mercury	Mercury
2 Jupiter	Atalanta	2 Mercury	Nereid
3 Jupiter	Procne	3 Mercury	Neptune
4 Jupiter	Thor	4 Mercury	Boreas

New Tablet Summons

Spirit	Djinn	Element	Location
Zagan	1 Mars + 1 Venus Lower Enemies' DEF	Fire	Indra Cavern
Megaera	1 Mars + 1 Jupiter Raise Allies' ATK	Fire	Osenia Cave
Moloch	2 Mercury + 1 Jupiter Lower Enemies' AGL	Water	Madra Catacombs
Flora	1 Venus + 2 Jupiter Induces Sleep	Wind	Air's Rock
Ulysses	2 Mars + 2 Mercury Induce Paralysis for one turn	Fire	Izumo Ruins
Coatllicue	3 Mercury + 3 Jupiter No damage; Heal all and regenerate HP during the next rounds	Water	Atteka Cavern
Eclipse	3 Jupiter + 2 Mercury Lower enemies' ATK	Wind	Spring of Lemuria
Haurus	3 Venus + 2 Mars	Earth	Angara Cavern

	Induce Venom		
Azul	4 Mercury + 3 Venus Induce Stun	Water	Treasure Island
Daedalus	4 Mars + 3 Venus Two attacks; initial & at the end of 2nd round	Fire	Yampi Desert
Catastrophe	5 Jupiter + 3 Mars Lower enemies' PP	Wind	Islet Cave
Charon	8 Venus + 2 Jupiter Instant Kill	Earth	Anemos Inner Sanctum
Iris	9 Mars + 4 Mercury Huge damage to all opponents Heal/Revive all 8 Allies	Fire	Anemos Inner Sanctum

3. Class & Psynergy Effects

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

A word about the notation here:

- "x|y" means all number of Djinn between x and y. For example: 3|5 means either 3,4 or 5 Djinn of that kind.
- All percentage were calculated after subtracting the effects of the Djinn, so the actual percentage may appear even higher than listed here.
- an "->" denotes that the Psynergy is reused in the upgraded class
"~>" denotes that the Psynergy is upgraded in the upgraded class
- After working in the ROM I finally found out that the base classes have A certain percentages as well! This means that the statistics of a character in its base class also receives some class bonuses.

Venus Adepts - Felix & Isaac (Base Class: Squire)

	Req. Djinn	Statistic Change ('-' = No Change, 100%)						
		HP	PP	Att	Def	Agl	Lck	
Class	Ven Mar Jup Mer							

Venus Series											
Squire	0	1	0	0	0	110%	80%	110%	-	110%	-
Knight	2	3	0	0	0	130%	90%	120%	110%	120%	-
Gallant	4	5	0	0	0	150%	-	130%	120%	130%	-
Lord	6	7	0	0	0	170%	110%	140%	130%	140%	-
Slayer	8	9	0	0	0	190%	120%	150%	140%	150%	-

Mars Series											
Brute	0	1	0	0	0	-	70%	120%	90%	110%	70%
Ruffian	0	2	3	0	0	120%	80%	130%	-	120%	70%
Savage	0	4	0	0	0	140%	90%	140%	110%	130%	70%
Barbarian	0	5	9	0	0	160%	-	150%	120%	140%	70%
Berserker	1	6	8	0	0	180%	110%	160%	130%	150%	70%
Chaos Lord	2	7	0	0	0	200%	120%	170%	140%	160%	70%

Jupiter Series											
Apprentice	0	0	1	0	0	-	120%	110%	-	120%	90%
Illusionist	0	0	2	3	0	120%	130%	120%	110%	130%	90%
Enchanter	0	0	4	5	0	140%	140%	140%	120%	140%	90%
Shaman	0	0	6	9	0	120%	150%	110%	110%	130%	-
Druid	1	0	6	8	0	150%	170%	130%	130%	140%	-
Conjurer	2	3	0	6	0	170%	160%	150%	130%	150%	90%
War Adept	2	0	7	0	0	190%	170%	160%	140%	170%	90%

Mercury Series											
Swordsman	0	0	0	1	0	-	90%	110%	110%	90%	120%
Defender	0	0	0	2	3	120%	-	120%	120%	-	120%
Cavalier	0	0	0	4	5	140%	110%	130%	130%	110%	120%
Shaman	0	0	0	6	9	120%	150%	110%	110%	130%	-
Guardian	1	3	0	0	6	170%	130%	140%	140%	130%	120%
Druid	1	0	0	7	8	150%	170%	140%	130%	140%	-
Protector	2	0	0	7	0	190%	140%	160%	150%	130%	120%

Other Series											
Ninja	0	3	3	0	0	160%	140%	150%	120%	170%	90%
Disciple	0	4	4	0	0	180%	150%	160%	130%	180%	90%
Master	0	4	5	0	0	200%	160%	170%	140%	190%	90%
Samurai	0	4	3	0	0	190%	130%	150%	140%	140%	95%
Ronin	0	5	4	0	0	190%	140%	160%	150%	150%	95%
Dragoon	0	3	0	3	4	160%	130%	140%	140%	110%	120%
Templar	0	4	0	4	0	180%	140%	150%	150%	120%	120%
Paladin	0	4	0	5	0	200%	150%	160%	160%	130%	120%

Venus Series

lvl	Squire & Knight	Gallant	Lord & Slayer
1	Cure	-> Cure	-> Cure
2	Quake	-> Quake	-> Quake

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

Mars Series

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

Jupiter Series

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

- 1 Cure
- 2 Bolt
- 3 Growth
- 5 Ward
- 6 Flash Bolt
- 12 Mad Growth
- 10 Cure Well
- 18 Bind
- 19 Revive
- 22 Blue Bolt
- 23 Resist
- 26 Potent Cure
- 29 Wild Growth
- 31 Drain
- 39 Psy Drain

Mercury Series

lvl	Swordsman	Defender	Cavalier	Guardian&Protector
1		Ply	-> Ply	-> Ply
4	Thorn	-> Thorn	-> Thorn	-> Thorn
5	Cure Poison	-> Cure Poison	-> Cure Poison	-> Cure Poison
6		Avoid	-> Avoid	-> Avoid
8			Wish	-> Wish
10	Mad Blast	-> Mad Blast	-> Mad Blast	-> Mad Blast
11	Cutting Edge	-> Cutting Edge	-> Cutting Edge	~> Plume Edge
13	Restore	-> Restore	-> Restore	-> Restore
14	Briar	-> Briar	-> Briar	-> Briar
16		Ply Well	-> Ply Well	-> Ply Well
19	Revive	-> Revive	-> Revive	-> Revive
22			Wish Well	-> Wish Well
30	Break	-> Break	-> Break	-> Break
34		Pure Ply	-> Pure Ply	-> Pure Ply
36	Nettle	-> Nettle	-> Nettle	-> Nettle
46			Pure Wish	-> Pure Wish

Shaman & Druid

- 1 Cure
- 1 Growth
- 2 Froth
- 5 Cure Poison
- 8 Wish
- 10 Cure Well
- 12 Mad Growth
- 13 Restore
- 14 Froth Sphere
- 19 Revive
- 22 Wish Well
- 26 Potent Cure
- 28 Wild Growth
- 34 Break
- 40 Froth Spiral
- 46 Pure Wish

Other Series

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

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

lvl	Dragoon		Templar & Paladin
2	Blast	->	Blast
4	Thorn	->	Thorn
5	Cure Poison	->	Cure Poison
6	Avoid	->	Avoid
8	Wish	->	Wish
10	Mad Blast	->	Mad Blast
11	Cutting Edge	~>	Plume Edge
13	Restore	->	Restore
16	Ply Well	->	Ply Well
17	Briar	->	Briar
22	Wish Well	->	Wish Well
27	Fiery Blast	->	Fiery Blast
34	Pure Ply	->	Pure Ply
36	Nettle	->	Nettle
46	Pure Wish	->	Pure Wish

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

Class	Req. Djinn				Statistic Change ('-' = No Change, 100%)						
	Ven	Mar	Jup	Mer	HP	PP	Att	Def	Agl	Lck	
Venus Series											
Brute	1	0	0	0	-	70%	120%	90%	110%	70%	
Ruffian	2 3	0	0	0	120%	80%	130%	-	120%	70%	
Savage	4	0	0	0	140%	90%	140%	110%	130%	70%	
Barbarian	5 9	0	0	0	160%	-	150%	120%	140%	70%	
Berserker	6 8	1	0	0	180%	110%	160%	130%	150%	70%	
Chaos Lord	7	2	0	0	200%	120%	170%	140%	160%	70%	
Jenna Mars Series											
Flame User	0	0 1	0	0	-	120%	-	-	120%	90%	
Witch	0	2 3	0	0	110%	130%	110%	110%	130%	90%	
Hex	0	4 5	0	0	130%	140%	120%	120%	140%	90%	
Fire Master	0	6 7	0	0	150%	150%	130%	130%	150%	90%	
Justice	0	8 9	0	0	170%	160%	140%	140%	160%	90%	
Garet Mars Series											
Guard	0	0 1	0	0	110%	80%	-	110%	70%	-	
Soldier	0	2 3	0	0	130%	90%	110%	120%	80%	-	
Warrior	0	4 5	0	0	150%	-	120%	130%	90%	-	
Champion	0	6 7	0	0	170%	110%	130%	140%	-	-	
Hero	0	8 9	0	0	190%	120%	150%	150%	110%	-	
Jupiter Series											
Page	0	0	1	0	-	120%	110%	-	120%	90%	
Illusionist	0	0	2 3	0	120%	130%	120%	110%	130%	90%	
Enchanter	0	0	4 5	0	140%	140%	140%	120%	140%	90%	
Ascetic	0	0	6 9	0	120%	140%	120%	120%	140%	120%	
Conjurer	0	1 3	6	0	170%	160%	150%	130%	150%	90%	
Fire Monk	0	1	7	0	160%	160%	140%	140%	160%	120%	
War Adept	0	2	7	0	190%	170%	160%	140%	170%	90%	
Mercury Series											
Swordsman	0	0	0	1	-	90%	110%	110%	90%	120%	
Defender	0	0	0	2 3	120%	-	120%	120%	-	120%	
Cavalier	0	0	0	4 5	140%	110%	130%	130%	110%	120%	
Ascetic	0	0	0	6 9	120%	140%	110%	120%	140%	120%	
Luminier	0	1 3	0	6	170%	130%	140%	140%	130%	120%	
Water Monk	0	1	0	7	150%	160%	130%	140%	160%	120%	
Radiant	0	2	0	7	190%	140%	150%	150%	140%	120%	
Other Series											
Ninja	3	0	3	0	160%	140%	150%	120%	170%	90%	
Disciple	4	0	4	0	180%	150%	160%	130%	180%	90%	
Master	4	0	5	0	200%	160%	170%	140%	190%	90%	

Samurai	4	0	3	0	190%	130%	150%	140%	140%	95%
Ronin	5	0	4	0	190%	140%	160%	150%	150%	95%
Dragoon	0	3	0	3 4	160%	130%	140%	140%	110%	120%
Templar	0	4	0	4	180%	140%	150%	150%	120%	120%
Paladin	0	4	0	5	200%	150%	160%	160%	130%	120%

Venus Series

See Venus Adepts "Mars" Series (are identical)

Mars Series (Jenna)

lvl	Flame User & Witch	Hex - Justice
1	Flare	-> Flare
5	Fume	-> Fume
6	Flare Wall	-> Flare Wall
7	Beam	-> Beam
9		Aura
10	Impair	-> Impair
16		Healing Aura
18	Flare Storm	-> Flare Storm
21	Cycle Beam	-> Cycle Beam
23	Debilitate	-> Debilitate
26	Serpent Fume	-> Serpent Fume
33		Cool Aura
41	Searing Beam	-> Searing Beam
47	Dragon Fume	-> Dragon Fume

Mars Series (Garet)

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

Jupiter Series

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

lvl Ascetic & Fire Monk

1	Slash
6	Ward
8	Volcano
9	Plasma
10	Wind Slash
18	Bind
22	Eruption
24	Resist
26	Shine Plasma
30	Sonic Slash
33	Drain
41	Psy Drain
48	Pyroclasm
50	Spark Plasma

Mercury Series

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

lvl Ascetic & Water Monk

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

Other Series

See Venus Adepts "Other" Series (are identical)

Jupiter Adepts - Sheba & Ivan (Base Class: Wind Seer)

Class	Req. Djinn				Statistic Change ('-' = No Change, 100%)						
	Ven	Mar	Jup	Mer	HP	PP	Att	Def	Agl	Lck	
Venus Series											
Seer	1	0	0	0	90%	130%	90%	90%	110%	-	
Diviner	2 3	0	0	0	110%	140%	-	-	120%	-	
Shaman	4 5	0	0	0	120%	150%	110%	110%	130%	-	
Enchanter	6 9	0	0	0	140%	140%	130%	120%	140%	90%	
Druid	6	0	1 3	0	150%	170%	130%	130%	160%	90%	
Conjurer	7 8	0	1	0	170%	160%	140%	130%	170%	90%	
Oracle	7	0	2	0	170%	180%	140%	140%	170%	-	
Mars Series											
Pilgrim	0	1	0	0	90%	120%	90%	-	120%	120%	
Wanderer	0	2 3	0	0	110%	130%	-	110%	130%	120%	
Ascetic	0	4 5	0	0	120%	140%	110%	120%	140%	120%	
Enchanter	0	6 9	0	0	140%	140%	130%	120%	140%	90%	
Fire Monk	0	6	1 2	0	150%	160%	140%	140%	160%	120%	
Conjurer	0	7 8	1	0	170%	160%	150%	130%	160%	90%	
Guru	0	7	2	0	170%	170%	150%	150%	170%	120%	
Jupiter Series											
Wind Seer	0	0	0 1	0	80%	140%	80%	90%	130%	110%	
Magician	0	0	2 3	0	90%	150%	90%	-	140%	110%	
Mage	0	0	4 5	0	110%	160%	-	110%	150%	110%	
Magister	0	0	6 7	0	130%	170%	110%	120%	160%	110%	
Sorcerer	0	0	8 9	0	150%	180%	120%	130%	170%	110%	
Mercury Series											

Hermit	0	0	0	1	80%	140%	80%	90%	130%	120%
Elder	0	0	0	2 3	90%	150%	90%	-	140%	120%
Scholar	0	0	0	4	110%	160%	-	110%	150%	120%
Savant	0	0	0	5 9	130%	170%	110%	120%	160%	120%
Sage	0	0	1 3	6 8	150%	180%	120%	130%	170%	120%
Wizard	0	0	2	7	180%	190%	130%	140%	180%	120%

Other Series

Medium	3	0	0	3	130%	170%	120%	120%	150%	90%
Conjurer	4	0	0	4	140%	160%	120%	130%	160%	90%
Dark Mage	5	0	0	4	160%	170%	130%	140%	170%	90%
White Mage	3	0	0	4 6	150%	180%	130%	130%	150%	120%
Pure Mage	4	0	0	5	180%	190%	140%	140%	160%	120%
Ranger	0	3	0	3 6	130%	160%	120%	120%	160%	120%
Bard	0	4	0	4	150%	170%	140%	130%	170%	120%
Warlock	0	4	0	5	170%	180%	150%	140%	180%	120%

Venus Series

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

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

Mars Series

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

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

Jupiter Series

lvl	Wind Seer		Magician		Mage - Sorcerer
1	Whirlwind	->	Whirlwind	->	Whirlwind
4	Ray	->	Ray	->	Ray
5			Impact	->	Impact
6					Ward
8	Plasma	->	Plasma	->	Plasma
12	Sleep	->	Sleep	->	Sleep
14	Storm Ray	->	Storm Ray	->	Storm Ray
17	Bind	->	Bind	->	Bind
18	Tornado	->	Tornado	->	Tornado
21			High Impact	->	High Impact
22					Resist
26	Shine Plasma	->	Shine Plasma	->	Shine Plasma

36	Destruct Ray	->	Destruct Ray	->	Destruct Ray
44	Tempest	->	Tempest	->	Tempest
50	Spark Plasma	->	Spark Plasma	->	Spark Plasma

Mercury Series

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

Other Series

lvl	Ranger - Warlock
1	Douse
1	Slash
6	Ward
8	Volcano
10	Wind Slash
12	Drench
18	Bind
22	Eruption
24	Resist
30	Sonic Slash
30	Deluge
33	Drain
34	Break
41	Psy Drain
48	Pyroclasm

lvl	Medium - Dark Mage
1	Cure
2	Froth
2	Bolt
6	Flash Bolt
10	Cure Well
14	Froth Sphere
17	Haunt
19	Revive
20	Curse

22 Blue Bolt
 26 Potent Cure
 29 Condemn
 31 Drain
 36 Psy Drain
 40 Froth Spiral

lvl White Mage & Pure Mage

2 Prism
 5 Cure Poison
 6 Ward
 8 Plasma
 11 Dull
 12 Wish
 13 Restore
 17 Revive
 20 Hail Prism
 24 Wish Well
 26 Shine Plasma
 31 Resist
 37 Blunt
 46 Spark Plasma
 46 Pure Wish
 52 Freeze Prism

Mercury Adepts - Piers & Mia (Base Class: Mariner & Water Seer)

Class	Req. Djinn				Statistic Change ('-' = No Change, 100%)						
	Ven	Mar	Jup	Mer	HP	PP	Att	Def	Agl	Lck	
Venus Series											
Seer	1	0	0	0	90%	130%	90%	90%	110%	-	
Diviner	2 3	0	0	0	110%	140%	-	-	120%	-	
Shaman	4 5	0	0	0	120%	150%	110%	110%	130%	-	
Cavalier	6 9	0	0	0	140%	110%	130%	130%	110%	120%	
Druid	6	0	0	1 3	150%	170%	130%	130%	160%	-	
Guardian	7 8	0	0	1	170%	130%	140%	140%	130%	120%	
Oracle	7	0	0	2	170%	180%	140%	140%	170%	-	
Mars Series											
Pilgrim	0	1	0	0	90%	120%	90%	-	120%	120%	
Wanderer	0	2 3	0	0	110%	130%	-	110%	130%	120%	
Ascetic	0	4 5	0	0	120%	140%	110%	120%	140%	120%	
Cavalier	0	6 9	0	0	140%	110%	130%	130%	110%	120%	
Water Monk	1 3	6	0	0	150%	160%	130%	140%	160%	120%	
Luminier	1	7 8	0	0	170%	130%	150%	140%	130%	120%	
Guru	2	7	0	0	170%	170%	150%	150%	170%	120%	
Jupiter Series											
Hermit	0	0	1	0	80%	140%	80%	90%	130%	120%	
Elder	0	0	2 3	0	90%	150%	90%	-	140%	120%	
Scholar	0	0	4	0	110%	160%	-	110%	150%	120%	

Savant	0	0	0	5 9	130%	170%	110%	120%	160%	120%
Sage	0	0	1 3	6 8	150%	180%	120%	130%	170%	120%
Wizard	0	0	2	7	180%	190%	130%	140%	180%	120%

Piers Mercury Series

Mariner	0	0	0	0 1	110%	90%	-	-	90%	120%
Privateer	0	0	0	2 3	130%	-	110%	110%	-	120%
Commander	0	0	0	4 5	150%	110%	120%	120%	110%	120%
Captain	0	0	0	6 7	170%	120%	130%	130%	120%	120%
Admiral	0	0	0	8 9	190%	130%	140%	140%	130%	120%

Mia Mercury Series

Water Seer	0	0	0	0 1	90%	130%	90%	-	80%	130%
Scribe	0	0	0	2 3	-	140%	-	110%	90%	130%
Cleric	0	0	0	4 5	120%	150%	110%	120%	-	130%
Paragon	0	0	0	6 7	140%	160%	120%	130%	110%	130%
Angel	0	0	0	8 9	160%	170%	130%	140%	120%	130%

Other Series

Medium	3	0	3	0	120%	150%	110%	120%	150%	90%
Conjurer	4	0	4	0	140%	160%	120%	130%	160%	90%
Dark Mage	5	0	4	0	160%	170%	130%	140%	170%	90%
White Mage	3	0	4 6	0	150%	180%	130%	130%	150%	120%
Pure Mage	4	0	5	0	180%	190%	140%	140%	160%	120%
Ranger	0	3 6	3	0	130%	160%	120%	120%	160%	120%
Bard	0	4	4	0	150%	170%	140%	130%	170%	120%
Warlock	0	5	4	0	170%	180%	150%	140%	180%	120%

Venus Series

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

lvl	Cavalier	Guardian
1	Ply	-> Ply

4	Thorn	->	Thorn
5	Cure Poison	->	Cure Poison
6	Avoid	->	Avoid
8	Wish	->	Wish
10	Mad Blast	->	Mad Blast
11	Cutting Edge	~>	Plume Edge
13	Restore	->	Restore
14	Briar	->	Briar
16	Ply Well	->	Ply Well
19	Revive	->	Revive
22	Wish Well	->	Wish Well
30	Break	->	Break
34	Pure Ply	->	Pure Ply
36	Nettle	->	Nettle
46	Pure Wish	->	Pure Wish

Mars Series

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

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

Jupiter Series

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

Mercury Series - Piers

lvl	Mariner	Privateer & Commander	Captain & Admiral
1	Douse	-> Douse	-> Douse
1	Frost	-> Frost	-> Frost
2	Ply	-> Ply	-> Ply
4	Cool	-> Cool	-> Cool
5	Cure Poison	-> Cure Poison	-> Cure Poison
6		Avoid	-> Avoid
8	Tundra	-> Tundra	-> Tundra
12	Diamond Dust	-> Diamond Dust	~> Diamond Berg
13	Restore	-> Restore	-> Restore
17	Ply Well	-> Ply Well	-> Ply Well
21	Supercool	-> Supercool	-> Supercool
24	Glacier	-> Glacier	-> Glacier
30	Break	-> Break	-> Break
35	Pure Ply	-> Pure Ply	-> Pure Ply
48	Megacool	-> Megacool	-> Megacool

Mercury Series - Mia

lvl	Water Seer & Scribe	Cleric - Angel
1	Ply	-> Ply
4	Ice	-> Ice
2	Frost	-> Frost
8		Wish
9	Tundra	-> Tundra
13	Restore	-> Restore
16	Ply Well	-> Ply Well
17	Ice Horn	-> Ice Horn
22		Wish Well
25	Glacier	-> Glacier
30	Break	-> Break
34	Pure Ply	-> Pure Ply
42	Ice Missile	-> Ice Missile
46		Pure Wish

Other Series

See Jupiter Adepts "Other" Series (Are identical)

All Adepts - Book Classes

	Req. Djinn				Statistic Change ('-' = No Change, 100%)						
	Own	Other	Elem.		HP	PP	Att	Def	Agl	Lck	
Mysterious Card Series											
Pierrot	0	0	0	0	-	80%	-	110%	130%	120%	
Harlequin	0	1	1	1	130%	-	110%	120%	140%	120%	
Punchinello	0	2	2	2	160%	110%	120%	130%	150%	120%	
Acrobat	0	3	3	3	190%	120%	130%	140%	160%	120%	
Trainer's Whip Series											
Tamer	0	0	0	0	-	70%	110%	120%	90%	80%	
Trainer	0	1	1	1	130%	90%	120%	130%	-	80%	
Beastkeeper	0	2	2	2	160%	-	140%	140%	110%	80%	
Beast Lord	0	3	3	3	190%	110%	160%	150%	120%	80%	
Tomegatericon Series											
Dark Mage	0	0	0	0	80%	140%	80%	90%	140%	90%	
Crypt Lord	0	1	1	1	-	160%	-	110%	150%	90%	
Necrolyte	0	2	2	2	130%	170%	120%	120%	160%	90%	
Necromage	0	3	3	3	160%	190%	140%	130%	170%	90%	

Mysterious Card Series

lvl	Pierrot & Harlequin	Punchinello & Acrobat
3	Baffle Card	-> Baffle Card
5	Juggle	-> Juggle
6	Avoid	-> Avoid
8	Sword Card	-> Sword Card
10	Sabre Dance	-> Sabre Dance
13	Flame Card	-> Flame Card
15	Sleep Card	-> Sleep Card
17	Heat Juggle	-> Heat Juggle
22	Fire Breath	-> Fire Breath
25	Thunder Card	-> Thunder Card
27	Death Card	-> Death Card
29		Backstab
33	Bramble Card	-> Bramble Card
37	Fiery Juggle	-> Fiery Juggle
46	Frost Card	-> Frost Card

Trainer's Whip Series

lvl	Tamer	Defender	Beastkeeper	Beast Lord
1	Wild Wolf	~> Orc	~> Dinox	~> Troll
5	Cure Poison	-> Cure Poison	-> Cure Poison	-> Cure Poison
6	Impact	-> Impact	-> Impact	-> Impact
7		Pixie	~> Faery	~> Weird Nymph
10	Whiplash	-> Whiplash	-> Whiplash	-> Whiplash
10	Salamander	~> Cerebus	~> Chimera	~> Macetail
13	Restore	-> Restore	-> Restore	-> Restore
15			Elder Wood	~> Estre Wood
20	Emu	~> Harpy	~> Gryphon	~> Minotaur
22	High Impact	-> High Impact	-> High Impact	-> High Impact
24				Succubus
27			Lich	~> Phoenix
28				Manticore
32		Wyvern	~> Blue Dragon	~> Fire Dragon
45	Roc	~> Grand Golem	~> Living Armor	~> Ghost Soldier

Tomegatericon Series

lvl	Dark Mage & Crypt Lord	Necrolyte	Necromage
9	Raging Heat	-> Raging Heat	-> Raging Heat
17	Haunt	-> Haunt	-> Haunt
19	Revive	-> Revive	-> Revive
20	Fire Puppet	-> Fire Puppet	-> Fire Puppet
22	Fiery Abyss	-> Fiery Abyss	-> Fiery Abyss
24	Curse	-> Curse	-> Curse
26		Call Demon	-> Call Demon
29	Condemn	-> Condemn	-> Condemn
31	Drain	-> Drain	-> Drain
33	Poison Flow	-> Poison Flow	-> Poison Flow
39	Psy Drain	-> Psy Drain	-> Psy Drain
47			Call Dullahan
53	Dire Inferno	-> Dire Inferno	-> Dire Inferno

BTW. You do NOT have to beat Dullahan before "Call Dullahan" becomes available. This to clear an old rumor, just get to level 47 in Necromage Class and the Psynergy appears.

Appendix B: Chart Tables

1. I Items - Potions

Name	Value	Description
------	-------	-------------

Herb	10	Heals 50 HP
Nut	200	Heals 200 HP
Corn	12	Heals 200 HP
Vial	500	Heals 500 HP
Potion!	1000	Heals all HP
Mist Potion!	9000	Heals 300 HP for all
Empty Bottle!~	1000	Use to store Hermes' Water
Hermes' Water!~	2000	Heals all HP
Psy Crystal!	500	Heals all PP
Antidote	20	Cures Poison
Elixir	30	Cures Delude, Stun, Sleep, Haunt & Curse
Sacred Feather	70	Decreases Encounter Rate (Less Monster Battles)
Water of Life!	3000	Revives a dead character and heals all HP
Power Bread!	500	Increase maximum HP with +5 permanently
Cookie!	500	Increase maximum PP with +5 permanently
Apple!	500	Increase ATK with +3 permanently
Hard Nut!	500	Increase DEF with +3 permanently
Mint!	500	Increase AGL with +3 permanently
Lucky Pepper!	500	Increase LCK with +2 permanently

1. II Items - Attack Items

Name	Value	Description
Smoke Bomb	30	Use induces Delusion
Sleep Bomb	60	Use induces Sleep
Oil Drop	30	Attack with Fire power
Weasel Claw	40	Attack with Wind power
Bramble Seed	50	Attack with Earth power
Crystal Powder	60	Attack with Water power
Trident	-	Water Res. +20, Use break Poseidon's Force field

1. III Items - Scenario Items

Name	Value	Description
Lucky Medal!	50	Use for winning items at Lemurian Fountain
Game Ticket!	100	Use for winning items at Contigo's Slot Machine
Burst Brooch	-	Learn "Burst" (Tundaria Tower)
Carry Stone	-	Learn "Carry" (Get from Isaac)
Cloak Ball~	-	Learn "Cloak"
Douse Drop	-	Learn "Douse" (Get from Isaac)
Frost Jewel	-	Learn "Frost" (Get from Isaac)
Grind Stone	-	Learn "Grind" (Lemuria)
Halt Gem~	-	Learn "Halt"
Hover Jade	-	Learn "Hover" (Shaman Village)
Lash Pebble	-	Learn "Lash" (Kandorean Temple)
Lifting Gem	-	Learn "Lift" (Get from Isaac)
Orb of Force~	-	Learn "Force"
Pound Cube	-	Learn "Pound" (Dehkan Plateaus)
Teleport Lapis	-	Learn "Teleport" (Mars Lighthouse)
Tremor Bit	-	Learn "Tremor" (Madra Catacombs)

Mythril Bag	-	Can hold one or more of the elemental stars
Jupiter Star	-	Use to light beacon of the Jupiter Lighthouse
Mars Star	-	Use to light beacon of the Mars Lighthouse
Aquarius Stone	-	Find and use in Aqua Rock to get "Parch"
Black Orb	-	Used for entering & controlling the Lemurian Ship
Dancing Idol!	400	Use to light Serpent, trade with Uzume for Coal
Magma Ball!	800	Found in Magma Rock, use to load Loho's cannon
Sea God's Tear!	300	Get in Daila's Shrine, use in Shrine of the Sea God
Dragon's Eye~	-	No use
Cell Key!~	30	No use
Ruin Key!	230	Open door in Madra Catacombs to Moloch Tablet
Blue Key	-	Open red door in Jupiter Lighthouse
Red Key	-	Open blue door in Jupiter Lighthouse
Bone	-	Wastes inventory space / Distract dog
Large Bread	8	Feed the hungry Alhafran boy
Laughing Fungus	700	No use, Give Madran Man for some comments
Healing Fungus!	300	Trade with Madran man for Mars Djinni - Char
Pretty Stone!	300	Animal trade quest item
Red Cloth!	120	Animal trade quest item
Milk!	90	Animal trade quest item
Li'l Turtle!	500	Animal trade quest item, get entrance Islet Cave

1. IV Items - Raw Materials

Name	Value	Description (See below for the forging list)
Tear Stone!	300	Forge by Sunshine; dropped by Gillman Lord
Star Dust!	400	Forge by Sunshine; dropped by Sand Scorpion
Sylph Feather!	700	Forge by Sunshine; dropped by Great Seagull
Dragon Skin!	1200	Forge by Sunshine; dropped by Winged Lizard
Salamander Tail!	1400	Forge by Sunshine; dropped by Pyrodra
Golem Core!	1500	Forge by Sunshine; dropped by Bombander
Mythril Silver!	2000	Forge by Sunshine; dropped by Ghost
Dark Matter!	3000	Forge by Sunshine; dropped by Wonder Bird
Orihalcon!	4000	Forge by Sunshine; dropped by Sky Dragon

Tear Stone	Star Dust	Sylph Feather
Drop - Gillman Lord	Drop - Sand Scorpion	Drop - Great Seagull

Cloud Wand (25%)	Comet Mace (20%)	Sylph Rapier (25%)
Clear Bracelet (30%)	Planet Armor (20%)	Faery Vest (25%)
Pure Circlet (25%)	Luna Shield (20%)	Aerial Gloves (25%)
Spirit Ring (20%)	Astral Circlet (20%)	Floating Hat (25%)
	Star Dust Ring (20%)	

Dragon Skin	Salamander Tail	Golem Core
Drop - Winged Lizard	Drop - Pyrodra	Drop - Bombander

Dragon Mail (20%)	Burning Sword (15%)	Huge Sword (15%)
Dragon Robe (15%)	Apollo's Axe (15%)	Gaia's Axe (15%)
Dragon Shield (25%)	Salamander Rod (20%)	Tungsten Mace (15%)
Dragon Helm (25%)	Ardagh Robe (25%)	Chronos Mail (30%)
Dragon Boots (15%)	Flame Shield (25%)	Titan Gloves (25%)

Mythril Silver	Dark Matter	Orihalcon
Drop - Soul Army	Drop - Wonder Bird	Drop - Sky Dragon

Levatine	(10%)	Darksword	(10%)	Excalibur	(5%)
Mythril Blade	(20%)	Stealth Armor	(30%)	Stellar Axe	(10%)
Mythril Clothes	(20%)	Terra Shield	(25%)	Nebula Wand	(15%)
Mythril Helm	(15%)	Fear Helm	(20%)	Xylion Armor	(20%)
Mythril Armlet	(20%)	Demon Circlet	(15%)	Big Bang Gloves	(15%)
Psychic Circlet	(15%)			Cosmos Shield	(15%)
				Millennium Helm	(20%)

Forge rate% between parenthesis

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

Name	ATK	Value	Unleash	Other
Rusty Sword!	10	277	-	Forges Robber's Blade
Rusty Sword!	14	435	-	Forges Soul Brand
Long Sword	14	200	-	
Broad Sword	40	1000	-	
Arctic Blade!~	55	2600	Blizzard	
Storm Brand!	60	3900	Hurricane	
Claymore	70	4000	-	
Great Sword	90	7000	-	
Shamshir!	99	10000	Acid Bath	
Robber's Blade!	101	7600	Shred	
Silver Sword!	108	12000	Aqua Sock	
Masamune!	115	13400	Rising Dragon	
Muramasa!~	126	13600	Demon Fire	Cursed
Cloud Brand!	130	11800	Raiden's Wrath	
Lightning Sword!	134	11400	Flash Edge	
Gaia Blade!~	135	17000	Titan Blade	(Earth) Earth Pow. & Res. +20
Soul Brand!	141	11600	Soul Shatter	
Hestia Blade!	145	12900	Crucible Fire	
Huge Sword!	155	14000	Heavy Divide	
Mythril Blade!	160	14600	Lethe Albion	
Rune Blade!	162	15000	Void Beam	
Levatine!	173	19700	Radiant Fire	
Fire Brand!	176	23400	Purgatory	
Excalibur!	180	29200	Legend	
Sol Blade!	200	31200	Megiddo	
Darksword!	210	24200	Acheron's Grief	Cursed

 2. II Weapons - Light Blades (Used by all except Mia and Sheba)

Name	ATK	Value	Unleash	Other
Rusty Sword!	9	240	-	Forges Corsair's Edge
Rusty Sword!	13	390	-	Forges Pirate's Sabre
Machete^	6	28	-	(Dummied Out)
Short Sword	8	120	-	
Bandit's Sword!~	12	700	Rapid Smash	
Hunter's Sword	28	520	-	
Pirate's Sword!	34	2000	Dreamtide	
Elven Rapier!~	44	2200	Vorpal Slash	(Wind)

Hypnos' Sword!	49	2900	Moon Air	
Battle Rapier	58	2900	-	
Mystery Blade!~	85	6400	Life Nourish	
Master Rapier	86	6800	-	
Assassin Blade!~	90	7800	Mortal Danger	
Corsair's Edge!	90	6300	Lunar Slash	
Ninja Blade!	99	8800	Cyclone Attack	
Swift Sword!	104	9400	Sonic Smash	Wind Pow. +10
Mist Sabre!	110	8600	Searing Fog	
Sylph Rapier!	124	10100	Mad Zephyr	(Wind)
Kikuichimonji!~	128	13400	Asura	
Pirate's Sabre!	136	10600	Scorpionfish	
Phaeton's Blade!	151	13600	Light Surge	
Burning Sword!	157	14600	Blaze Rush	
Masamune!	161	16400	Rising Dragon	
Tisiphone Edge!	178	23000	Vengeance	

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

Name	ATK	Value	Unleash	Other
Rusty Axe!	10	255	-	Forges Captain's Axe
Rusty Axe!	14	412	-	Forges Viking Axe
Battle Axe	24	280	-	
Themis' Axe!	30	1900	Stone Justice	
Broad Axe	50	1400	-	
Vulcan Axe!~	76	4600	Barrage	
Disk Axe!	76	4700	Power Drive	
Great Axe	80	5200	-	
Burning Axe!~	84	7500	Broil	(Fire)
Captain's Axe!	95	6800	-	Use DEF+
Dragon Axe!	100	10300	Heat Mirage	(Fire)
Giant Axe!	114	14000	Meltdown	
Tartarus Axe!	127	10800	Vein Tap	
Demon Axe!~	132	16000	Poison Cloud	Cursed
Viking Axe!	137	11000	Stun Bolt	
Mighty Axe!	142	11900	Heat Shatter	
Apollo's Axe!	158	15200	Flare Burst	(Fire)
Gaia's Axe!	163	16400	Mother Earth	(Earth)
Stellar Axe!	171	19700	Supernova	

2. IV Weapons - Maces (Used by All except Jenna & Ivan)

Name	ATK	Value	Unleash	Other
Rusty Mace!	11	315	-	Forges Hagbone Mace
Rusty Mace!	12	345	-	Forges Demon Mace
Mace	6	80	-	
Heavy Mace	26	500	-	
Blow Mace!	45	2800	Boost Hack	
Battle Mace	56	2600	-	
War Mace	84	6200	-	
Grievous Mace!~	88	7000	Terra Strike	(Earth)
Comet Mace!	105	8000	Ice Crush	

Hagbone Mace!	108	8400	Wyrd Curse	
Righteous Mace!	112	8400	Blinding Smog	HP rec. +3
Demon Mace!	115	9200	Evil Eye	
Thanatos Mace!	125	10400	Heartbreak	
Blessed Mace!	126	14500	-	HP rec. +2, Use rec. +200 HP
Wicked Mace!~	130	13800	Poison Death	Cursed
Rising Mace!	152	13900	High Vitals	
Tungsten Mace!	159	14700	Hammersphere	

2. V Weapons - Rods & Staffs (Used by Ivan, Jenna, Mia & Sheba)

Name	ATK	Value	Unleash	Other
Rusty Staff!	11	360	-	Forges Goblin Rod
Rusty Staff!	12	375	-	Forges Glower Staff
Wooden Stick	4	40	-	
Shaman's Rod	10	-	-	
Magic Rod!	16	380	Murk	
Witch's Wand!	32	850	Stun Voltage	
Blessed Ankh!	46	1600	Psyphon Seal	
Psynergy Rod!	64	3800	Psynergy Leech	
Frost Wand!	76	5400	Frost Bite	(Water)
Staff of Anubis!	83	5500	Sarcophagus	
Angelic Ankh!	83	6400	Life Leech	
Demonic Staff!	92	10000	Bad Omen	Cursed
Cloud Wand!	98	7000	Stun Cloud	
Zodiac Wand!~	102	11400	Shining Star	
Crystal Rod!	106	13400	Drown	
Glower Staff!	126	10100	Flash Force	
Dracomace!	128	10700	Aging Gas	
Fireman's Pole!	130	8200	-	Use all Res.+
Goblin's Rod!	134	9800	Sargasso	
Meditation Wand!	150	13400	Nirvana	
Salamander Rod!	156	14300	Fire Dance	
Nebula Wand!	165	15200	Reverse Star	
Clotho's Distaff!	168	17200	-	Use rec. +1000 HP
Atropos' Rod!	169	18900	Life Shear	
Lachesis' Rule!	177	21700	Apocalypse	

2. VI Weapons - Books (Used by All)

Name	Value	New Class	Other
Mysterious Card!	333	Pierrot	Found in Kandorean Temple
Trainer's Whip!	666	Tamer	Found in Yampi Desert
Tomegathericon!	999	Dark Mage	Found in Gabomba Catacombs

3. I Body Armor - Armor (Used by Felix, Garet, Isaac & Piers)

Name	DEF	Value	Other
------	-----	-------	-------

Leather Armor	12	240	
Psynergy Armor!	21	1000	Max PP +20
Chainmail	25	2000	
Ixion Mail!	26	1300	Water/Wind Res. +20
Armored Shell!	30	3600	
Spirit Armor!~	32	4000	all Res. +15
Plate Mail	33	4400	
Spiked Armor!~	34	14000	ATK +10, Crit. +6%
Steel Armor	36	4900	
Planet Armor!	36	4800	All Pow. +10
Phantasmal Mail!	38	5800	LCK +7, Use induce Delusion
Asura's Armor!~	42	15000	ATK +5, HP rec. +8
Erebus Armor!	43	9000	HP rec. +6
Dragon Mail!	44	9700	Water/Fire Res. +15
Dragon Scales!~	44	17000	Water/Fire Res. +30
Chronos Mail!	47	13100	Max HP +20
Stealth Armor!	48	14000	Cursed, Earth Res. -10
Xylion Mail!	50	22500	ATK +12
Demon Mail!~	50	17000	Cursed, Wind Res. -10
Valkyrie Mail!	53	25500	Crit. +20%

3. II Body Armor - Clothing

(Worn by All)

Name	DEF	Value	Other
Cotton Shirt	3	20	
Travel Vest	6	50	
Fur Coat~	16	400	Water Res. +20
Adept's Clothes	18	850	Max PP +8
Full Metal Vest!	21	1100	
Elven Shirt!~	22	1700	AGL *1.5
Kimono!~	25	2800	AGL +10, Fire Res. +10
Silver Vest	28	3200	
Festival Coat!	28	2800	LCK +10
Water Jacket!~	30	3000	Water Res. +30, Fire Res. +20
Ninja Garb!~	36	6900	AGL +30, Wind Res. +10
Wild Coat!	37	4000	AGL +40
Faery Vest!	38	6900	Use to restore 200 HP
Floral Dress!	38	6600	Use induce Sleep
Storm Gear!~	42	9800	Water/Fire/Wind Res. +30
Mythril Clothes	44	14900	Crit. 15%
Erinyes Tunic!	45	10400	ATK +5, Crit. +10%
Triton's Ward!	47	16200	Water Pow. +30, Water Res. +70

3. III Body Armor - Robes

(Used by Ivan, Jenna, Mia & Sheba)

Name	DEF	Value	Other
One-Piece Dress*	4	24	
Travel Robe	10	200	
China Dress!~*	19	1600	Use enemy ATK-
Silk robe*	20	1400	
Jerkin*	26	2400	

Cocktail Dress!~*	29	4000	Max PP +15
Blessed Robe!	36	7000	HP rec. +5
Magical Cassock!	39	9000	PP rec. +2
Muni Robe!	39	6300	HP rec. +10
Dragon Robe!	42	8900	Water/Fire Res. +18
Oracle Robe!~*	43	13500	HP rec. +10, Water Res. +40
Ardagh Robe!	44	9900	Fire Pow. +20, Fire Res. +40
Feathered Robe!	45	14000	AGL +30, Wind Pow. +20, Wind Res. +30
Aeolian Cassock!	46	11400	Wind Pow. +15, Wind Res. +50
Iris Robe!	47	16600	LCK +15, Fire Res. +30, PP rec. +12
Mysterious Robe	48	11000	HP rec. +20, PP rec. +10

4. I Arm Protection - Shields (Used by Felix, Garet, Isaac & Piers)

Name	DEF	Value	Other
Wooden Shield	6	40	
Bronze Shield	14	500	
Iron Shield	20	1200	
Fujin Shield!	23	1400	Wind Res. +50
Dragon Shield!~	26	2400	Fire Res. +30
Knight Shield	28	3000	
Earth Shield!~	31	4100	Earth Res. +20, Use rec. 150 HP
Luna Shield!	33	3900	Earth Res. +30
Mirrored Shield!	39	5200	Use induce Delusion
Aegis Shield!	41	6700	Crit. +10%
Dragon Shield!	42	7400	Water/Fire Res. +15
Flame Shield!	44	8600	Fire Res. +60
Terra Shield!	48	11200	Cursed, ATK +5
Cosmos Shield!	49	12200	All Res. +20

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

Name	DEF	Value	Other
Padded Gloves	2	10	
Leather Gloves	10	220	
Gauntlets	23	1600	
Battle Gloves!~	26	2100	ATK +8
Vambrace!~	27	1800	ATK +5
War Gloves!	31	4000	ATK +10
Spirit Gloves!~	34	5200	All Pow. +5
Crafted Gloves!	35	4600	ATK +5
Aura Gloves!	36	6500	Use boost all Res.
Aerial Gloves!	37	5400	AGL +30, Wind Pow. +20
Spirit Gloves!	40	7200	Max PP +20
Titan Gloves!	43	8100	Max HP +30
Riot Gloves!	45	10400	ATK +15, Crit. +20%
Big Bang Gloves!	47	10200	Fire Pow. +40

4. III Arm Protection - Armlet (Used by Ivan, Jenna, Mia & Sheba)

Name	DEF	Value	Other
Leather Armlet	7	180	
Armlet	17	900	
Heavy Armlet	25	2000	
Guardian Armlet!~	27	2600	Use boost DEF
Silver Armlet	30	4000	
Clear Bracelet!	31	3500	Water Pow. +25
Virtuous Armlet!~	35	7000	Fire & Wind Pow. +10, Use rec. +100 HP
Spirit Armlet!	38	9000	Earth & Water Pow. +10, Use cure Ailments
Leda's Bracelet!	38	5800	Wind Pow. +30
Jester's Armlet!	39	5100	Max PP +30
Mythril Armlet!	46	9700	Crit. +10%

5. I Helmets - Helms (Used by Felix, Garet, Isaac & Piers)

Name	DEF	Value	Other
Open Helm	9	180	
Bronze Helm	14	600	
Iron Helm	20	1600	
Steel Helm	27	3100	
Adept's Helm!~	29	3700	Max PP *1.2
Silver Helm	30	3900	
Viking Helm!	30	4000	Water Res. +30
Knight's Helm	33	4600	
Warrior's Helm!~	35	10000	Earth Pow. +10, Crit. +10%
Dragon Helm!	42	8900	Water/Fire Res. +20
Minerva Helm!	43	8700	Max PP +20
Mythril Helm!	44	11400	Crit. +12%
Millenium Helm!	45	11400	Max HP +20
Fear Helm!	48	12800	Cursed, ATK +10
Gloria Helm!	49	13800	HP rec. +10

5. II Helmets - Caps (Worn by All)

Name	DEF	Value	Other
Leather Cap	3	30	
Wooden Cap	10	400	
Nurse Cap	18	1200	Use to heal
Thorn Crown!	28		ATK +8
Lure Cap!~	20	3000	Increase Encounter Rate
Mail Cap	23	2000	
Ninja Hood!~	28	2800	AGL +20
Prophet's Hat!	30	4600	Use induce Curse
Otafuku Mask!*	31	3900	Use 'Water Breath'
Hiotoko Mask!#	33	6600	Use 'Fire Breath'
Lucky Cap!~	33	5200	PP rec. +2, Crit. +8%
Floating Cap!	34	5700	LCK *1.2, Wind Res. +20
Jeweled Crown!	35	4000	LCK +5

Thunder Crown!~ 40 7500 Cursed, PP rec. +4
 Crown of Glory! 40 7400 PP rec. +8
 Alastor's Hood! 47 11800 Use induce Haunt

 5. III Helmets - Circlets (Used by Ivan, Jenna, Mia & Sheba)

Name	DEF	Value	Other
Circlet	6	120	
Silver Circlet	16	1300	
Clarity Circlet	21	1500	Wind Pow. +15
Guardian Circlet	25	3400	
Glittering Tiara!*~	27	3600	Use prevent Delusion
Platinum Circlet	29	4200	
Pure Circlet!	29	3700	Water Pow. +20
Astral Circlet!	32	4600	Max PP +15
Mythril Circlet!~	34	7000	PP rec. +3
Brilliant Circlet!	36	6100	LCK +10
Psychic Circlet!	39	8800	PP rec. +12
Berserker Band!	46	13700	ATK +15
Demon Circlet!	50	15800	Cursed, Crit. +15%

 6. I Accessories - Rings (Worn by All)

Name	Value	Other
Adept Ring!	3100	Use rec. 7 PP
Aroma Ring!	2300	Use all allies rec. +100 HP (Dummied Out)
Cleric's Ring!~	6400	Nullify effect caused by Curse (doesn't remove it)
Fairy Ring!~	2900	Use as Elixir
Golden Ring!	4000	Use elemental Res.+
Guardian Ring!	1700	DEF +4, Max HP +20
Healing Ring!	800	Use rec. 70 HP
Rainbow Ring!	900	Use induce Delusion (Dummied Out)
Sleep Ring!	1400	Use induce Sleep
Soul Ring!	1800	Use recover Downed (Dummied Out)
Spirit Ring!	3600	Use to rec. +160 HP for all
Stardust Ring!	2500	Use to Seal Psynergy
Unicorn Ring!	1100	Use cure Poison
War Ring!	2600	Use ATK+

 6. II Accessories - Under Shirts (Worn by All)

Name	DEF	Value	Other
Running Shirt!	1	400	AGL +15
Casual Shirt!	3	50	HP rec. +5 (Dummied out)
Silk Shirt!*	6	1800	LCK +1
Herbed Shirt!	7	1900	Use DEF- (Dummied out)
Mythril Shirt!	10	2900	Max HP +5

Divine Camisole!* 10 2700 LCK +5 (Dummied out)
 Golden Shirt! 12 2400 Max HP +10

 6. III Accessories - Boots

(Worn by All)

Name	DEF	Value	Other
Turtle Boots!	3	600	AGL *0.5
Fur Boots!	2	1200	Water Res. +15
Quick Boots!	3	2100	AGL +20
Hyper Boots!	4	2400	Crit. +12%
Ninja Sandals!	5	2000	Crit. +15% (Dummied out)
Leather Boots	6	270	-
Knight's Greave!	8	2700	Max HP +5 (Dummied out)
Silver Greave!	11	3800	LCK +4 (Dummied out)
Safety Boots!	12	700	AGL *0.7
Dragon Boots!	13	4200	Earth/Water/Fire Res. +10
Golden Boots!	15	4400	AGL +30

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

'item name'! = Item is an Artifact
 'item name'~ = Item can only be obtained by Transfer from GS1
 'item name'* = Item can be used by girls only (Sheba, Mia & Jenna)
 'item name'# = Item can be used by boys only (Felix, Gareth, Isaac,
 Ivan & Piers)

Crit+ = When equipped item increases Unleash Rate
 ('Element') = Regular attack is of type: 'Element'

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

Note 2: All items, except the trident, that are used in battle can break

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

 8. I Psynergy Spells - Field

Name	Lvl	Elem.	PP	Item	Effect and Notes
Avoid	6	Wind	5	-	Encounter Rate decreases
Blaze	-	Fire	1	-	create fire stream from a flame
Burst	-	Fire	2	Burst Brooch	Make cracked objects explode
Carry	-	Earth	2	Carry Stone	Carry an object to another tile

Catch	- Earth	1	Catch Beads	Catch small objects
Cloak	- Water	1	Cloak Ball	Cloak to hide in the shadows
Cyclone	- Wind	2	Cyclone Chip	Removes bushes from the ground
Douse	1 Water	5	Douse Drop	Small rain cloud
Force (Ki)	- -	2	Orb of Force	Use Ki to strike an object
Frost	1 Water	5	Frost Jewel	Freeze puddles of water
Gale	1 Wind	3	-	Same as "Whirlwind"
Growth	1 Earth	4	-	Make small plants grow
Halt	- Wind	2	Halt Gem	Stop 1 Target's Movements
Hover	- Wind	2	Hover Jade	Walk on thin air
Lash	- Wind	1	Lash Pebble	Create tightropes
Lift	- Wind	2	Lifting Gem	Lift boulders
Mind Read	1 Wind	1	-	Read peoples' Minds
Move	1 Fire	2	-	Move an object one square
Parch	- Wind	2	-	Vaporize still water
Pound	- Fire	2	Pound Cube	Hammer objects into the ground
Retreat	1 Earth	6	-	Retreat to the dungeon entrance
Reveal	- Wind	1	-	See things normally invisible
Sand	- Earth	2	-	Travel underground in sand areas
Scoop	- Earth	1	Scoop Gem	Dig in the ground
Teleport	- Wind	3	Teleport Lapis	Teleport to different places
Tremor	- Earth	1	Tremor Bit	Shake objects
Whirlwind	1 Wind	5	-	Use to blow away small bushes

8. II Psynergy Spells - Healing & Status

Name	lvl	Elem.	PP	Ran	Effect and Notes
Revive	19	Earth	15	1	Revives downed and recover HP
Lich	27	Earth	10	1	Revives downed and recover HP
Phoenix	27	Fire	10	1	Upgrade Lich
Cure Poison	5	Wind	2	1	Cures one poisoned ally
Restore	13	Wind	3	1	Cures sleep, stun and Delusion Statuses
Break	34	Water	5	All	Nullify any enemy status boosts
Impact	5	Wind	7	1	Raise Ally Attack
High Impact	21	Wind	12	All	Raise Allies Attacks
Demon Spear	5	Wind	7	1	Raise Ally Attack
Angel Spear	21	Wind	12	All	Raise allies' Attacks
Guard	3	Fire	3	1	Raise Ally Defense
Protect	15	Fire	5	All	Raise Allies Defenses
Guardian	3	Wind	3	1	Raise Ally Defense
Protector	15	Wind	5	All	Raise Allies' Defenses
Ward	6	Wind	3	1	Raise Ally's Resistance
Resist	22	Wind	5	All	Raise Allies' Resistance
Magic Shell	10	Wind	3	1	Raise Ally Resistance
Magic Shield	27	Wind	5	All	Raise Allies' Resistances
Dull	11	Wind	6	1	Lower Enemy Attack
Blunt	37	Wind	11	3	Lower Enemies Attacks
Impair	9	Fire	4	1	Lower Enemy Defense
Debilitate	23	Fire	6	3	Lower Enemies Defenses
Weaken	9	Wind	4	1	Lower Enemy Resistance

Enfeeble	25	Wind	6	3	Lower Enemies Resistances
Sleep	12	Wind	5	3	induce sleep
Bind	18	Wind	4	1	Chance of Sealing enemy's Psynergy
Delude	1	Wind	4	3	induce Delusion
Mist	1	Wind	4	3	induce Delusion
Haunt	17	Earth	5	3	induce Haunt
Curse	20	Earth	6	1	induce Curse
Condemn	29	Earth	8	1	Chance of disabling enemy
Annihilation	31	Earth	18	1	Chance of Instantly killing enemy
Sword Card	8	Fire	6	1	Lower Enemy Attack
Sleep Card	15	Wind	5	3	induce sleep
Baffle Card	3	Wind	4	3	induce Delusion
Death Card	27	Earth	8	1	Chance of Instantly killing enemy
HP Drain	33	Wind	3	1	Chance of draining HP
Psy Drain	*39/41	Wind	0	1	Chance of draining PP (if it has any)
Cure	1	Earth	3	1	Cure Series, Cures 70 HP
Cure Well	10	Earth	7	1	Cure Series, Cures 150 HP
Potent Cure	26	Earth	10	1	Cure Series, Cures 300 HP
Ply	1	Water	4	1	Ply Series, Cures 100 HP
Ply Well	16	Water	8	1	Ply Series, Cures 300 HP
Pure Ply	34	Water	12	1	Ply Series, Cures 1000 HP
Pixie	7	Water	5	1	Cure 115 HP
Faery	7	Water	5	1	Cure 120 HP
Weird Nymph	7	Water	5	1	Cure 125 HP
Succubus	24	Water	9	1	Cure 250 HP
Aura	9	Fire	7	All	Aura Series, Cures 50 HP
Healing Aura	16	Fire	11	All	Aura Series, Cures 100 HP
Cool Aura	33	Fire	16	All	Aura Series, Cures 200 HP
Wish	8	Water	9	All	Wish Series, Cures 80 HP
Wish Well	22	Water	13	All	Wish Series, Cures 160 HP
Pure Wish	46	Water	20	All	Wish Series, Cures 400 HP
Elder Wood	15	Water	14	All	Cures 170 HP
Estre Wood	15	Water	14	All	Cures 180 HP, upgrade Elder Wood
Manticore	28	Fire	18	All	Cures 300 HP

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

8. III Psynergy Spells - Attack

Name	lvl	Elem.	PP	Ran	Effect and Notes
Sabre Dance	10	Earth	7	1	
Ragnarok	13	Earth	7	1	Attack with a huge sword
Odyssey	13	Earth	18	1	Upgrade of Ragnarok
Helm Splitter	33	Earth	8	1	Attack & Induce Paralysis
Skull Splitter	33	Earth	8	1	Upgrade Helm Splitter

Heat Wave	12	Fire	6	1	Attack with Fiery Bolts
Liquifier	12	Fire	17	1	Upgrade Heat Wave
Planet Diver	13	Fire	7	1	Attack with a gigantic leap
Planetary	13	Fire	19	1	Upgrade Planet Diver
Dragon Cloud	11	Fire	6	1	Attack with a Fire Dragon
Epicenter	11	Fire	33	1	Upgrade Dragon Cloud
Whiplash	10	Wind	6	1	
Astral Blast	11	Wind	5	1	Attack with heaven's power
Thunder Mine	11	Wind	16	1	Upgrade Astral Blast
Death Plunge	12	Wind	14	1	Attack with a gigantic leap
Death Leap	12	Wind	22	1	Upgrade Death Plunge
Backstab	29	Wind	16	1	
Quick Strike	40	Wind	12	1	Attack in a split second
Diamond Dust	12	Water	6	1	Attack with crystallized water
Diamond Berg	12	Water	17	1	Upgrade Diamond Dust
Cutting Edge	11	Water	5	1	Attack with a water shockwave
Plume Edge	11	Water	15	1	Upgrade Cutting Edge
Fire Puppet	20	Earth	7	3	Attack & Induce Stun
Demon Night	18	Earth	12	3	Attack with monster spirits
Thorny Grave	18	Earth	24	3	Upgrade Demon Night
Fire Breath	22	Fire	13	3	Attack with a stream of fire
Shuriken	21	Wind	8	3	Attack with knives
Poison Flow	33	Wind	28	5	Attack all, induce Venom

Quake	2	Earth	4	3	Quake Series
Earthquake	4	Earth	7	5	Quake Series
Quake Sphere	14	Earth	15	7	Quake Series
Spire	6	Earth	5	1	Spire Series
Clay Spire	20	Earth	13	3	Spire Series
Stone Spire	42	Earth	22	3	Spire Series
Gaia	6	Earth	7	3	Gaia Series
Mother Gaia	24	Earth	17	5	Gaia Series
Grand Gaia	54	Earth	32	5	Gaia Series
Rockfall	6	Earth	5	3	Rockfall Series (similar to Gaia)
Rockslide	24	Earth	15	5	Rockfall Series
Avalanche	54	Earth	30	5	Rockfall Series
Growth	1	Earth	4	1	Growth Series
Mad Growth	12	Earth	10	3	Growth Series
Wild Growth	28	Earth	19	5	Growth Series
Thorn	4	Earth	6	3	Thorn Series
Briar	17	Earth	11	3	Thorn Series
Nettle	36	Earth	23	5	Thorn Series
Punji	4	Earth	7	3	Punji Series (similar to Thorn)
Punji Trap	15	Earth	13	3	Punji Series
Punji Strike	36	Earth	24	5	Punji Series
Flare	1	Fire	4	3	Flare Series

Flare Wall	6	Fire	7	3	Flare Series
Flare Storm	18	Fire	12	3	Flare Series
Fire	4	Fire	6	3	Fire Series
Fireball	14	Fire	12	5	Fire Series
Inferno	36	Fire	23	5	Fire Series
Raging Heat	9	Fire	9	5	Raging Heat Series
Fiery Abyss	22	Fire	18	5	Raging Heat Series
Dire Inferno	53	Fire	32	7	Raging Heat Series
Volcano	8	Fire	6	1	Volcano Series
Eruption	22	Fire	14	3	Volcano Series
Pyroclasm	48	Fire	29	5	Volcano Series
Lava Shower	8	Fire	4	1	Lava Shower Series (Similar to Volcano)
Molten Bath	22	Fire	12	1	Lava Shower Series
Magma Storm	48	Fire	27	1	Lava Shower Series
Blast	6	Fire	7	3	Blast(1) Series
Nova	16	Fire	13	5	Blast(1) Series
Supernova	40	Fire	31	7	Blast(1) Series
Fire Bomb	6	Fire	5	3	Fire Bomb Series (Similar to Blast(1))
Cluster Bomb	16	Fire	11	5	Fire Bomb Series
Carpet Bomb	40	Fire	29	7	Fire Bomb Series
Blast	2	Fire	5	3	Blast(2) Series
Mad Blast	10	Fire	9	3	Blast(2) Series
Fiery Blast	27	Fire	19	5	Blast(2) Series
Fume	5	Fire	6	1	Fume Series
Serpent Fume	26	Fire	14	1	Fume Series
Dragon Fume	47	Fire	35	1	Fume Series
Beam	7	Fire	7	3	Beam Series
Cycle Beam	21	Fire	7	3	Beam Series
Searing Beam	41	Fire	7	3	Beam Series
Juggle	5	Fire	7	3	Juggle Series
Heat Juggle	17	Fire	13	5	Juggle Series
Fiery Juggle	37	Fire	25	5	Juggle Series
Whirlwind	1	Wind	5	3	Whirlwind Series
Tornado	18	Wind	14	5	Whirlwind Series
Tempest	44	Wind	27	5	Whirlwind Series
Gale	1	Wind	3	3	Gale Series (Similar to Whirlwind)
Typhoon	18	Wind	12	5	Gale Series
Hurricane	44	Wind	25	5	Gale Series
Ray	1	Wind	6	3	Ray Series
Storm Ray	14	Wind	10	3	Ray Series
Destruct Ray	36	Wind	21	3	Ray Series
Plasma	8	Wind	8	3	Plasma Series
Shine Plasma	26	Wind	18	5	Plasma Series
Spark Plasma	50	Wind	37	7	Plasma Series
Bolt	2	Wind	4	1	Bolt Series

Flash Bolt	6	Wind	7	3	Bolt Series
Blue Bolt	22	Wind	14	3	Bolt Series
Slash	1	Wind	4	1	Slash Series
Wind Slash	10	Wind	9	3	Slash Series
Sonic Slash	30	Wind	20	5	Slash Series
Thunderclap	8	Wind	9	3	Thunderclap Series (Similar to Plasma)
Thunderbolt	27	Wind	19	5	Thunderclap Series
Thunderstorm	50	Wind	39	7	Thunderclap Series
Frost	1/2	Water	5	3	Frost Series
Tundra	8/9	Water	8	3	Frost Series
Glacier	24/25	Water	15	3	Frost Series
Ice	4	Water	5	1	Ice Series
Ice Horn	17	Water	11	3	Ice Series
Ice Missile	41	Water	23	3	Ice Series
Froth	2	Water	5	3	Froth Series
Froth Sphere	14	Water	12	5	Froth Series
Froth Spiral	40	Water	31	7	Froth Series
Prism	6	Water	7	3	Prism Series
Hail Prism	22	Water	16	5	Prism Series
Freeze Prism	52	Water	31	5	Prism Series
Douse	1	Water	5	3	Douse Series
Drench	12	Water	10	3	Douse Series
Deluge	30	Water	20	5	Douse Series
Cool	4	Water	6	3	Cool Series
Supercool	21	Water	14	5	Cool Series
Megacool	48	Water	33	7	Cool Series
Flame Card	13	Fire	11	3	Attack with cards of Flame Suit
Thunder Card	25	Wind	17	3	Attack with cards of Thunder Suit
Bramble Card	33	Earth	22	3	Attack with cards of Thorn Suit
Frost Card	46	Water	28	3	Attack with cards of Ice Suit
Wild Wolf	1	-	3	1	Call a Wild Wof
Orc	1	-	3	1	Upgrade Wild Wolf
Dinox	1	Earth	3	1	Upgrade Orc
Troll	1	Earth	3	1	Upgrade Dinox
Salamander	10	Fire	7	3	Call a Salamander
Cerberus	10	Fire	7	3	Upgrade Salamander
Chimera	10	Fire	7	3	Upgrade Cerebus
Macetail	10	Fire	7	3	Upgrade Chimera
Emu	20	Wind	10	1	Call an Emu
Harpy	20	Wind	10	1	Upgrade Emu
Gryphon	20	Wind	10	1	Upgrade Harpy
Minotaur	20	Earth	10	1	Upgrade Gryphon
Roc	45	-	22	1	Call a Roc
Grand Golem	45	Earth	22	1	Upgrade Roc
Living Armor	45	Earth	22	1	Upgrade Grand Golem

Ghost Soldier	45	Wind	22	1	Upgrade Living Armor
Wyvern	32	Fire	17	5	Call a Wyvern
Blue Dragon	32	Fire	17	5	Upgrade Wyvern
Fire Dragon	32	Fire	17	5	Upgrade Blue Dragon
Call Zombie	1	Water	5	1	Strike with a Zombie
Call Demon	26	Earth	13	1	Strike with a Demon
Call Dullahan	47	Wind	21	1	Strike with Dullahan's Formina Sage

9. Weapon Unleash Attacks

Name	Elem.	Effect and other notes
Acheron's Grief	Earth	Induce Venom
Acid Bath	Fire	Drop ATK
Aging Gas	Wind	Drain HP
Apocalypse	Wind	Induce Curse (7 rounds to death)
Aqua Sock	Water	-
Asura	Wind	Can strike through enemy DEF
Bad Omen	Fire	Induce Haunt
Barrage	Fire	Induce Stun
Blaze Rush	Fire	Drop DEF
Blinding Smog	Wind	Induce Delusion
Blizzard	Water	Drop ATK
Boost Hack	Fire	-
Broil	Fire	-
Crucible Fire	Fire	Drop AGL
Cyclone Attack	Wind	Drop Res.
Demon Fire	Fire	Induce Haunt
Dreamtide	Water	Induce Sleep
Drown	Water	Instant kill
Evil Eye	Earth	Induce Delusion
Fire Dance	Fire	Drop ATK
Flare Burst	Fire	Drain HP
Flash Edge	Wind	Induce Delusion
Flash Force	Water	Seal Psynergy
Frost Bite	Water	Induce Stun
Hammersphere	Earth	Drop DEF
Heartbreak	Earth	Instant kill
Heat Mirage	Fire	Induce Delusion
Heat Shatter	Fire	Drop Res.
Heat Smash	Fire	Drop Res.
Heavy Divide	Earth	Drop DEF
High Vitals	Wind	Drain HP
Hurricane	Water	Drop ATK
Ice Crush	Water	drop DEF
Legend	Wind	Can do either 1x or 3x damage
Lethe Albion	Water	Seal Psynergy
Life Leech	Water	Drain HP
Life Nourish	Earth	Drain HP
Life Sheer	Fire	Instant Kill
Light Surge	Wind	induce Delusion
Lunar Slash	Wind	Drop elemental Resistance
Mad Zephyr	Wind	Can do either 1x or 3x Damage
Megiddo	Earth	Always does 3x Damage

Meltdown	Fire	Drop DEF
Moon Air	Wind	Induce Sleep
Mortal Danger	Earth	Instant Kill
Mother Earth	Earth	Induce Sleep
Murk	Wind	Induce Sleep
Nirvana	Wind	Drain PP
Psynergy Leech	Water	Drain PP
Psyphon Seal	Wind	Seal Psynergy
Poison Cloud	Earth	Induce Poison
Poison Death	Earth	Induce Venom
Power Drive	Fire	-
Purgatory	Fire	Induce Sleep
Radiant Fire	Fire	Can strike through enemy DEF
Raiden's Wrath	Wind	Strikes through enemy DEF
Rapid Smash	Wind	Can do either 1x or 3x Damage
Reverse Star	Water	Drain PP
Rising Dragon	Water	Can do either 1x or 2x Damage
Sarcophagus	Earth	induce Haunt
Sargasso	Water	Instant Kill
Scorpionfish	Fire	Induce Venom
Searing Fog	Water	Induce Delusion
Shining Star	Wind	Induce Delusion
Shred	Fire	Drop DEF
Sonic Smash	Wind	Can do either 1x or 3x Damage
Soul Shatter	Fire	Drain PP
Stone Justice	Earth	Drop AGL
Stun Bolt	Wind	Induce Stun
Stun Cloud	Water	Induce Stun
Stun Voltage	Wind	Induce Stun
Supernova	Wind	Induce Stun
Terra Strike	Earth	-
Titan Blade	Earth	-
Vein Tap	Earth	Drain HP
Vengeance	Earth	Can do either 2x, 4x or 7x Damage
Void Beam	Wind	Seal Psynergy
Vorpals Slash	Wind	-
Wyrd Curse	Earth	Induce Haunt

10. Monster Compendium

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

-Elemental properties are abbreviated:

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

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

ICC1 = 100.0%
 ICC2 = 50.0%
 ICC3 = 25.0%

ICC4 = 12.5%
 ICC5 ~= 6.3%
 ICC6 ~= 3.1%
 ICC7 ~= 1.6%
 ICC8 ~= 0.8%
 ICC9 ~= 0.4%

ICC9 is in this game only used for Cruel Dragon's Tisiphone Edge & Mad Demon's Lachesis' Rule. Other than that ICC2 is non-existent in this game. Most drops have a chance of ICC5 and ICC6, but most of those items are just weak and regular items. If you manage to pull off a Djinn Kill / "Dark Panther Method" (see below in stuff section) this class is lowered by 2, meaning that the chance is quadrupled! Hence if you use it on a Faery (ICC 3) you are guaranteed to get a Nut, any time, anywhere!

-Monsters are sorted in four lists, one for regular enemies, one for the bosses (and non-regular enemies), one for the Mad Plants & Mimics and the last is for the Djinn. Also all monsters are listed by alphabetical order of their names.

(WM) = Enemy can only be found on the World Map.

 I. Regular Enemies

Monster Name	HP	Att	Agl	Exp.	Weakness	Power: E	F	W	w
	PP	Def	Luck	Coin	Strong	Resist: E	F	W	w
Dropped Item		ICC		Location					
Special Attacks									
Aka Manah	479	405	187	546	Fire	85	85	85	100
	70	129	32	318	Water	100	72	100	127
Gloria Helm		8		Mars Lighthouse					
Curse, Demon Eye, Freeze Prism, Human Hunt									
Alec Goblin	147	190	91	126	Wind	100	85	85	85
	0	48	7	146	Earth	100	72	48	72
Smoke Bomb		6		Yallam (WM)					
use 'Nut' / 'Oil Drop'									
Amaze	39	36	18	5	Wind	100	95	95	95
	0	10	2	6	Water	48	72	7	100
Oil Drop		5		Kandorean Temple					
Rumble									
Angle Worm	37	40	14	12	Fire	95	90	85	85
	0	9	1	10	Earth	48	25	48	48
Elixir		6		Kandorean Temple					
Angle Spike									
Aqua Jelly	225	161	78	96	Fire	95	75	95	125
	5	33	7	99	Water	48	7	48	127
Sleep Bomb		6		Lemurian Ship					
Douse, Electric Bite, Poisonous Bite									
Assassin	129	150	84	97	Wind	100	85	85	85
	0	35	13	131	Earth	127	100	72	100
Antidote		5		Kibombo Mountains					
Poison Sting									

Blue Dragon	408	349	133	490	Fire	95	85	95	115
	0	121	23	297	Water	100	25	100	175
	Rising Mace				7	Jupiter Lighthouse			
	Ice Breath								
Bombarder	548	541	141	624	Water	95	115	95	85
	110	224	10	325	Fire	100	175	100	25
	Golem Core				7	Anemos Inner Sanctum			
	Dragon Fume, Fiery Blast, Heat Stun, Supernova								
Bone Fighter	122	131	52	51	Earth	100	80	80	95
	0	35	3	63	Water	25	72	48	127
	Sleep Bomb				6	Gabomba Statue			
	Undead Sword								
Calamar	104	130	46	59	Fire	95	75	95	125
	0	34	1	79	Water	48	7	48	127
	Elixir				5	Sea (East)			
	Electric Bite, Searches for Allies								
Cannibal Ghoul	249	274	80	194	Fire	100	80	80	95
	0	82	4	160	Water	25	7	48	72
	Antidote				ICC6	Treasure Island			
	Cannibal Fang, 'Search for Allies', 'Smell of Decay'								
Cave Troll	212	199	44	106	Fire	100	70	80	80
	0	45	3	134	Wind	48	25	72	48
	Nut				5	Taopo Swamp			
	Brute Force, 'Regenerate 20 HP'								
Chimera Worm	251	452	152	359	Fire	95	90	85	85
	22	133	5	179	Earth	48	25	48	48
	Water of Life				6	Islet Cave			
	Angle Spike, Briar								
Clay Gargoyle	209	210	84	307	Earth	100	100	95	100
	24	90	7	170	Wind	48	100	127	100
	Potion				7	Gaia Rock			
	Guard, Ice Breath, Mother Gaia								
Conch Shell	102	158	72	80	Fire	95	90	85	85
	0	43	8	81	Wind	72	48	100	72
	Elixir				5	Piers' Ship Hallways			
	Mucous Gel								
Creeper	89	79	29	32	Wind	100	95	95	95
	6	19	2	38	Water	48	72	7	100
	Weasel's Claw				6	Air's Rock			
	Douse, Frost								
Cruel Dragon	636	539	162	661	Fire	95	85	95	115
	65	216	26	358	Water	100	25	100	175
	Tisiphone Edge				9	Islet Cave			
	Freeze Prism, Ice Breath								
Death Cap	117	159	90	48	Fire	105	80	70	100
	0	19	5	56	Water	48	7	72	100
	Sleep Bomb				6	Yallam (WM)			
	Sleep Star								

Death Head	128	130	47	55	Earth	100	80	80	95
	15	31	3	73	Water	25	72	48	127
Nut					5	Gabomba Statue			
Impair, Slash									
Devil Frog	282	347	173	417	Fire	95	85	95	115
	0	102	15	248	Water	100	25	100	175
Elixir					6	Mars Lighthouse			
Acid Breath, Rotten Blood, Thrash									
Devil Scorpion	181	308	126	284	Fire	95	90	85	85
	0	121	6	180	Wind	72	48	100	72
Antidote					4	Jupiter Lighthouse			
Poison Tail, Sand Breath, Twin Shear									
Dread Hound	252	211	90	116	Water	95	115	95	85
	0	56	13	176	Fire	100	175	100	25
Prophet's Hat					ICC7	Gaia Rock			
Double Fang, Fire Blessing, Wicked Howl									
Dino	82	84	35	40	Wind	110	95	90	95
	0	23	8	39	Earth	152	100	48	100
Herb					5	Yampi Desert			
Power Bite									
Dinox	172	264	116	239	Wind	110	95	90	95
	0	82	10	166	Earth	152	100	48	100
Nut					5	Tundaria Tower			
Terrible Bite									
Dire Wolf	155	186	101	118	Fire	100	70	80	80
	0	44	6	114	Wind	48	25	72	48
Weasel's Claw					6	Yallam (WM)			
Ice Breath, Fatal Fang									
Dirge	91	122	60	47	Wind	95	95	110	95
	0	32	2	61	Earth	127	48	7	72
Nut					5	Kibombo Mountains			
Flying Attack									
Doodle Bug	202	329	173	417	Water	95	115	95	85
	22	109	12	176	Fire	100	175	100	25
Smoke Bomb					6	Mars Lighthouse			
Briar, Sonic Wave, Wild Growth									
Doomsayer	107	148	77	107	Wind	100	85	85	85
	30	31	21	173	Earth	127	100	72	100
Oil Drop					6	Gabomba Statue			
Clay Spire, Condemn, Curse									
Drone Bee	63	68	36	19	Wind	90	95	105	90
	0	19	2	28	Earth	100	48	7	48
Elixir					5	Sea (East)			
Numbing Sting									
Druj	672	549	205	627	Fire	85	85	85	100
	66	197	33	348	Water	100	72	100	127
Berserker Band					8	Islet Cave			
Demon Eye, Human Hunt, Megacool, Psy Drain									

Earth Golem	298	299	70	218	Wind	120	95	80	95
	0	114	5	183	Earth	193	100	25	100
Giant Axe ICC8 Treasure Island									
Truncheon Fist									
Emu	98	89	46	53	Wind	95	95	110	95
	0	21	9	51	Earth	127	48	7	72
Sacred Feather 6 Air's Rock									
Claw Slash									
Faery	105	182	150	172	Wind	95	95	110	95
	30	46	27	175	Earth	175	72	25	100
Nut 3 Taopo Swamp									
Psy Drain, Sleep, Tornado, Wind Slash									
Fire Bird	303	376	259	5838	Water	95	125	95	75
	98	124	32	304	Fire	100	193	100	25
Water of Life 7 Mars Lighthouse									
'Attack 2x', Fire Dance, Inferno, Searing Beam, Supernova, Regen Dance, Escape									
Fire Dragon	648	513	166	681	Water	95	115	95	85
	40	178	35	354	Fire	100	175	100	25
Atropos' Rod 8 Yampi Desert Cave									
Dragon Fume, Fire Breath									
Fire Worm	97	211	94	158	Fire	95	90	85	85
	0	49	4	113	Earth	48	25	48	48
Oil Drop 6 Gaia Rock									
Angle Spike, Fire Breath									
Flash Ant	76	119	62	61	Fire	95	90	85	85
	0	38	3	71	Earth	48	25	48	48
Elixir 6 Yallam (WM)									
Flash Punch									
Foul Mummy	238	320	118	376	Fire	100	80	80	95
	0	100	10	297	Water	25	7	48	72
Potion 7 Jupiter Lighthouse									
Crusher Grip									
Ghost	56	38	12	9	Wind	100	95	95	95
	6	12	2	9	Water	48	72	7	100
Oil Drop 5 Shrine of the Sea God									
Impair, Rumble									
Ghost Army	250	342	133	454	Wind	100	95	95	95
	18	136	25	254	Water	72	100	25	152
Mist Potion 7 Jupiter Lighthouse									
Pike Assault, Sonic Slash									
Ghost Mage	161	168	86	80	Wind	100	95	95	95
	19	43	9	110	Water	48	72	7	100
Bramble Seed 5 Taopo Swamp									
Haunting, Spire, Whirlwind									
Ghoul	99	93	16	34	Fire	100	80	80	95
	0	20	1	42	Water	25	7	48	72
Antidote 5 Alhafran Cave									

Hydra	276	256	102	408	Fire	95	85	95	115
	0	82	12	317	Water	100	25	100	175
	Antidote				5	Sea (West)			
	Slaver, Triple Chomp								
Kobold	77	80	47	40	Wind	100	85	85	85
	0	17	7	45	Earth	100	72	48	72
	Oil Drop				5	Yampi Desert			
	Defend								
Lesser Demon	410	374	178	511	Wind	100	85	85	85
	44	119	28	304	Earth	127	100	72	100
	Rune Blade				8	Magma Rock (Interior)			
	Stone Spire, Vital Moon								
Lich	187	305	146	401	Wind	100	85	85	85
	30	81	22	330	Earth	127	100	72	100
	Psy Crystal				8	Magma Rock			
	Condemn, Curse, Haunt, Nettle								
Little Death	222	335	191	420	Wind	100	85	85	85
	40	108	30	273	Earth	127	100	72	100
	Hiotoko Mask				7	Magma Rock			
	Condemn, Curse, Supernova								
Living Armor	201	266	90	320	Wind	100	95	95	95
	0	99	21	205	Water	72	100	25	152
	Water of Life				6	Tundaria Tower			
	Defend, Power Crush								
Lizard Fighter	212	204	60	89	Fire	85	85	85	100
	0	61	2	124	Water	100	72	100	127
	Nut				5	Aqua Rock			
	Water Breath								
Macetail	284	327	110	426	Water	95	115	95	85
	28	105	9	248	Fire	100	175	100	25
	Vial				7	Jupiter Lighthouse			
	Guard, Heat Stun								
Mad Demon	745	567	213	671	Wind	100	85	85	85
	96	234	29	363	Earth	127	100	72	100
	Lachesis' Rule				9	Anemos Inner Sanctum			
	Condemn, Grand Gaia, Thorny Grave, Vital Moon								
Mad Vermin	131	164	67	55	Fire	100	70	80	80
	0	22	2	80	Wind	48	25	72	48
	Herb				6	Gaia Rock			
	Onslaught								
Magicore	321	253	109	169	Water	95	115	95	85
	34	74	11	208	Fire	100	175	100	25
	Aura Gloves				8	Islet Cave			
	Bind, Nova, Poisonous Tail, Sleep								
Man o' War	137	193	70	55	Fire	95	75	95	125
	0	42	1	87	Water	48	7	48	127
	Antidote				6	Aqua Rock			
	Poison Ink								

Merman	162	184	93	134	Fire	85	85	85	100
	0	46	10	139	Water	100	72	100	127
	Crystal Powder				6	Sea (East)			
	Hydro Slash								
Mini-Goblin	62	61	25	25	Wind	100	85	85	85
	0	16	5	28	Earth	100	72	48	72
	Sleep Bomb				5	Dehkan Plateaus			
	use 'Herb'								
Minos Knight	454	517	175	577	Wind	110	95	90	95
	0	170	21	294	Earth	152	100	48	100
	Riot Gloves				7	Yampi Desert Cave			
	Power Crush, Sack								
Minos Warrior	353	397	164	525	Wind	110	95	90	95
	0	130	20	276	Earth	152	100	48	100
	Clotho's Distaff				7	Mars Lighthouse (Upper Level)			
	Power Crush, Sack								
Minotaurus	268	276	123	318	Wind	110	95	90	95
	0	84	18	207	Earth	152	100	48	100
	Tartarus Axe				7	Ankohl Ruins			
	Power Crush								
Mole	96	119	36	39	Fire	100	70	80	80
	0	22	1	60	Wind	48	25	72	48
	Bramble Seed				5	Gondowan (WM)			
	Mad Spatter								
Mole Mage	199	265	74	191	Fire	100	70	80	80
	14	47	4	132	Wind	48	25	72	48
	Antidote				6	Trial Road (after "Lift" rock)			
	Mad Growth, Mad Spatter								
Momonga	53	66	51	29	Wind	95	95	110	95
	0	16	4	31	Earth	127	48	7	72
	Weasel's Claw				6	Yampi Desert			
	Quick Slash								
Mummy	113	116	44	72	Fire	100	80	80	95
	0	30	8	102	Water	25	7	48	72
	Elixir				6	Air's Rock			
	Vanish Claw								
Needle Egg	119	234	147	214	Fire	95	90	85	85
	0	94	7	110	Wind	72	48	100	72
	Antidote				5	Tundaria (WM)			
	Poison Sting								
Nightmare	258	287	138	241	Earth	85	85	100	85
	28	89	13	198	Wind	72	100	127	100
	Healing Ring				7	Trial Road			
	Bind, Fireball, Heartrender, Shine Plasma								
Numb Ant	101	172	91	111	Fire	95	90	85	85
	0	57	4	111	Earth	48	25	48	48
	Bramble Seed				6	Yallam (WM)			
	Flash Punch, Formic Acid								

Ocean Dragon	473	478	143	590	Fire	95	85	95	115
	32	154	16	307	Water	100	25	100	175
	Triton's Ward 8				Treasure Island (Back Room)				
	Chill Breath, Deluge								
Ooze	72	72	30	26	Fire	95	75	95	125
	0	19	1	40	Water	48	7	48	127
	Herb 5				Alhafran Cave				
	Speed Surge, Sticky Goo								
Phoenix	281	344	243	3750	Water	95	125	95	75
	80	112	31	286	Fire	100	193	100	25
	Water of Life 7				Northern Reaches				
	'Attack 2x', Fiery Blast, Fire Dance, Inferno, Regen Dance, Escape								
Pixie	75	135	112	96	Wind	95	95	110	95
	30	31	27	127	Earth	175	72	25	100
	Nut 4				Kibombo Mountains				
	Bind, Sleep, Wind Slash								
Pteranodon	242	291	166	341	Wind	95	95	110	95
	0	100	8	174	Earth	127	48	7	72
	Nut 5				Loho (WM)				
	Banshee Howl, Ice Breath								
Punch Ant	26	26	6	5	Fire	95	90	85	85
	0	8	2	6	Earth	48	25	48	48
	Smoke Bomb 5				Gateway Cave				
	-								
Puppet Warrior	310	469	125	555	Wind	100	95	95	95
	0	180	22	283	Water	72	100	25	152
	Psy Crystal 7				Treasure Island (Back Room)				
	Defend, Power Crush								
Pyroda	384	451	125	568	Fire	95	85	95	115
	0	125	14	387	Water	100	25	100	175
	Salamander Tail 7				Treasure Island (Back Room)				
	Fire Breath, Rising Venom, Triple Chomp								
Raging Rock	186	312	173	401	Water	95	125	95	75
	20	180	6	209	Fire	100	193	100	25
	Vial ?				Magma Rock				
	Dynamite, Fiery Blast, Headbutt								
Raptor	366	354	180	521	Wind	95	95	110	95
	0	96	19	295	Earth	175	72	25	100
	-				Mars Lighthouse				
	Twin Beaks, Wing Stroke								
Rat	49	52	15	14	Fire	100	70	80	80
	0	27	1	17	Wind	48	25	72	48
	Herb 6				Osenia (WM)				
	Fortify								
Rat Soldier	69	56	19	17	Fire	85	85	85	100
	0	13	2	19	Water	72	48	72	100
	Smoke Bomb 5				Osenia (WM)				

Escape

Ravager	189	185	60	90	Fire	100	70	80	80
	0	47	2	95	Wind	48	25	72	48
	Elixir				6	Yallam (WM)			
	Bear Claw								
Red Demon	228	173	90	129	Wind	100	85	85	85
	10	43	26	154	Earth	127	100	72	100
	Staff of Anubis				7	Kibombo Statue			
	Mad Growth, Vital Moon								
Roc	245	214	116	238	Wind	95	95	110	95
	0	50	17	193	Earth	175	72	25	100
	Vial				5	Aqua Rock			
	Wing Flutter								
Ruffian	29	24	11	5	All	100	100	100	100
	0	6	3	5	-	100	100	100	100
	Herb				1	Suhalla Gate			
	-								
Salamander	212	158	50	84	Water	95	125	95	75
	18	49	6	190	Fire	100	193	100	25
	Oil Drop				5	Kibombo Statue			
	Blast, Fire Breath, Fireball, Guard								
Sand Scorpion	259	457	147	366	Fire	95	90	85	85
	12	185	7	207	Wind	72	48	100	72
	Star Dust				7	Yampi Desert Cave			
	Curse, Desert Gasp, Twin Shear								
Sea Dragon	270	231	90	257	Fire	95	85	95	115
	0	68	14	194	Water	100	25	100	175
	Unicorn Ring				7	Aqua Rock			
	Water Breath								
Sea Hedgehog	177	402	188	319	Fire	95	90	85	85
	0	160	8	145	Wind	72	48	100	72
	Potion				6	Treasure Island (Back Room)			
	Stun Sting								
Seabird	133	166	110	106	Wind	95	95	110	95
	0	31	9	114	Earth	127	48	7	72
	Sacred Feather				6	Sea (East)			
	Wing Beat								
Seafowl	191	262	168	261	Wind	95	95	110	95
	0	61	10	172	Earth	127	48	7	72
	Sacred Feather				6	Sea (West)			
	Wing Beat								
Skeleton	60	46	18	10	Earth	100	80	80	95
	0	14	1	11	Water	25	72	48	127
	Herb				5	Dehkan Plateau			
	Bone Charge								
Sky Dragon	657	562	191	686	Wind	95	95	110	95
	111	232	22	358	Earth	175	72	25	100
	Orihalcon				8	Anemos Inner Sanctum			

Poison Flow, Spark Plasma, Storm Breath

Slayer	220	300	158	344	Wind	100	85	85	85
	0	90	14	254	Earth	127	100	72	100
	Sleep Bomb				6	Shaman Village Cave			
	Kill Sting, Poison Sting								
Soul Army	356	508	156	586	Wind	100	95	95	95
	54	207	26	299	Water	72	100	25	152
	Mythril Silver				8	Yampi Desert Cave			
	Destruct Ray, Pike Assault, Tempest								
Spider	69	75	22	25	Fire	95	90	85	85
	0	22	1	32	Earth	48	25	48	48
	Antidote				5	Yampi Desert			
	Spider Web								
Spiral Shell	155	268	117	236	Fire	95	90	85	85
	0	92	9	129	Wind	72	48	100	72
	Elixir				6	Sea (West)			
	Poison Gel								
Spirit	116	114	48	49	Wind	100	95	95	95
	11	30	6	67	Water	48	72	7	100
	Crystal Powder				6	Kibombo Statue			
	Douse, Ice								
Squirrelandfang	130	229	168	176	Wind	95	95	110	95
	0	59	6	131	Earth	127	48	7	72
	Elixir				6	Tundaria (WM)			
	Quick Slash								
Stone Soldier	179	241	104	98	Water	95	125	95	75
	6	105	5	98	Fire	48	127	48	7
	Elixir				6	Treasure Island			
	Blast, Dynamite (Kamikaze), Mad Blast, Headbutt								
Talon Runner	228	303	159	367	Wind	95	95	110	95
	0	88	11	215	Earth	127	48	7	72
	Bramble Seed				6	Loho (WM)			
	Mega Slash								
Troll	101	73	14	30	Fire	100	70	80	80
	0	16	1	34	Wind	48	25	72	48
	Nut				6	Madra Catacombs			
	'regenerate 10 HP', Brute Force								
Turtle Dragon	340	305	117	424	Fire	95	85	95	115
	0	100	15	251	Water	100	25	100	175
	Blessed Mace				8	Northern Reaches			
	Aqua Breath								
Undead	165	180	58	74	Fire	100	80	80	95
	0	27	1	90	Water	25	7	48	72
	Antidote				5	Taopo Swamp			
	'Search for Allies', Smell of Decay								
Urchin Beast	89	163	101	93	Fire	95	90	85	85
	0	54	6	79	Wind	72	48	100	72
	Antidote				5	Sea (East)			

Beast Needle

Vile Dirge	173	228	120	75	Wind	95	95	110	95
	0	56	2	98	Earth	127	48	7	72
Weasel's Claw				5	Sea (West)				
Flying Attack, Wing Beat									
Wargold	202	303	181	321	Wind	100	85	85	85
	0	78	9	226	Earth	100	72	48	72
Oil Drop				5	Loho (WM)				
Defend, Doublestep									
Wight	192	205	54	92	Fire	100	80	80	95
	0	55	2	115	Water	25	7	48	72
Elixir				5	Izumo Ruins				
Rotten Blood, Smell of Decay									
Wild Gorilla	130	122	76	77	Fire	100	70	80	80
	0	32	5	80	Wind	48	25	72	48
Bramble Seed				6	Gondowan Cliffs				
Beat Dance, Ransack									
Wild Gryphon	370	332	170	322	Wind	90	95	110	95
	8	112	10	290	Earth	152	72	48	110
Feathered Robe				8	Shaman Village Cave				
Bind, Twin Beaks, Wind Stroke									
Wild Wolf	45	34	13	7	Fire	100	70	80	80
	0	8	4	7	Wind	48	25	72	48
Herb				5	Kandorean Temple				
Fatal Fang									
Will Head	54	42	10	9	Earth	100	80	80	95
	0	10	1	10	Water	25	72	48	127
Smoke Bomb				6	Kandorean Temple				
Mystic Flame									
Winged Lizard	337	452	202	467	Wind	95	95	110	95
	0	160	9	212	Earth	127	48	7	72
Dragon Skin				7	Yampi Desert Cave				
Banshee Howl, Fire Breath									
Wise Gryphon	297	367	215	487	Wind	90	95	110	95
	33	111	18	320	Earth	152	72	48	110
Psy Crystal				7	Magma Rock				
Bind, Twin Beaks, Wing Stroke									
Wolfkin	213	309	174	337	Fire	85	85	85	100
	0	89	9	219	Water	72	48	72	100
Weasel's Claw				5	Shaman Village Cave				
Shriek, Ur Flash									
Wolfkin Cub	115	136	79	82	Fire	85	85	85	100
	0	32	5	95	Water	72	48	72	100
Nut				6	Gondowan (WM)				
Ur Flash									
Wonder Bird	424	510	285	8622	Water	95	125	95	75
	102	190	34	333	Fire	100	193	100	25
Dark Matter				8	Islet Cave				

'Attack 3x', Fire Dance, Pyroclasm, Regen Dance,
Searing Beam, Supernova, Escape

Wood Walker	230	213	94	242	Fire	105	80	70	100
	21	75	24	201	Water	72	25	100	175
	Bramble Seed 5				Gaia Rock				
	Briar, Mad Growth								

Wyvern	340	339	149	469	Wind	95	95	110	95
	0	108	21	284	Earth	175	72	25	100
	Aeolian Cassock 7				Jupiter Lighthouse				
	Fire Breath								

Wyvern Chick	124	128	76	83	Wind	95	95	110	95
	0	36	6	76	Earth	127	48	7	72
	Weasel's Claw 6				Gondowan Cliffs				
	Fire Breath								

II. Boss List

Monster Name	HP	Att	Agl	Exp.	Weakness	E	F	W	w(Pow)
	PP	Def	Luck	Coin	Strong	E	F	W	w(Res)
	Dropped Item			ICC	Location				
	Special Attacks								

Agatio	4248	377	178	3000	Water	100	110	100	90
	280	114	46	3740	Fire	100	175	127	72
	-				Jupiter Lighthouse Aerie				
	Cage, Debilitate, Eruption, Meteor Blow, Rising Dragon, Rolling Flame, Stun Muscle								

Anger Ball	460	357	173	387	Water	95	115	95	85
	43	125	27	30	Fire	100	175	100	25
	-				Treasure Island				
	Angry Mine (Kamikaze)								

Aqua Hydra	2776	173	63	963	Fire	95	85	95	115
	70	38	44	1612	Water	100	25	100	175
	Vial 1				Lemurian Ship				
	Drench, Raging Flood, Rising Venom, Slaver, Triple Chomp								

Avimander	3792	281	94	2176	Water	95	115	95	85
	87	89	41	1330	Fire	100	175	100	25
	Potion 1				Champa				
	'Attack 2x', Fiery Blast, Fire Breath, Guard, Heat Stun, Impair, Star Mine								

Azart	365	328	134	355	All	80	80	80	80
	0	66	10	232	-	90	90	90	90
	-				Shaman Village Cave				
	Defends, use 'Nut' / 'Weasel's Claw'								

Briggs	984	129	76	333	All	100	100	100	100
	0	29	42	891	-	100	100	100	100
	Vial 1				Alhafran Ship				

Signal Whistle, use 'Herb' / 'Nut' / 'Oil Drop'

Chestbeater	155	44	20	40	Fire	100	70	80	80
	0	11	24	28	Wind	48	25	72	48
Nut				1	Kandorean Temple				
	Beat Dance, Claw Attack, use 'Herb'								
Doom Dragon	5000	470	200	0	Wind	110	105	95	100
(3 Heads)	500	155	50	0	Earth	190	175	98	130
	- Mars Lighthouse Aerie								
	'Attack 4x', Blast Breath, Cure, Curse, Defend,								
	DjinnBlast, Earth Force, Earthquake, Fiery Blast,								
	Flare Storm, Gravel Blow, Haunt, Psy Boost,								
	Pressure, Quake Sphere, Thorn								
Doom Dragon	4200	470	200	0	Wind	110	105	95	100
(2 Heads)	500	155	50	0	Earth	190	175	98	130
	- Mars Lighthouse Aerie								
	'Attack 3x', Blast Breath, Briar, Clay Spire, Cruel Ruin,								
	Desert Gasp, Djinn Blast, Earth Force, Guard Aura, Inferno,								
	Haunt, Serpent Fume, Spire								
Doom Dragon	4000	470	200	0	Wind	110	105	95	100
(1 Head)	500	155	50	0	Earth	190	175	98	130
	- Mars Lighthouse Aerie								
	'Attack 2x', Cruel Ruin, Darksol Gasp, Djinn Storm,								
	Earth Force, Guard Aura, Nettle, Stone Spire								
Dullahan	16000	676	241	15600	Wind	110	100	100	100
	300	269	59	6775	Water	150	130	110	190
	- Anemos Inner Sanctum								
	'Attack 3x', 'recover 200 HP', Bind, Break, Condemn, Curse,								
	Djinn Storm, Element Swap, Formina Sage, Summon 'Charon',								
	True Collide								
Flame Dragon	5348	389	215	2502	Water	95	115	95	85
(Small)	320	134	55	1872	Fire	100	175	100	25
	- Mars Lighthouse								
	'recover 4 PP', Break, Djinnfest, Flame Breath,								
	Fiery Blast, Healing Aura, Heat Kiss, Supernova								
Flame Dragon	5724	400	158	2502	Water	95	115	95	85
(Big)	250	137	48	1521	Fire	100	175	100	25
	- Mars Lighthouse								
	'recover 4 PP', Cage, Flame Breath, Meteor Blow,								
	Rising Dragon, Rolling Flame, Stun Muscle								
Guardian Ball	520	317	292	439	Wind	110	95	90	95
	43	127	33	289	Earth	152	100	48	100
	- Treasure Island								
	Guard Aura								
Karst	3186	354	235	2813	Water	100	105	100	95
	320	107	50	5280	Fire	127	175	100	72
	Dark Matter 1 Jupiter Lighthouse Aerie								
	Break, Death Scythe, Djinnfest, Fiery Blast, Healing Aura,								
	Heat Kiss, Supernova								
King Scorpion	1064	101	39	440	Fire	95	90	85	85
	0	32	40	228	Wind	72	48	100	72

	Vial			1	Yampi Desert				
					Defend, Desert Gasp, Paralytail, Poison Tail, Sand Breath, Twin Shear				
Knight	1954	321	143	835	All	100	100	100	100
	0	*	36	205	-	100	100	100	100
	-				Trial Road				
					Strong Hit, use 'Bramble Seed' / 'Nut' / 'Elixir'				
					* = 151 / 106				
Moapa	3042	354	181	1670	All	100	100	100	100
	0	*	40	2460	-	100	100	100	100
	-				Trial Road				
					Bosca Hit, use 'Crystal Powder' / 'Nut' / 'Water of Life' / 'Antidote'				
					* = 219 / 174 / 120				
Navampa	735	368	156	398	All	80	80	80	80
	0	100	17	267	-	90	90	90	90
	-				Shaman Village Cave				
					Defends, use 'Crystal Powder' / 'Nut' / 'Sleep Bomb'				
Poseidon	4905	302	185	2930	Fire	95	85	95	115
	162	100	47	3762	Water	100	25	100	175
					Psy Crystal 1 Sea of Time				
					'Attack 2x', 'Force Field Protection', Counter Rush, Deluge, Ice Missile, Ocean Fist, Ply Well, Typhoon Blow, Watery Grave				
Refresh Ball	360	317	136	448	Fire	95	85	95	115
	43	124	36	278	Water	100	25	100	175
	-				Treasure Island				
					'recover 10 PP', Cure Poison, Earnest Ply, Restore				
Satrage	485	342	145	378	All	80	80	80	80
	0	74	13	249	-	90	90	90	90
	-				Shaman Village Cave				
					Defends, use 'Bramble Seed' / 'Nut' / 'Smoke Bomb'				
Sea Fighter	197	119	61	89	All	100	100	100	100
	0	28	26	130	-	100	100	100	100
	-				Alhafran Ship				
					Echo Cut, use 'Herb'/'Oil Drop'/'Smoke Bomb'				
Sentinel	8736	608	171	10538	Earth	100	120	110	130
	780	216	54	6144	Water	72	127	152	193
					'Attack 3x', 'recover 200HP', 'recover 30PP', Armor Crush, Blue Bolt, Break, Destruct Ray, Guard, Searing Beam, Spark Plasma				
Serpent	3536	249	135	1995	Wind	110	95	90	95
	160	76	46	2898	Earth	152	100	48	100
	-				Gaia Rock				
					'Attack \$x', 'recover * HP' Black Ice, Briar, Cure Well, Mighty Press, Quake Sphere, Toxic Breath				
					\$ = 3 / 2				
					* = 2430 / 810 / 270 / 90 / 30				
Star Magician	7486	460	268	7866	Fire	90	85	95	105
	560	139	52	5566	Water	130	72	150	180
	-				Treasure Island				

'Attack 2x', Megacool, Mine Ball, Mystic Call, Spark Plasma

Thunder Ball 280 329 219 387 Earth 90 95 110 95
 43 123 30 30 Wind 48 100 152 100
 -
 Treasure Island
 'recover 10 PP', Flash Bolt, Shine Plasma, Storm Ray

Valukar 12960 550 206 8702 Water 95 105 95 85
 0 175 46 4980 Fire 100 175 100 60
 -
 Yampi Desert Cave
 'Attack 2x', 'Summon', Djinn Stun, Crucible, Stun Jip

 III. Mad Plant & Mimic List

Monster Name	HP	Att	Agl	Exp.	Weakness	E	F	W	w(Pow)
	PP	Def	Luck	Coin	Strong	E	F	W	w(Res)
	Dropped Item			ICC	Location				
	Special Attacks								

 Mad Plant 449 181 87 321 Fire 105 80 70 100
 0 41 19 347 Water 48 7 72 100
 Game Ticket 1 Gabomba Catacombs
 Poisonous Bite

Mad Plant 518 227 104 507 Fire 105 80 70 100
 0 56 19 409 Water 48 7 72 100
 Lucky Medal 1 Taopo Swamp
 Poisonous Bite

Mad Plant 556 254 114 630 Fire 105 80 70 100
 0 65 20 451 Water 48 7 72 100
 Potion 1 Gaia Rock
 Poisonous Bite, Maneater

Mad Plant 726 352 152 1065 Fire 105 80 70 100
 0 99 20 594 Water 48 7 72 100
 Mint 1 Jupiter Lighthouse
 Poisonous Bite, Maneater

Mad Plant 730 358 174 1121 Fire 105 80 70 100
 0 103 21 591 Water 48 7 72 100
 Lucky Pepper 1 Trial Road
 Electric Bite, Poisonous Bite, Maneater

 Mimic 207 47 23 64 Fire 95 75 105 100
 12 12 15 46 Wind 100 25 152 127
 Game Ticket 1 Kandorean Temple
 Debilitate, Psy Drain, Sleep, Slash

Mimic 431 126 77 272 Fire 95 75 105 100
 36 33 16 241 Wind 100 25 152 127
 Lucky Medal 1 Air's Rock
 Debilitate, Psy Drain, Sleep, Tundra

Mimic	536	177	110	400	Fire	95	75	105	100
	50	43	17	380	Wind	100	25	152	127
	Hard Nut 1				Gabomba Statue				
	Debilitate, Psy Drain, Sleep, Tornado								
Mimic	676	240	145	760	Fire	95	75	105	100
	62	66	17	531	Wind	100	25	152	127
	Potion 1				Aqua Rock				
	Debilitate, Psy Drain, Sleep, Wild Growth								
Mimic	707	251	153	840	Fire	95	75	105	100
	64	71	18	531	Wind	100	25	152	127
	Game Ticket 1				Gaia Rock				
	Debilitate, Psy Drain, Sleep, Curse, Sonic Slash								
Mimic	879	333	196	1336	Fire	95	75	105	100
	76	103	18	677	Wind	100	25	152	127
	Power Bread 1				Treasure Island				
	Debilitate, Psy Drain, Sleep, Curse, Nettle								
Mimic	907	349	204	1420	Fire	95	75	105	100
	78	108	18	700	Wind	100	25	152	127
	Psy Crystal 1				Jupiter Lighthouse				
	Debilitate, Psy Drain, Sleep, Curse, Condemn, Ice Missile								
Mimic	936	364	210	1500	Fire	95	75	105	100
	80	114	18	726	Wind	100	25	152	127
	Apple 1				Magma Rock				
	Debilitate, Psy Drain, Sleep, Curse, Condemn, Stone Spire								
Mimic	1008	397	224	1668	Fire	95	75	105	100
	84	126	18	772	Wind	100	25	152	127
	Cookie 1				Mars Lighthouse				
	Debilitate, Psy Drain, Sleep, Curse, Condemn, Spark Plasma								

IV. Djinn List

Monster Name	HP	Att	Agl	Exp.	Weakness	E	F	W	w(Pow)
	PP	Def	Luck	Coin	Strong	E	F	W	w(Res)
	Dropped Item			ICC	Location				
	Special Attacks								
Jupiter Djinni	184	37	27	43	Earth	80	95	120	95
(Breath)	16	8	6	89	Wind	25	100	193	100
-	Shrine of the Sea God								
	Bolt, Ray, Slash, Whirlwind, Escape								
Jupiter Djinni	267	65	50	109	Earth	80	95	120	95
(Blitz)	24	17	8	126	Wind	25	100	193	100
-	Yampi Desert								
	Bolt, Ray, Slash, Whirlwind, Escape								
Jupiter Djinni	440	134	104	255	Earth	80	95	120	95
(Waft)	40	34	13	309	Wind	25	100	193	100
-	Kibombo Mountains								
	Flash Bolt, Plasma, Storm Ray, Whirlwind, Wind Slash,								

Escape

Jupiter Djinni 852 273 233 965 Earth 80 95 120 95
 (Whorl) 78 84 27 643 Wind 25 100 193 100
 - Jupiter Lighthouse
 Blue Bolt, Destruct Ray, Sonic Slash, Spark Plasma,
 Tempest, Escape

Jupiter Djinni 870 276 239 1000 Earth 80 95 120 95
 (Gasp) 81 84 27 660 Wind 25 100 193 100
 - Trial Road (after getting "Lift")
 Blue Bolt, Destruct Ray, Sonic Slash, Spark Plasma,
 Tempest, Escape

Jupiter Djinni 980 309 277 1197 Earth 80 95 120 95
 (Gale) 92 97 31 756 Wind 25 100 193 100
 - Treasure Island
 Destruct Ray, Sonic Slash, Spark Plasma, Tempest, Escape

Mars Djinni 203 43 32 58 Water 95 125 95 75
 (Cannon) 18 10 7 93 Fire 100 193 100 25
 - Dehkan Plateaus
 Blast, Flare, Escape

Mars Djinni 403 114 90 228 Water 95 125 95 75
 (Kindle) 37 29 11 273 Fire 100 193 100 25
 - Gondowan Cliffs
 Beam, Blast, Flare Wall, Fume, Mad Blast, Escape

Mars Djinni 756 231 199 794 Water 95 125 95 75
 (Reflux) 69 68 23 563 Fire 100 193 100 25
 - Tundaria Tower
 Eruption, Fiery Blast, Inferno, Serpent Fume, Supernova,
 Escape

Mars Djinni 840 264 226 946 Water 95 125 95 75
 (Core) 79 80 26 642 Fire 100 193 100 25
 - Atteka (WM)
 Inferno, Pyroclasm, Searing Beam, Serpent Fume, Supernova,
 Escape

Mars Djinni 890 280 247 1041 Water 95 125 95 75
 (Fury) 83 86 28 681 Fire 100 193 100 25
 - Magma Rock
 Inferno, Pyroclasm, Searing Beam, Serpent Fume, Supernova,
 Escape

Mars Djinni 950 304 267 1145 Water 95 125 95 75
 (Fugue) 89 95 30 731 Fire 100 193 100 25
 - Mars Lighthouse
 Dire Inferno, Dragon Fume, Fiery Juggle, Pyroclasm,
 Searing Beam, Escape

Mercury Djinni 165 32 22 28 Fire 95 75 95 125
 (Fog) 14 6 6 85 Water 100 25 100 193
 - Kandorean Temple

Douse, Frost, Escape

Mercury Djinni	291	75	57	130	Fire	95	75	95	125
(Sour)	26	19	9	152	Water	100	25	100	193
-					Mikasalla east (WM)				
					Cool, Douse, Frost, Froth, Ice, Escape				
Mercury Djinni	414	124	96	234	Fire	95	75	95	125
(Chill)	37	31	12	282	Water	100	25	100	193
-					Naribwe South (WM)				
					Cool, Drench, Ice, Prism, Tundra, Escape				
Mercury Djinni	620	192	159	571	Fire	95	75	95	125
(Stream)	56	54	19	457	Water	100	25	100	193
-					Aqua Rock				
					Froth Sphere, Glacier, Hail Prism, Ice Horn, Supercool, Escape				
Mercury Djinni	860	270	237	989	Fire	95	75	95	125
(Eddy)	80	83	27	656	Water	100	25	100	193
-					Shaman Village Cave				
					Deluge, Freeze Prism, Froth Spiral, Ice Missile, Megacool, Escape				
Mercury Djinni	920	290	257	1093	Fire	95	75	95	125
(Serac)	86	90	29	706	Water	100	25	100	193
-					Islet Cave (corridor)				
					Freeze Prism, Froth Spiral, Ice Missile, Megacool, Escape				
Mercury Djinni	940	300	261	1112	Fire	95	75	95	125
(Balm)	88	94	30	720	Water	100	25	100	193
-					Mars Lighthouse				
					Deluge, Freeze Prism, Froth Spiral, Ice Missile, Megacool, Escape				
- - - - -									
Venus Djinni	223	49	37	73	Wind	120	95	80	95
(Iron)	20	12	7	96	Earth	193	100	25	100
-					Madra - East (WM)				
					Growth, Quake, Escape				
Venus Djinni	466	143	116	279	Wind	120	95	80	95
(Steel)	46	37	16	340	Earth	193	100	25	100
-					Gabomba Statue				
					Briar, Gaia, Mad Growth, Spire, Quake Sphere, Escape				
Venus Djinni	500	153	122	360	Wind	120	95	80	95
(Mud)	44	41	15	358	Earth	193	100	25	100
-					Gabomba Catacombs				
					Briar, Gaia, Mad Growth, Spire, Quake Sphere, Escape				
Venus Djinni	590	182	149	519	Wind	120	95	80	95
(Flower)	53	51	18	432	Earth	193	100	25	100
-					Taopo Swamp				
					Clay Spire, Briar, Mad Growth, Mother Gaia, Quake Sphere, Escape				
Venus Djinni	710	221	187	729	Wind	120	95	80	95
(Meld)	65	65	22	531	Earth	193	100	25	100

- Islet Cave ("Teleport" NOT required)
 Clay Spire, Mother Gaia, Nettle, Quake Sphere,
 Wild Growth, Escape

Venus Djinni	830	260	227	937	Wind	120	95	80	95
(Petra)	77	79	26	631	Earth	193	100	25	100

- Hesperia NE (WM)
 Briar, Mother Gaia, Quake Sphere, Stone Spire,
 Wild Growth, Escape

Venus Djinni	990	309	280	1211	Wind	120	95	80	95
(Crystal)	94	97	33	764	Earth	193	100	25	100

- Yampi Desert Cave
 Grand Gaia, Nettle, Stone Spire, Thorny Grave,
 Wild Growth, Escape

=====
 Appendix C: Four Additional Dungeons
 =====

The following part is a bit similar to what Crossbone Isle was in GS1, but now there are four smaller dungeons instead of one big one. Next to all the obligatory caves and dungeons that you come across there are also four special dungeons. Each one has a powerful guardian at the end, that protects a powerful Summon Tablet.

All of these dungeons can only be accessed very late in the game, because the "Teleport" Psynergy from the Mars Lighthouse is required for three of them. Hence the only exception is Treasure Island in the eastern sea, but in order to get all the good items and the Summon here you do need "Grind" from Lemuria and Isaac's "Lift" Psynergy. Anemos Inner Sanctum will always be the last dungeon you can visit, because it requires you to have all 72 Djinn from both games in your possession. There is also Taopo Swamp (Chapter 7C. in the Walkthrough) as an optional place to go to, but you don't meet a strong boss or Summon Tablet there. Above all each dungeon features special enemies that rarely drop the strongest items and weapons.

	Monster Name	Rare Dropped Item
	-----	-----
Treasure Island	Earth Golem	Giant Axe
	Gillman Lord	Tear Stone
	Great Seagull	Sylph Feather
	Ocean Dragon	Triton's Ward
	Pyrodra	Salamander Tail
	Turtle Dragon	Blessed Mace
	-----	-----
Yampi Desert Cave	Fire Dragon	Atropos' Rod
	Minos Knight	Riot Gloves
	Sand Scorpion	Star Dust
	Soul Army	Mythril Silver
	Winged Lizard	Dragon Skin
	-----	-----
Islet Cave	Cruel Dragon	Tisiphone Edge
	Druj	Berserker Band
	Wonder Bird	Dark Matter


```
Anemos Inner Sanctum  -----
                        Bombander          Golem Core
                        Mad Demon          Lachesis' Rule
                        Sky Dragon        Orihalcon
```

1. Treasure Island

Located in the north east corner of Weyard this dungeon is reachable very early in the game, but can only be completed after obtaining both "Grind" and "Lift". You can visit here several times, or go through the whole thing in one go after Isaac joins you.

--Treasure Island--

Chests: 11 (11)

161 Coins, Lucky Medal, Jester's Armlet, 911 Coins, Sylph Feather,
Rusty Axe (forges Viking Axe), Psy Crystal, Star Dust, Cookie,
Iris Robe, Fire Brand

Djinn:

Jupiter - Gale
Venus - "missing GS1 Djinni"

Stone Tablet:

Azul

Monsters (Before "Lift" Rock):

Stone Soldier, Turtle Dragon, Earth Golem, Cannibal Ghoul, Harridan,
Horned Ghost

Monsters (After "Lift" Rock):

Sea Hedgehog, Great Seagull, Pyrodra, Gillman Lord, Puppet Warrior

Boss:

Star Magician

From the start follow the left wall and you will reach two chests containing 161 Coins and a Lucky Medal, the four chests in the other rooms are all empty. Continue up and trigger the button on the ground (6 chests before this button are also empty). "Grind" the right spiky rock and go to the next room. In here jump your way to the column, but do not push it onto the switch, instead push it just one square to the south of it. Now, jump back to the other side and "Move" it from behind the rocks onto button. This way you can get past this obstacle.

The next chamber forces you to trigger another button, "Grind" the rightmost spiky rock, jump to the back, climb the structure and use the tightrope to reach a Jester's Armlet. Go back, "Move" the right column over the gap to the left, "Grind" the leftmost rock and finally "Move" the pillar another square to the left. Follow the lower branch, to get back into the second room, "Move" the pillar out of the way and jump over the gap. If you didn't "Grind" the upper spiky rock you can reach those chests. They contain: 911 Coins, Sylph Feather, Rusty Axe (turns into Viking Axe after forging), Psy Crystal, Star Dust and Cookie. Back in the previous room follow the left wall and a Mimic awaits you.

Mimic 9

HP: 879 ATK: 333 AGL: 196 Weak: Fire
PP: 76 DEF: 103 LCK: 18 Strong: Water
Special: Debilitate, Psy Drain, Sleep, Curse, Nettle
Exp: 1336

Coins: 677

Item: Power Bread

After a short battle go down the stairs to the north and use "Lift" on the rock here, which should be yours after you get Isaac to join your party. There are stronger enemies in the random battles behind this rock so beware. The Iris Robe can be collected fairly easy from the chest around here. "Lift" another rock so you can enter the room behind it. In this room "Lift" the center boulder and you can get to the Jupiter Djinni on the left side of the screen.

Jupiter Djinni

HP: 980 ATK: 309 AGL: 277 Weak: Earth
PP: 92 DEF: 97 LCK: 31 Strong: Wind
Special: Destruct Ray, Sonic Slash, Spark Plasma, Tempest, Escape
Exp: 1197
Coins: 756
Item: -

This Djinni is extremely fast so beware of his initial attack. When the quick battle is over Gale will team up with you. Felix can also collect the Fire Brand from the chest to the right. Reset the room by exiting and entering it again. This time use "Lift" on the leftmost boulder, the boulder behind it and the one in the upper right corner. Go south from there and jump over the gap to the left, climb the wall and exit via the upper southeast passage.

If you are playing a game where not all Venus Djinn from GS1 are transferred then a missing GS1 Djinni appears on the left side of this room and joins right away. The end of this watery dungeon is near! Go up via the right branch and you'll reach the final room of this dungeon. Inside is powerful boss so be prepared. He tells you that in order to get the prize, a summon tablet, behind him that you must defeat him in combat.

Star Magician & Balls

Star Magician
HP: 7486 ATK: 460 AGL: 268 Weak: Fire
PP: 560 DEF: 139 LCK: 52 Strong: Water
Special: 'attack 2x', Megacool, Mine Ball, Mystic Call, Spark Plasma
Exp: 7866
Coins: 5566
Item: -

Anger Ball

HP: 460 ATK: 357 AGL: 173 Weak: Water
PP: 43 DEF: 125 LCK: 27 Strong: Fire
Special: Angry Mine (Kamikaze Attack)
Exp: 387
Coins: 30
Item: -

Guardian Ball

HP: 520 ATK: 317 AGL: 235 Weak: Wind
PP: 43 DEF: 127 LCK: 50 Strong: Earth
Special: Guard Aura, Defend
Exp: 439
Coins: 289
Item: -

Refresh Ball

HP: 360 ATK: 317 AGL: 136 Weak: Fire
 PP: 43 DEF: 124 LCK: 36 Strong: Water
 Special: 'recover 10 PP', Cure Poison, Earnest Ply, Restore
 Exp: 448
 Coins: 278
 Item: -

Thunder Ball

HP: 280 ATK: 329 AGL: 219 Weak: Earth
 PP: 43 DEF: 123 LCK: 30 Strong: Wind
 Special: 'recover 10 PP', Flash Bolt, Shine Plasma, Storm Ray
 Exp: 387
 Coins: 30
 Item: -

As you can see this battle is about the Star Magician, which can produce various balls that make your life miserable. You have to take out the Refresh and Guardian Balls or else all your efforts are for naught. Because Earnest Ply and Guard Aura offer the Star Magician so much strength that you can barely scratch him. Of course the Thunder and Anger Balls are annoying as well, because of their damaging properties. The Star Magician himself is actually not that danger, but the combination is troublesome.

An effecient strategy on low levels would work with the following party:
 (Numbers in parenthesis are in stand-by)

Felix	Isaac	Jenna	Ivan
Ninja	Ninja	Flame user	Dark Mage
4x Jupiter	4x Jupiter	6x Venus(6)	3x Jupiter(3)
4x Mars(1)	4x Mars(1)	3x Mars(2)	2x Mercury(2)
		-Flash to Set	3x Venus(1)
			-Ground to Set
			-Petra to Set
AGL > 300	AGL > 300	'don't care'	AGL > 300
Gaia Blade	Warrior's Helm	-	Elven Shirt
			Tomegathericon
Sheba	Garet	Piers	Mia
Wind Seer	'any'	'any'	'any'
4x Venus(4)	'remainder'	'remainder'	'remainder'
4x Mars(4)			
AGL > 300	'don't care'	'don't care'	'don't care'
Clarity Circlet	-	-	-
Aerial Gloves			
Feathered Robe			

In case certain characters have too little agility use some Quick Boots, Running Shirt or Golden boots to boost them up. Once the AGL of the required characters is over 300 this will ensure the Star Magician can't get a turn durin the second round. The Tomegathericon on Ivan boosts his AGL as 2 Venus Djinn seriously hamper his class' base AGL.

With this setup you can enter the battle and use Flash on your own party to prevent any serious damage. Next, Ivan can use Ground on the Guardian ball to prevent him from casting 'Guard Aura'. However, because both attacks are used with high priority Ivan's AGL must be higher than the Guardian Ball to prevent him from getting a turn (otherwise Ground's use is wasted). After that you can spam him with some Haures' unleashes. This gives the following battle overview:

Round #1

Ivan: Ground on Guardian Ball
Jenna: Flash
Isaac: Haures
Felix: Haures

- > No 'Guard Aura' cast, leaving Star Magician open to damage
- > 2600 Damage on Magician
- > Refresh Ball dies
- > Thunder Ball dies
- > Star Magician & Balls attack (minor to no damage thanks to Flash)

Round #2

Exchange Jenna for Sheba

Ivan: Petra on Guardian Ball
Sheba: Eclipse
Isaac: Haures
Felix: Haures

- > No 'Guard Aura' cast, leaving Star Magician open to damage
- > 5200 Damage on Magician, Star Magician dies
- > Guardian Ball dies
- > Anger Ball dies
- > Any balls spawned in the previous turn are either dead or weakened

For an example video you can watch it right here:

<https://www.youtube.com/watch?v=bq68okS5iC4>

When this battle is finally over read the text on the tablet behind the Star Magician and claim your new summon: Azul. To summon him use 4 Mercury and 3 Venus Djinn. This is the end of this optional dungeon.

2. Yampi Desert Cave

After you get "Sand" & "Teleport" Psynergies you can go back to Yampi Desert to get some additional treasures. The easiest route to the required part in the desert is by going to Alhafra by boat and then entering the desert from the south entrance.

--Yampi Desert--

From the rear entrance use "Sand" on the leftmost sand slide (near the arrow formed by rocks that becomes visible with "Reveal"). Enter the crack

in the wall for a hidden cave.

--Yampi Desert Cave--

Chests: 1 (12)

Water of Life

Get the Water of Life from the chest right at the start (hmm... that looked suspicious like a Mimic). Other than this there is not much to do around here. We need to get back here once we get "Teleport".

--Yampi Desert Cave (Inner Dungeon) --

Hidden Items: 1 (13)

Mythril Silver

Chests: 4 (17)

Water of Life, Dark Matter, Orihalcon, Mythril Silver

Djinn:

Venus - Crystal

Stone Tablet:

Daedalus

Monsters:

Fire Dragon, Minos Knight, Sand Scorpion, Soul Army, Winged Lizard

Boss:

Valukar

Use "Teleport" on the circular mark to enter the inner Desert Cave, which houses pretty strong enemies. In here use "Sand" in the most northern part to reach the broken pillar to the left. Cast "Burst" on it, walk around in the back room, push the logs out of your way and use "Sand" at the most northern part to reach a stairway. On the left use "Scoop" here so Felix obtains some Mythril Silver.

Follow the path, use "Sand" to reach the left side and "Move" on the pillar (you need it later on). Exit to the south to find a chest with Dark Matter in it. Go down again to reach a log pushing puzzle.

lower horizontal log = 1	left vertical log	= 3
upper horizontal log = 2	right vertical log	= 4

Push the following logs:

1 -> Down,
2 -> Up,
1 -> Up,
4 -> Right,
Use "Sand" to get behind 1, 1 -> Down,
Use "Sand" to get behind 2, 2 -> Down,
Use "Sand" to get left of 3, 3 -> Left

Climb up the ladder, use "Move" on the column in the room behind and go back again. Head down one room, collect the Orihalcon and "Burst" the pillar on the elevated section. Back in the initial chamber go down the stairs on the left. Here you'll see something moving in the sand at a high velocity. Use "Scoop" on it the moment you are next to it to make a Venus Djinni appear. If you find it hard to get "Scoop" going at the right moment you could try "Halt" on him with the transferred Halt Gem from GS, if you got it in your inventory. This way the Djinni will freeze at the spot where he is. Once you dig him up he gets mad at you for disturbing his rest so Crystal attacks:

Venus Djinni

HP: 990 ATK: 309 AGL: 280 Weak: Wind
PP: 94 DEF: 97 LCK: 33 Strong: Earth
Special: Grand Gaia, Nettle, Stone Spire, Thorny Grave, Wild Growth,
Escape
Exp: 1211
Coins: 764
Item: -

After this Crystal comes with you. "Pound" the cone pillar to the north, then get the pillar in the back room on the correct tile. Backtrack all the way to that spot on the upper level walk up to the room behind it and meet up with Valukar the elemental being of Fire guarding a Stone Tablet.

Boss: Valukar

HP: 12960 ATK: 550 AGL: 206 Weak: Water
PP: 0 DEF: 175 LCK: 46 Strong: Fire
Special: 'attack 2x', 'Summon', Crucible, Djinn Stun, Stun Jip
Exp: 8702
Coins: 4980
Item: -

With over 12000 HP you really need to do some heavy damage on this goon. Also he puts your Djinn on Standby with Djinn Stun and then he can use your Djinn to summon the your deities against you! So basically use Summon as much as possible (even weak ones) to make sure that he can't Summon them against you.

After the battle with him you can examine the Tablet and you learn how to summon Daedalus. This spirit requires 4 Mars and 3 Venus Djinn to call. "Retreat" / or walk back out of this dungeon.

3. Islet Cave

--Islet of Time--

After you complete the Animal Trade Quest you can enter this place (see Chapter 7D in the walkthrough). Go right up to the teleporter circle and "Teleport" to the inner corridor of this dungeon. This dungeon is pretty small actually! It is just several times the same corridor, but each consecutive corridor is darker than the last one.

--Islet Cave (Corridor)--

Djinn:

Mercury - Serac

Stone Tablet:

Catastrophe

Monsters:

Chimera Worm, Cruel Dragon, Druj, Wonder Bird

Boss:

Sentinel

BTW. The Cruel Dragons in here drop the infamous Tisiphone Edge one of the most powerful short blades.

In the second corridor use "Tremor" to make a Mercury Djinni appear. This little guy is one of the last remaining Djinn in this game and will fight you to the end.

Mercury Djinni

HP: 920 ATK: 290 AGL: 257 Weak: Fire
PP: 86 DEF: 90 LCK: 29 Strong: Water
Special: Freeze Prism, Froth Spiral, Ice Missile, Megacool, Escape
Exp: 1197
Coins: 756
Item: -

Personally I think that Serac finishing blow is the strongest Mercury based unleash, so use him well in Djinn Kill strategies. After this you have to go through 4 more corridors that get darker each time. At the end is a chamber where the Wind elemental warrior Sentinel awaits you.

Boss: Sentinel

HP: 8736 ATK: 608 AGL: 171 Weak: Earth
PP: 780 DEF: 216 LCK: 54 Strong: Water
Special: 'attack 3x', 'recover 200 HP', 'recover 30 PP', Armor Crush,
Blue Bolt, Break, Destruct Ray, Guard, Searing Beam,
Spark Plasma
Exp: 10538
Coins: 6144
Item: -

As you can see Sentinel can use "Break" so power ups are hardly useful. Try to use as many Earth elemental summons to get this guy down as fast as possible. He is a wind elemental yet he is strong against water not wind! This may seem odd, but it is the truth.

To beat him easily, get all Djinn including Serac from this corridor and visit the entrance of Anemos inner sanctum. There you can claim the tablet for summoning Charon. If you return to Sentinel and set all your Venus Djinn on standby you can summon Charon twice the first turn. Each Charon summon will do roughly 4000 Damage each, so you can beat this boss in one turn. This battle is also available on video here:

<https://www.youtube.com/watch?v=HACNhWykEmc>

After the battle walk up to the Summon Tablet and you can now command the power that be Catastrophe. If you use this in battle it looks like Judgment, but bigger and stronger. It requires 5 Jupiter & 3 Mars Djinn put on Stand-by in order to command this deity.

4. Anemos Inner Sanctum

In Contigo you hear about the Sanctum of the Anemos, which seems to be sealed complete. If you take a closer look at it you'll find that one chest with Dragon Skin is reachable directly. In order to get into the actual inner sanctum you need all 72 Djinn and "Teleport" (which you obviously must possess, if you have 72 Djinn).

--Anemos Inner Sanctum--

Chests: 3 (20)

Dragon Skin, Dark Matter, Orihalcon

Stone Tablet:

Charon, Iris

Monsters:

Bombander, Grave Wight, Mad Demon, Sky Dragon

Boss:

Dullahan

To reach the chest with Dragon Skin, go to Anemos Sanctum main entrance and use "Reveal" on it. You can walk towards the chest containing that item. For the rest nothing can be done here; this path is just a dead end. Use "Teleport" on the circle in the center of Contigo to reach the actual Anemos Inner Sanctum. In order to advance in this ultimate dungeon you need all 72 Djinn on order to open the door. If you have all Djinn walk up to each elemental symbol and light all 72 dots (one for each Djinni). This will cause the four flames to be ignited opening the way to the last set of enemies and items this game has to offer.

Inside the same BGM is used as in GS1's first dungeon: Sol Sanctum (what a coincidence). Walk up to the unguarded stone tablet in order to inherit the power of destruction: Charon. He requires 8 Venus and 2 Jupiter Djinn. Charon is the second strongest Summon after the most deadly force we will obtain at the end of this Sanctum.

Continue on downstairs, jump over the gap to the left and in the room behind carefully walk so the mimic stone on your left can reach the button and open the door for you. Watch out he mirrors horizontal movement! In the next room follow the right path, push the pillar to the right (shortcut) and in the room to the east press all the 7 buttons to activate the single tile elevator.

On the next floor push the pillar to the far left, then go to the upper left corner and descend two floors. Walk to the left here, go down the stairs and collect some Dark Matter for the chest. Go back and enter the back room of that same part. You will come across another button pusher puzzle with cracked floor tiles. Follow these directions from the entrance:

```
LDDLLUULLDDDDDDRRUURDRRRRUULLUUUUR
```

All lights should be on and you can go up to higher level. Take the passage leading down again, push the pillar to the left (shortcut), move on to the far right, "Lift" the boulder and take the lower passage. Follow the left wall and you'll see another mimic stone. In order to solve this puzzle get the mimic stuck above the lone green pyramid then walk down 3 or 4 tiles. This causes the mimic to be 3 tiles above you and Felix can easily guide to the button in the upper right corner without making the mimic fall in a gap. Back in the big room push the 3rd pillar to the far right.

Head back to the boulder and use "Lift" to reach the upper room. Go down and push the 2nd pillar in the open gap, finally head back to the boulder again, "Lift" it for the third time, "Move" the pillar below to the far right, jump over the gap and "Move" the upper column to on the left button. Miraculously the door opens and we can continue on. Follow the left path for another mimic puzzle. This one is harder, though. Move in the following directions (take care that the mimic is in the center of an individual tile or else the pattern may not work!):

1. URRU - mimic stone is stuck against the lone obstacle from below
2. UUUR - mimic stone is free and three tiles below you
3. UUL - mimic stone is stuck against the lone obstacle from above
4. DDD - the both of you should be on the same horizontal line
5. RUULUULLL - Finish

In the next room let Felix go down the left stairs from some Orihalcon. The passage to the right leads to a room with three passages and 9 cracked floor tiles in the center. Go to the left path not touching the upper and right tiles (they must remain complete). "Move" the pillar on the far right, go down the center path and use the tiles that are left over to reach the right path. Cast "Sand" on the sandy area and you'll come by the pillar you just moved. Move it even farther to the right go up and push the last column out of your way.

In the final room complete the 6 tile block puzzle representing a bird. This is not difficult, but will take some time to complete. WARNING: This is the final moment to save or "Retreat". After saving go over the gap the battle against the strongest enemy commences and beware strong he is indeed. Use "Hover" on it after bird it is activated. You'll be transported to an area for a showdown with a headless knight. This is the legendary Dullahan! "I am the shadow the keeper of light. If you want the sun's power, show me your own". After these words the knight steps forward towards you.

 Boss: Dullahan

HP: 16000 ATK: 676 AGL: 241 Weak: Wind
 PP: 300 DEF: 269 LCK: 59 Strong: Earth
 Special: 'recover 200 HP', 'Attack 2x', Bind, Break, Condemn, Curse,
 Djinn Storm, Element Swap, Formina Sage, Summon 'Charon',
 True Collide
 Exp: 15600
 Coins: 6775
 Item: -

Similar to Deadbeard, this adversary is the optional boss that is much more powerful than the final boss in the game. As you can see the statistics of this fiend are through the roof. Djinn are hardly useful here, because one Djinn Storm and they will ALL go in recovery mode. You really need much power to get him. There is however a small consolation for the Hard Mode players; Dullahan's HP can never exceed 16383 due to technical restrictions (see the glitches section in appendix F). So you only have to cause roughly 16000 Damage either way.

The standard way of doing combat will cause defeat way too soon even for high level parties, therefore a strategy has to be devised. Try to get at least you base class agility of some of your characters above that of Dullahan with a margin (at least 250) or else he may attack before you, screwing your attacks up.

Dullahan's Main Attacks

- Djinn Storm - Put all Djinn in recovery mode!
 - True Collide - Absorb HP damage
 - Formina Sage - >700 damage
 - Elemental Swap - Waste a turn; next turn will be Summon Charon!
-

The Easiest 2 Round Strategy - The Jupiter Summon Rush

 Here is one strategy that might work out for you. Because Dullahan puts all Djinn in recovery with a huge chance you might as well try to Summon Rush him with the following set up. In both your parties put at ALL your Djinn on Stand-by. I used the following item setup on a party of, which the level is irrelevant! If the AGL of the base classes is below 250, then I suggest training against Wonder Birds in Islet Cave to raise it very quickly.

Attack Party

=====

Ivan	Jenna	Sheba	Felix / Isaac
-----	-----	-----	-----
Wind Seer	Flame User	Wind Seer	Apprentice
AGL > 250*	AGL > 250*	AGL > 250*	AGL > 250
Jupiter Pow: 164	Mars Power: 164	Jupiter Pow: 154	Venus Power: 144
-----	-----	-----	-----
9 Jupiter Djinn	7 GS1 Mars Djinn~ 2 Mercury Djinn	8 Jupiter Djinn 1 Venus Djinn	5 Venus Djinn 3 GS2 Mars Djinn~ Jupiter Lull
All on Stand-by	All on Stand-by	All on Stand-by	All, but Lull on Stand-by
-----	-----	-----	-----
Swift Sword	'any weapon'	'any weapon'	Gaia Blade
'any helm'	'any helm'	'any helm'	Warrior's Helm
Leda's Bracelet	Big Bang Gloves	Leda's Bracelet	'any shield' ^
Feathered Robe	Ardagh Robe	Feathered Robe	Planet Armor
-----	-----	-----	-----

* = Use Running Shirts, Running boots if AGL is less than Felix/Isaac. They must attack before Lull is unleashed. In case that is not enough you can also try to raise it with Mint, or give the Venus Adept some Safety Boots to slow him down...

^ = If you transferred the Spirit Gloves from GS1 then equip them for 5 more Earth points.

~ = Jenna's Djinn must be drained by Summoning BEFORE Felix's. Therefore Set her Djinn manually BEFORE setting Felix's.

Back up Party

=====

Garet	'other Venus Adept' / Mia / Piers
-----	-----
Guard	'variable'
AGL > 250	
Mars Power: 154	Power doesn't matter
-----	-----
2 Mercury Djinn	All the Djinn that are left over
7 Mars Djinn	
All on Stand-by	
-----	-----
'any weapon'	Whatever you like best & left over
Ninja Hood (AGL+)	"
Big Bang Gloves	"
Planet Armor	"
-----	-----

Indeed, the weapons & armors listed above is all you need, nothing more and nothing less! Armors like Warrior's Helm, Planet Armor, Big Bang Gloves, Leda's Bracelet & Feathered Robe are a must; you CANNOT afford to miss these. Notice that I gave the Venus Adept the Gaia Blade, because raises Earth Power. Finally, this is a party setup that is optimal for this and only this battle!

The rest of the lot is actually superfluous for the following reason. This party prefers elemental increases over strong defense or attack, because we are going to beat him using Summons solely and Dullahan never even gets the chance to attack. Therefore we need as much elemental power as possible. 10 additional points for Elemental Power makes a BIG difference when summoning here, because the increase is much more significant. Just make sure that Ivan, Sheba & Jenna are all quicker than Felix, who in his turn must be faster than Dullahan.

You need to Summon Catastrophe, Eclipse & Daedalus in the first round, so that's why Felix, Jenna & Garet have such an odd Djinn combination. Jenna will be exchanged for Garet hence all of her Djinn need to be drained, whereas Felix's Mars Djinn must remain active. In order to make sure this happens you have to put her Djinn on 'standby' manually before setting Felix's. Doing this will make sure those Djinn get drained earlier.

Exchange 1 Venus Djinn for Felix and give him Lull on SET (again: make sure Felix is the slowest of the four even after he changes into Apprentice class). Use Lull to prevent Dullahan from attacking at all & it puts Lull on Stand-by for another Catastrophe. That's 2 doing two things at the same time! About the attacks I can say the following; use Catastrophe! This guy does more damage than Charon and can be summoned three times in two rounds with this setup as well. Many people think that Charon is the Summon to use, but this is not true. Charon's Damage / Djinn ratio leaves him too weak to be of real use for the simple reason that Dullahan's Venus resistance is too high. With this setup I got the following damage on Hard mode (I rounded the values down to give you even more room!).

First round:

6 Venus, 10 Mars, 17 Jupiter & 2 Mercury on Stand-by

```
-----  
Ivan: Catastrophe           ~3500 Damage (Jupiter Power maximizes)  
Sheba: Eclipse              ~2100 Damage (Jupiter Power maximizes)  
Jenna: Daedalus' Initial    ~900 Damage  
Felix: Unleash Lull         0          (Dullahan can't attack!)  
-----  
Dullahan Recovers HP       -200 Damage  
----- +  
~6300 Damage
```

Second Round:

3 Venus, 3 Mars, 10 Jupiter & 0 Mercury on Stand-by

```
-----  
Exchange Jenna for Garet  
3 Venus, 10 Mars, 10 Jupiter & 2 Mercury on Stand-by  
-----  
Ivan: Catastrophe           ~4000 Damage  
Sheba: Catastrophe          ~4000 Damage  
Garet: Ulysses              ~1500 Damage  
Felix: Haures               ~1700 Damage (Dullahan should die now)  
-----  
Daedalus' Delayed Missile  ~1500 Damage
```

----- +
~12700 Damage

6300 + 12700 ~= 19000 Damage so any party following this setup can kill him in a mere two rounds in Normal or Hard mode. Provided that the base elemental powers of your characters are strong enough (see equipment)! The Delayed Missile of Daedalus is actually not even required, but it is just there in case he survives Haures.

Your attack party may have very poor defense, but even if he manages to kill all four then the Back-up party comes into play at the end of the second round. On top of that this allows the Missile from Daedalus to bump in and kill him no matter what. So even if Dullahan kills everybody Daedalus will get his ass!

As with Doom Dragon check the video: www.youtube.com/watch?v=caHWbRrTGxU. Here's a video showing the inventory just before the battle show the viewer of the correctness of this strategy. It's nice video if you wish to see many different summons in one go and watching D die without even getting a chance to attack. :P

After a successful battle Dullahan seems to have left the building! :) He leaves Summon Tablet unguarded and open for you to examine. Take a look at it and now you are able to call upon the power that is: Iris (As a Lufia player I know that she is the goddess of the Rainbow). She is the ultimate summon who does not only deal enough damage to deliver the fatal blow to any normal monster, but she will also heal all party members completely (including the back up party!). She comes at the price of 9 Mars & 4 Mercury Djinn, though.

=====
Appendix D: The Battle Arena
=====

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

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



	Punch Ant		Dullahan		Mad Demon	
Statistic	Reg. Arena		Reg. Arena		Reg. Arena	
HP	26	937	16000	16383*	716	1317
PP	0	141	300	373	96	184
Attack	26	999	676	999	567	999
Defense	8	318	269	430	234	428
Agility	6	485	241	490	213	513
Luck	2	2	59	59	29	29
Pow - Ven	95	200	110	200	100	200
Pow - Mar	90	200	100	200	85	200
Pow - Jup	85	200	100	200	85	200
Pow - Mer	85	200	100	200	85	200
Res - Ven	48	48	150	150	127	127
Res - Mar	25	25	130	130	100	100
Res - Jup	48	48	110	110	72	72
Res - Mer	48	48	190	190	100	100

All Hero Characters are on level 99 upon testing

* = 16383 is the maximal value for HP an enemy can have, so it might have been even higher if it wasn't limited due to technical restrictions (See App. F for more details).

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

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

Linked Battle

When two GBAs who are both equipped with a Link Cable and they both have a game pack of Golden Sun: "the Lost Age" (no mixes with GS1 are allowed) of the same language you can do a Linked battle against your friend (Watch out when connecting European Versions of the game). An important rule in the Linked battle is that there can only be three allies in the same group in a Linked battle. Therefore Piers (and the entire Back up party) will fall out by default, if you wish to change this you need to move the characters in

the statistics screen (press select, select the Statistics option and use L and R to move the characters from left to right here). Second Rule is that again you can't earn any Exp. and coins with these battles. Third and most important rule is that after the other player has inserted all of his commands you only have 15 seconds to set your characters attacks or else the will become "Defend" by default.

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

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

=====
Appendix E: Golden Sun Linkage
=====

Introduction

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

What gets Transferred

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

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

(*) = This data doesn't appear on the list, but it is in the password.

Basically there are six different events that the password memorizes and send to the Lost Age, I was however unable to connect the 6th event... Each event will give you something (be it item or just a message) in Golden Sun: The Lost age.

- 1 GS1: Talk to the Mayor of Vault after the bandits escape
Event: The bandits come by in Madra. After a battle you also get the Golden Boots
- 2 GS1: Beat the Colosso Event in Tolbi
Event: The Gladiators return in the Shaman Village Cave. After a battle you get the Golden Shirt
- 3 GS1: Save Hsu at the Alpine Crossing before Hama does
Event: Upon entering Champa you receive the Golden Ring from Feizhi for saving Hsu/Ulmuch(?)
- 4 GS1: Beat Deadbeard
Event: Some folks in Alhafra tell you that Crossbone Isle is swept clean and Deadbeard was defeated by Isaac.
- 5 GS1: Save Master Hammet from Lunpa Fortress
Event: You receive a chest with Orihalcon, when your ship gets wings.
6. GS1: Talk to Dora in Vale after she gets ill (after reaching Altin)
Event: Isaac has an extra segment of conversation with his dad about his ill mother in Prox during the epilogue.

How to transfer data

Actually this is described in detail in the Golden Sun: the Lost Age manual, so you should read that. It is possible however to look at the data right away using the "Send" option in the Game Selection Menu of GS1. In order to make this appear you need to have at least one "Clear Data" file on the GS1 cartridge. If you have one or more do the following:

Start up your GBA with Golden Sun (1)
Press 'start' to get to the main file selection menu
Press and hold left on the D-pad
Press and hold the R shoulder button at the top of your GBA
Press 'B'

A new option should appear on the far right of the selection menu: Send. Select it and you will have to choose which data file you which to transfer, you can only select the "Clear Data" files; e.g. the files that have been saved after finishing the game. Select one of those files and you get another option: Password or Cable. If you choose "Password" you can choose which level you want, before the game shows you the password. You have to write it down or (memorize it) and enter this in GS:tLA. This password is not that long for Bronze and Silver Medals, but Gold is lengthy 5 pages * 50 characters per page + 10 additional characters = 260 Characters in all.

So I recommend you write it down carefully, since you don't want to receive an error after filling in all those characters in GS:TLA. The most problems occur with the letters that look similar in upper and lower case like: v,V u,U o,O w,W and so on. The Cable Option will automatically transfer the Golden Password to the Lost Age using 2 GBAs and 1 GBA Game

Link Cable. This is a lot easier than writing down, but not everybody has two GBAs and such a cable around.

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

Passwords

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

- Maximum
- Realistic
- Collector

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

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

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

There is however one thing I do wish to point out. On www.neoseekers.com some of the characters are misinterpreted into HTML codes (e.g. "&" sign becomes "&"). I cannot resolve this problem as the error lies at Neoseeker's servers not mine. Please interpret the aforementioned html code with the ampersand sign. See this picture for an example:

<http://i17.tinypic.com/6g2ergj.jpg>

Maximum - a hacked password for THE strongest setup

This password was generated with the objective of making the game as simple as possible (from the perspective of the battles). Initially I used Paulygon's Password Generator to create this password, but I noticed that it is possible to get ANY item from GS2 transferred to GS2. So, I made up my own password that features all of these Uber-items. The statistics are raised to the highest possible levels, but the actual effects may vary due to Djinn or Class properties. I deliberately put the characters on level 54 so all the Psynergies are available and yet you can train them even stronger by leveling up.

I also included four of those pretty Ninja Sandals (dummied out... normally), because they seem to be more effective than Hyper Boots. At first I tried to include "Orihalcon *30", but that didn't work out properly

and the same goes for the others like Mist Potion and Mythril Silver. You only get 1 of them once the password is read in GS2. I know the problem lies in the GS2 cart, because the password itself did store it as "Orihalcon *30".

The main features of the password are:

- 999999 Coins
- All Djinn
- 60x each Statistic Increasing Item
- All Psynergy Items
- All Side-Quest completed
- All Characters Level 54
- All Statistics maxed out (as far as possible, that is)

Inventory:

Isaac	Garet	Ivan	Mia
Sol Blade	Clotho's Distaff	Cleric's Ring	Catch Beads
Lure Cap	Atropos' Rod	Cleric's Ring	Carry Stone
Warrior's Helm	Lachesis' Rule	Lucky Medal *30	Lifting Gem
Big Bang Gloves	Tisiphone Edge	Game Ticket *30	Orb of Force
Big Bang Gloves	Huge Sword	Ninja Sandals	Mars Star
Riot Gloves	Levatine	Ninja Sandals	Black Orb
Berserker Band	Stellar Axe	Ninja Sandals	Frost Jewel
Storm Gear	Tungsten Mace	Ninja Sandals	Douse Drop
Mythril Helm	Valkyrie Mail	Cloak Ball	Halt Gem
Leda's Bracelet	Triton's Ward	Power Bread *30	Power Bread *30
Leda's Bracelet	Triton's Ward	Cookie *30	Cookie *30
Planet Armor	Ardagh Robe	Apple *30	Apple *30
Excalibur	Feathered Robe	Hard Nut *30	Hard Nut *30
Excalibur	Feathered Robe	Mint *30	Mint *30
Excalibur	Cosmos Shield	Lucky Pepper *30	Lucky Pepper *30

Bronze

?Fgcv Z#wVy
iR?e& Z

Silver

9qSJP Ae+xq
B?D?j nF+Fi
unF+z sJW#d
7N&%P R=C5Q
X6JC5 WPG8A

mTvcT VdZQU
6

Gold

uHYyi XLJJB
g=VPk 5TteF
27Gp6 gcmA\$
b9?Xj dAthh

J&qv6 Du\$!Q

CZzxR qyzz&
5jADY eWb94
Wr?Lv !Zz#q
F!eB? =B8Nk
FQyzB iw52f

w2KJd rVfSS
Ap=Jj T%i%F
s7utc HFRP9
Vrm3m j%\$Ai
QgBTr CJVMc

Fxb2i EMtn\$
9S7bd Wbfhy
3gkn7 kqsbs
rvxgv z?kzG
\$+r\$A CvAEV

H!FKM \$KPBS
eV7fX U7eK=
Z57Q5 9bU9q
9J#jv C5ind
rapts Sj!zk

jy#\$p #TAcE

Realistic - an Actual Game Password

This is an actual game file played through to the end, that's why this password is realistic. This is for everybody who wishes to be able to get every feature in GS2, but who doesn't have the original GS or doesn't need to be a god and ruin the game play. To be even more specific it is the game file I used for the creation of the GS1 walkthrough. The main features of the password are:

- 813168 Coins
- All Djinn
- 4x each Statistic Increasing Item (except 5x Hard Nut)
- All Psynergy Items
- All Side-Quests completed
- All rare item drops that can only be found in GS1
- Characters: Isaac - Level 47
 Garet, Ivan & Mia - Level 46

Bronze

kCDR# Nh=gx
X6Edg m

Silver

ju=G? \$d+fA
F!DyC #68MN
E2ncG BE&k9
hSc9n MWPgm
vuTrk ?ZK5i

k\$Pc! PFFC&
6

Gold

whk?n fQKJV
yG86K wUMjQ
nCKER !zLQY
RxRa! C5#=y
dws!5 9pKpB

egxKF 4xzRz
6keKZ =uKKU
EZ+Z% ?3Kmi
RsKEq s=yqu
?NHD? 4CQCK

VdeqQ F%#h+
CtPbt uP2Fd
9ND4T Nw#d5
B#BEg k=\$7%
BLB?b +ixpv

+hrS& L&W5J
9A3ad E7ehN
Kcjjf gpsTM
muxYr y?ZpR
r8q2= Cd\$Dm

HiBJM nFNRw
tLTWx QX2?8
V47+Z 8bC5A
dgHah kMex4
rSjss QNEzC

3u?\$7 v2AUR

Collector - Nearly Complete Inventory

This password mainly focuses on getting a complete inventory so you have ALL artifacts this game provides. There are more than 60 Artifacts not attainable in GS2, therefore I had to drop some of them. This is so because the party members can only carry $15 * 4 = 60$ Items at most. I chose to drop the following items/artifacts:

-Frost Jewel	Mia & Piers have it already
-Douse Drop	Mia & Piers have it already
-Cloak Ball	"Cloak" isn't used in GS2
-Halt Gem	"Halt" isn't used in GS2
-Empty Bottle	Can be obtained from Hermes Water
-Cell Key	Useless in this game
-Black Orb	Useless in this game
-Mars Star	Is already removed from inventory when Isaac joins

If you can find a way to drop even more artifacts (i.e. that can be found in this game) it might be possible to transfer these items as well.

Password Features:

513000 Coins

All Djinn

All Side-Quests completed

Includes the dummied out Rings, Under Shirts & Boots

Only Psynergy Items that are unique are included (see inventory below)

Characters: Isaac - Level 35

Garet - Level 35

Ivan - Level 34

Mia - Level 36

Inventory:

Isaac	Garet	Ivan	Mia
Arctic Blade	Oracle Robe	Vambrace	Catch Beads
Gaia Blade	Cocktail Dress	Spirit Gloves	Carry Stone
Muramasa	China Dress	Battle Gloves	Lifting Gem
Elven Rapier	Ninja Garb	Virtuous Armlet	Orb of Force
Assassin Blade	Kimono	Guardian Armlet	Fur Coat
Mystery Blade	Storm Gear	Warrior's Helm	Hermes' Water
Kikuichimonji	Water Jacket	Adept's Helm	Divine Camisole
Bandit's Sword	Elven Shirt	Ninja Hood	Herbed Shirt
Vulcan Axe	Spiked Armor	Lucky Cap	Casual Shirt
Burning Axe	Asura's Armor	Thunder Crown	Knight's Greave
Demon Axe	Demon Mail	Lure Cap	Silver Greave
Grievous Mace	Dragon Scales	Mythril Circlet	Ninja Sandals
Wicked Mace	Spirit Armor	Glittering Tiara	Aroma Ring
Zodiac Wand	Dragon Shield	Fairy Ring	Rainbow Ring
Machete	Earth Shield	Cleric's Ring	Soul Ring

Bronze

x=3=U %wUks

+jK9x 9

Silver

wRP+V P!VmK

QPG4r SGj!y

PQyKz \$kBjg

a=7qZ w5g%i

UrYe\$ 8tUHE

fqgrg !q?TV

J

Gold

=7B3J 9Nisg

a=h6d \$9bH7

gD2DT JpB4k

N8FCN #&Rmb

?L&3& Khbw\$

ru#AM eYR9d

n6Pu& hTjx7
3\$%wG 4KHeR
Hy?X2 U?WmU
ZF#?# Dw9VH

ZnmY3 N4=em
ExZC7 DXNqy
L8MGR K#KC&
&xD?s hxfG!
FALXQ Z#AW6

9vBrU G!&nq
zG5B& L9F=g
ReLEV iQJZ+
pVP6t ZTax6
6Yf#a 4j+eM

9qDjd uHphQ
zNun& Sys=g
X&xE3 =?J7E
E+PcJ CTgNv
HYmTL PnpR%

9w4Wd !!2cd

Appendix F: Bugs, Glitches and Stuff

Bugs

-So far no real bugs in this game. Yowza!

Glitches

Here I will describe some of the mistakes in the game that may seem odd, but don't influence game play too much.

Walking off screen in Taopo swamp

In the swamp area where you find the Venus Djinn repeat you can get yourself stuck offscreen. when you blow away the Venus Djinni, directly south of the pillar you just moved there is a slide. When you take this slide like usual, nothing happens and the game progresses. Now hold down the RIGHT button while sliding down. This means you actually press the RIGHT and DOWN together and keep them pressed. When you do that the game doesn't trigger the map transition event to the next screen.

You can walk on the 'bottom' of the screen while Felix's sprite is invisible. Monster encounters occur, actually everything is the same except for a way to escape. The only thing one can do is use the load game trick which sends you back to the last visited sanctuary.

The stone that wanted to be a waterpuddle

In the Shaman village, go to the place where you found Mercury djinni Eddy and look for the water puddle to the right. Right next to it is a rock, but if stand one tile above it and press down, your character will jump over it as if it was a water puddle too.

Stone soldier can't use his "Mad Blast" Psynergy Attack (AGAIN)

Up to this moment this is the only enemy script glitch I could find in the entire game, is identical to the one in GS1. The Stone Soldier you come across in Treasure Island has 6 PP, but in order to cast Mad Blast (a spell this creature has) he needs 10 PP. So this means that this creature has to skip a turn, if he tries to use this Psynergy.

I guess the programmers didn't take into account to give him at least 10 PP even after 2 years of the original release! I wonder if they would have fixed it if GS3 would have appeared...

Dullhan's HP in Monster Battle & Hard Mode

It is widely known that Dullahan has 16000 HP in combat during regular gameplay. Many people also know that Hard Mode features enemies that have 150% of normal HP and 125% ATK and DEF. So naturally one would think that Dullahan has 24000 HP, but this is not true!

The game cannot give creature more HP than 16383, for the following reason. HP is stored in two bytes each containing 8 bits (oddly the first bit isn't used at all, which means 15 bits only), but the value is signed hence the first bit determines plus or minus. So we have fourteen bits $2^{14} - 1 = 16383$, which is the maximal value for enemy HP!

Lucky you, or else it would have been 24000! This saves you 7617 HP, but then again you still have to worry about his increased attack and defense power. On the other hand Summons grow stronger as the maximum HP gets larger so it might actually become even easier to beat big D. BTW: the same thing applies to Valukar, his HP would exceed this value as well but is bounded too in Hard Mode.

Infinite Item Reproduction

Hmmm... yes, there is this glitch in Trial Road brought to my attention via Jeffrey Ng. It deals with duplicating some items including the class changing items (the Tomegathericon, Trainer's Whip and Mysterious Card) allowing you to get all your characters in that class! All items work except: Apple, Bone, Bramble Seed, Cookie, Crystal Powder, Hard Nut, Large Bread, Laughing Fungus, Lucky Pepper, Mint, Power Bread, Sleep Bomb, Smoke Bomb & Weasel Claws. Hence you can duplicate rings, boots, shirts and the class items.

The trick is to drop any equiped item(s) during Trial Road and then

before completing it you must leave this area. And with dropping I mean dumping them, not putting them in a blue chest. By doing so your items return in your inventory, but mysteriously duplicates will also appear in the shop lists as if they were sold... This allows you to keep on generating new items, hence four Tomegathericons or Hyper boots can be obtained which is normally either impossible or very hard!

Sand Raising glitch in the Ankohl Ruins

If you go into the room in the Ankohl Ruins, where you step on the button and the sand rises to a certain level, wait until the sand stops pouring from the head. Do a soft reset WITHOUT saving inside that room. You will reappear in the room with the sand at its highest level. The bottom 1/5th of the screen is glitched and you can step on the button again and the sand will raise and cover half of each platform. The sand stops right before the door so you can exit and re-enter to reset the room (note: this glitch might cause corrupt data, so try it out with caution).

Mars Lighthouse's air cracks when breathing fire

After beating Karst & Agatio in the Mars Lighthouse reuse "Blaze" on the flamy pillar to make the heads spit out more fire. If you do this the same special effects will be used causing the 'crack' graphic that previously displayed on the ice sheet to appear floating in the air.

The biggest fireball in GS, and yet it can't even hit Felix

When travelling through the Mars lighthouse you come upon a section with a switch which activates a moving/blazing dragon head. At a certain point the head will ignite a larger dragon statue causing a huge fire ball to be shot at you.

Usually, you run between all the ice shards towards the exit before the ball hits you or otherwise you have to start all over again. However, if you push the switch and stand still the ball will go right through you giving you a free ride to the end of the corridor with ease! For some reason the ball can't hit you when you remain on the switch.

Hmm... the people at Camelot became a bit sloppy in this last dungeon I reckon.

Stuff

Piers' Lash Pebble non-issue in Lemuria

Initially, I heard that when Piers is gone from your party during your stay in Lemuria you could get stuck. This because when Piers carries the Lash pebble there would be no way to get to Lunpa.

Afterwards, many people mailed me about my mistake and so I fix this issue by telling all others to use another random psynergy on the "Lash" rope, when Piers has the Lash pebble. When this happens Lunpa comes outside and throws down a ladder. Case closed.

Rename - all main protagonists

When you get to rename Felix at the beginning of a New Game press 'Select' 3 times. You will hear a chime. Complete his name and you get to rename the other three members.

When you are renaming the characters from GS:tLA press the following button combination:

Up, Down, Up, Down,
Left, Right, Left, Right,
Up, Right, Down, Left, Up

Now press 'Select' and there will be chime as well. Take note that this only works, when you are playing a non-linked game.

Put all your Djinn on Set / Standby in one go

A little trick that may be very handy before entering a boss battle to save yourself from doing tedious work is pressing and holding the 'R' button and then press 'select' to set or free all Djinn with a single command. Handy if you do not wish handle each one separately.

Warp back to the last Sanctum

Whenever you continue a saved game you can start in the sanctum you last visited by pressing: Shoulder L, Shoulder R & Start buttons.

Infinite Game Tickets

If you run out of Game Tickets you can sell or buy some equipment, but the more Game Tickets you obtain the higher the value of your purchase needs to be in order to get a game ticket. You can however get Game Tickets for a relatively cheap price by doing the following. Note that this tactic doesn't work 100% of the time, but it should get you tickets with 2-out-3 chance.

1. Go to any item shop
2. Buy 30 Nuts from the item selling cleric for a Game Ticket
3. Return to the main menu (where you choose between Buy/Sell/Repair)
4. Repeat step 2. & 3. and sell them if your inventory is full.

The crux of this strategy is that you return to the main menu (Buy/Sell/Repair) before buying any more Nuts. If you don't do this the trick won't work. KrrA_InAgOtAbLe who found this interesting method made a video about this on Youtube:

<https://www.youtube.com/watch?v=Ynt3X5KK2z4>

Otherwise, you can use "Scoop" on various locations some random items may appear including (but not limited to) Herbs, Nuts, Antidotes & Sleep Bombs, but also on rare occasions Game Tickets may appear. This way you can get as many tickets in this game as you wish... However obtaining them may be a very tedious chore.

The rumor of the 'legendary' Wheat Sword

For some reason there are always rumors about special items in many games. In this game some people started to spread another silly rumor. Supposedly there is a sword in this game called the Wheat Sword. This item has "Flying Dutchman" as its unleash and has mindboggling statistics... Of course being skeptical about this I initially thought this rumor would kill itself over time. But I've received some mails about it so here's the deal: The Wheat Sword does NOT exist.

Here's my proof: each item (be it weapon/armor/item) has a special identification number within the game so the computer knows which item it is dealing with. I hacked the game to get the complete list of items, and guess what? The Wheat sword didn't appear among them.

End of proof. Tuff luck guys the weapon is a ruse, so think of something more realistic next time. :P

Sheba suffers from delusions

When you first sea out to sea on Piers' ship the four adepts and Kraden talk about what already happened and what is still to come. Here Sheba mentions that they've met Werewolves and learned new Psynergies.

The thing is that you can reach the Lemurian Ship without visiting Garoh or Air's Rock (you don't need "Reveal" to get this far). So I tested this out and skipped Air's Rock and Garoh completely, but Sheba still insists that she saw Werewolves! How can this be? Is she dreaming or something?

Hsu's naming inconsistency

If you meet Feizhi in Champa Felix gets to hear that Isaac saved a guy named Ulmuch in GS(1). This is strange, because there exists no Ulmuch in that game. He did save a man named Hsu however. To keep things simple the cause of this is the bad translation done by the English translators. They probably forgot that they named him Hsu in the previous game and came up with Ulmuch instead for this game...

Dummied out monsters

As you might have notices most of the monsters in the game consist of series that typically feature three variations of the same monster. Even the monsters of which only appear in single or doubles almost all have a third monster that wasn't used in the game, but is present in the game's code. They even have proper names and could have been used as such, but never appear anywhere. Here's a short list of the additional hidden monsters that are found inside the cartridge:

Aeshma	(3rd variant of Aka Manah	/ Druj	series)
Dark Murder	(3rd variant of Assasin	/ Slayer	series)
Dragon	(3rd variant of Blue Dragon	/ Cruel Dragon	series)
Crazy Gorilla	(3rd variant of Chestbeater	/ Wild Gorilla	series)
Poison Shell	(3rd variant of Conch Shell	/ Spiral Shell	series)
Dinosaur	(3rd variant of Dino	/ Dinox	series)
Bane Wight	(3rd variant of Doom Sayer	/ Lich	series)
Winged Runner	(3rd variant of Emu	/ Talon Runner	series)
Spirit Army	(3rd variant of Ghost Army	/ Soul Army	series)
Mini-Death	(3rd variant of Gressil	/ Little Death	series)
Kobold King	(3rd variant of Kobold	/ Wargold	series)
Estre Baron	(3rd variant of Living Armor	/ Puppet Warrior	series)
Baboon Goblin	(3rd variant of Goblin	/ Alec Goblin	series)
Momangler	(3rd variant of Momongo	/ Squirrelfang	series)

Weird Nymph	(3rd variant of Pixie	/ Faery	series)
Fell Raptor	(3rd variant of Roc	/ Raptor	series)
White Wolf	(3rd variant of Wild Wolf	/ Dire Wolf	series)
Skinwalker	(3rd variant of Wolfkin Cub	/ Wolfkin	series)
Elder Wood	(2nd variant of Woodwalker		series)
Estre Wood	(3rd variant of Woodwalker		series)
Sky Dragon	(3rd variant of Wyvern	/ Sky Dragon	series)

Statistic Boosting Item List

This is not so important that I want to spend an entire section on, but here is a list of where you can find all the Statistic Boosting Items in this game. I listed these because they are very rare and also, because this is the only way to increase your character's stats manually. In total there are exactly 10 stat increasing items in both games combined.

=====

Apple (Increase Attack +3)

=====

1. Alhafra

Check jar on the first floor of the inn.

2. Madra Catacombs

Use "Frost" on the water puddle in the center of town. The chest is easy to reach after that.

3. Gaia Rock (Exterior)

Follow the most northern path in the rocky maze near the mountain's top.

4. Kalt Island

Use "Catch" on the tree to the left of this settlement

5. Magma Rock

Dropped item Mimic

6. Mars Lighthouse

At the entrance near the left elevator pad

7 - 10

Transfer from GS1

=====

Cookie (Increase max PP +5)

=====

1. Air's Rock

Near the left wall, use "Whirlwind" on the Wind Stone here twice
(See walkthrough for more details).

2. East Indra Shore

Use "Frost" on the water puddle, then examine the wooden box to the left.

3. Taopo Swamp

Collect from the chest on the first screen. Get there by navigating
through the swampy area.

4. Prox

In the left jar outside the inn

5. Mars Lighthouse

Dropped item Mimic

6. Treasure Island

One of the six chests in the second room (requires "Grind" to get)

7 - 10

Transfer from GS1

=====
Power Bread (Increase max HP +5)
=====

1. Kibombo Mountains

On the second screen drop the crate on the Kibombo Warrior. This allows
you to reach the chest without getting caught. After the war is settled you
can just collect it for free.

2. Alhafran Cave

Inside the jar in Brigg's Cell (Enter from the back once he escapes).

3. Ankohl Ruins

In plain sight after you activate the first Stone Face.

4. Contigo

In a barrel next to the Sanctum

5. Treasure Island

Dropped item Mimic

6. ?

?

7 - 10

Transfer from GS1

=====

Hard Nut (Increases Defense +3)

=====

1. Yampi Desert

Inside the cave to the east in a chest on the center platform.

2. Gabomba Statue

Dropped item of the Mimic

3. Tundaria Tower

In the eastern room with three ice pillar and a chest with Crystal Powder

4. Lemuria

Use "Growth" on the plant to the east, then "Cyclone" on the bushes on the lower ledge.

5. Trial Road

After using "Whirlwind" on the big Wind Stone collect it from the chest on the upper ledge.

6 - 10

Transfer from GS1

=====

Mint (Increases Agility +3)

=====

1. Dehkan Plateau

Fall down the most upper crack after the chest with an Elixir.

2. Gabomba Catacombs

Use "Cyclone" on the bushes in the second room.

3. Apojii Islands

"Cyclone" the bushes in the lower right corner of town

4. Tundaria Tower

Follow RURULDRURUR at the 2nd black ice field to reach the chest

5. Jupiter Lighthouse

Use "Cyclone" on the bushes to the right of the first Cyclone Teleporter

6. Jupiter Lighthouse

Dropped item Mad Plant

7 - 10

Transfer from GS1

=====

Lucky Pepper (Increases Luck +2)

=====

1. Mikasalla

Look in the barrel near the oven inside the local inn.

2. Kibombo

Jar on near left wall of the village

3. Aqua Rock (Interior)

In the room on the left side where you find the Aquarius Stone

4. Shaman Village

Can be reach after Trial Road in the right jar inside the Shaman's hut

5. Trial Road (Cave)

Dropped item Mad Plant

6. ?

?

7 - 10

Transfer from GS1

That's it for all the statistic boosting items in this game. You'll have to transfer the last few items from GS1 to get all 10 of each type, however.

BGM Test

Save your game and go to the Battle Arena. Talk to the person in the lower left corner, while holding the 'R' Button. This opens up the BGM Test mode where you can listen to all the BGM from both games. Note that most of the music will become available as you progress through the game. Some of them will only be active on a 'Clear Data' file!

- 0 => Lemurian Fountain & Battle Lobby
- 1 => Main Opening Theme
- 2 => File Select
- 3 => Venus Lighthouse (Lower Regions)
- 4 => Dice Games in Contigo
- 5 => City theme
- 6 => Kandorean Temple
- 7 => Daila
- 8 => Apojii Islands
- 9 => Izumo (after Serpent defeated)
- 10 => Izumo (before Serpent defeated)
- 11 => Sad theme
- 12 => Kandorean Temple - Interior
- 13 => Kibombo & Naribwe
- 14 => Prayer to Gabomba Statue
- 15 => Lemuria
- 16 => Madra
- 17 => Kalt Island & E Tundaria Islet
- 18 => Garoh
- 19 => Yallam
- 20 => Yepp's Song
- 21 => " " (identical?)
- 22 => Air's Rock
- 23 => Aqua Rock
- 24 => Madra Catacombs
- 25 => Alhafran Cave
- 26 => Gaia Rock
- 27 => Gabomba Statue - Interior
- 28 => Jupiter Lighthouse

29 => Magma Rock
30 => Mars Lighthouse
31 => Tundaria Tower
32 => Taopo Swamp
33 => Ankohl Ruins
34 => Karst & Agatio's theme
35 => Brigg's theme
36 => Evil Approach
37 => Shaman Village & Loho
38 => Sheba's Problem (just after the boat gets wings)
39 => Trouble
40 => Golden Sun: the Lost Age Opening theme
41 => World Map - Boat
42 => World Map (1)
43 => World Map (2)
44 => World Map - Flying
45 => Running in Altin Peak (GS1)
46 => Trial Road
47 => Jenna's Battle theme
48 => Felix's Battle theme
49 => Mini-boss Battle theme
50 => Boss Battle theme
51 => Sea Battle theme
52 => Karst & Agatio Battle theme
53 => Serpent Room
54 => Doom Dragon Battle theme
55 => Battle Victory fanfare
56 => Battle Game Over
57 => Hamma's theme
58 => Saturos & Menardi theme (GS1)
59 => Sheba falls of Venus Lighthouse (GS1)
60 => Trouble (GS1)
61 => Slaying the Dragon
62 => Sea of Time
63 => Rise of the Sun
64 => Prologue
65 => Parents dying on the Mars Lighthouse
66 => Credits
67 => Final Scene
68 => Last Goodbyes
69 => Vale (GS1)
70 => Kolima (GS1)
71 => Bilibin (GS1)
72 => McCoy's Place (GS1)
73 => Tret Tree (GS1)
74 => Fuchin Temple (GS1)
75 => Kalay (GS1)
76 => Ship on Karagol Sea in trouble (GS1)
77 => Colosso (GS1)
78 => Tolbi (GS1)
79 => Anemos Sanctum / Sol Sanctum (GS1)
80 => Kolima - Cursed (GS1)
81 => Lighthouse Aerie (GS1)
82 => Altin Peak (GS1)
83 => Bilibin Cave (GS1)
84 => Desert (Yampi / Lamakan / Suhalla) (GS1)
85 => Suhalla / Lalivero (GS1)
86 => Crossbone Isle (GS1)
87 => Altmiller Cave (GS1)
88 => Babi's theme (GS1)

- 89 => Sailing on Karagol Sea (GS1)
- 90 => World Map (GS1)
- 91 => Venus Lighthouse - Upper level (GS1)
- 92 => Isaac's Battle theme (GS1)
- 93 => Mini-Boss Battle (GS1)
- 94 => Boss Battle (GS1)
- 95 => Saturos & Menardi Battle theme (GS1)
- 96 => Fusion Dragon Battle theme (GS1)

How to find out your enemies' Elemental Weakness

If you don't know which to which element an enemy is weak you can easily check it by looking at the end of the line, when you perform an attack.

- 'Damage here' !!! = Enemy is weak to this element
- 'Damage here' ! = Enemy is not weak nor strong (normal) to this element
- 'Damage here' . = Enemy is strong against this element

It can be quite convenient to find out which type of element you need to use on your opponent. Of course there are more uses for knowing your opponent's weaknesses and strength see the sections below here for additional data on those.

Special Djinn Kill Bonuses ("Dark Panther Method" for enlightened people)

Many people know this common and nifty trick already, but if you don't read on. If you can kill an enemy with a Djinn Attack of which the element is the weakness of that enemy you will see that the enemy will make a second Growl and changes color several times before it dies. Next to that you receive 133.3% of the regular Experience and Coins, on top of that the chance for an Item drop get Quadrupled too (ICC lowers by 2). This method is handy if you wish to gain more experience or if you want to increase your chances for one of those Rare Item Drops like the Tisiphone Edge.

For example take the Wonder Bird, which is weak to Water and has ICC 8 for dropping some Dark Matter:

Regular Kill	Djinn Kill (Mercury Djinni in this case)
Exp. : 8622	Exp. : 11496(!)
Coins: 333	Coins: 444
Dark Matter Drop: 0.8%	Dark Matter Drop: 3.2%

As you can see the numbers can increase quite a lot, when you are fighting a strong enemy. 3.2% is still not much chance for an Item Drop, but there is a way to increase this to 100% by exploiting a little programming glitch using RNG methods. I don't have much experience with RNG methods so I would like to refer the reader to other documents (for example on Gamefaqs.com) that provide information about these strategies.

Luckily for you these kills only work in your advantage; if you kill an enemy with a Djinn against which the enemy is strong you still receive normal Experience and Coins.

There is however one small drawback to this method that may cause this method to fail sometimes. The elemental power of the attacker must be at least 41 points higher than the elemental resistance of an enemy. For

example a Druj is weak to fire (Fire resistance = 72). So the attacker must have at least $72 + 38 = 110$ Mars Power the moment he/she unleashes the lethal Mars Djinni, if it is less the Druj will not flash and does not drop more Exp. & Coins than usual.

As a final remark I would like to say that this method for getting more Rare Items is by some people also referred to as the "Dark Panther Method" for he was the first person to find out about these properties.

Abusing RNGs (Random Number Generators) for your benefit

This game (as well as GS1) uses 2 RNGs (random number generators) to determine everything that should happen with a 'random' chance. Computers however are actually not suitable to generate true random numbers, because they behave deterministically (i.e. applying the EXACT same input from the same starting state always yields the same results). This leads some people to find strategies that abuse these RNGs so they can force specific outcomes, which should normally be determined by pure chance.

Golden Sun actually has a pretty simple RNG function that can be abused very easily to get the specifically required result time after time. The first RNG is used in battle and determines the whether weapons use their unleash, attacks cause a status or a monster drops his item. The other RNG is there to determine randomness of effects in the field. Below I've listed several exploits that allow you to get certain things done (100% of the time), which are normally near impossible to attain in one single attempt.

GS:tLA however has a slightly modified RNG which makes it harder to exploit some of the quirks that were possible to do in GS1. The Perfect Bonus strategy for Tolbi's Lucky Dice will NOT work in Contigo's booth. The reason for this is that the Field RNG is modified in such a way that the generated numbers depend on the button presses, when the games starts (regardless of a hard or soft reset). The Battle RNG is still the same so it is still possible to get all the ultra-rare items with 100% success rate. The only problem is finding a fixed monster battle after starting the game. In some cases this can also work into your advantage as well, as some hard to find enemies in GS1 (e.g. Thunder Lizard and Grand Golem) may appear right away. Take note that it is still possible to get the desired results with the Field RNG, but it requires good timing skills.

Field RNG

-None yet. I heard of a method to get the Excalibur by forging Orihalcon at Sunshine, but I don't know how it works.

Battle RNG

This random number generator can be abused in such a way that you can always get the required item drop from an enemy. This can be very handy if you wish to get an item that is extremely rare like the Lachesis' Rule from the Mad Demon. It has normal drop rate of 0.4%, and even with a Djinn Kill it is only a mere 1.6% chance (see above in the stuff section).

You can get the item guaranteed if you manage to kill the required enemy when the RNG has used exactly 28 numbers. To be honest the number turns out to be 31 deploying the Djinn and killing the enemy consumes 3 more random numbers. So to keep things simple I will stick to 28. Furthermore, there are other magic numbers too, but they won't work on enemies with extremely rare item drops. The question is how do you know at which number the RNG

is? You can't see it and even if you could you wouldn't know at which random number it is. The solution to this problem is using the following method in general:

- Restart your game with a Hard Reset by turning the power switch Off and On. When you reload your game the battle RNG resets and it will be on the first number; this is your reference point.
- Enter the battle with the enemy that has your item of choice. This has to be the very first battle you come across, at least for the strategy I am going to describe below. This part is harder in GS:tLA as the other RNG is harder to exploit, so just get lucky to find the required enemy.
- Use exactly 27 random numbers before killing the specific enemy that holds the item with a Djinn Kill. The death of the enemy will use another random number, hence it will be on 28 (your magic number) when it is downed.
- If the monster had the flashy colored death with a double growl AND the RNG was on number 28 THEN you will automatically receive the item you desired.

In case there are any other monsters left in the battle you can finish them off any way you like, just make sure you complete the battle. The item is going to appear no matter what in the battle end messages if these first four steps are completed. This sounds complicated, but it not too hard. Below I will provide a short list of all the RN eating battle methods. If you don't want to spend time on creating your own RNG methods just look at the examples below.

Type of event in battle	RN usage	Example
Start of Battle	1	-
Enemy's Turn (per action)	1	-
Enemy's Death	1	-
Attack (w/o Unleash)	1	-
Defend	0	-
Psynergy: Attack	2 per target	"Briar" on 3 targets = 6 RN
Psynergy: Heal	2 per target	"Wish" on 4 allies = 8 RN
Psynergy: Additional	1 per target	"Resist" on 4 allies = 4 RN
Psynergy: Ailment Status	1 per target	"Bind" on 1 target = 1 RN

There are some initial requirements that have to be met or else the following strategies will NOT work.

First point: Make sure that the Djinn Kill will cause the double growl and colored death of the enemy, because if the elemental power of the character that unleashes the Djinni is too weak the Djinn Kill itself will fail rendering the entire strategy to be doomed (see Djinn Kill Bonuses for more information on this topic). Therefore you should stick to the Djinn setup with Isaac having all Venus Djinn and Mia getting all the Mercury Djinn and so on for the others. Just make sure the power of their natural elemental type is as high as possible. In this game you also want to avoid using Mold, Whirl, Gale and Gasp as their unusual attack pattern may cause the RNG to fail.

Second point: As you can see in the methods below there is one initial attack in the second turn for most of the strategies. This means that the Djinn unleashing character has to be slower than the fastest member. This could give rise to a problem if you need Ivan to unleash his Jupiter Djinn, because he is by far the fastest member. In order to overcome this give somebody an Elven Shirt, Running Shirt and/or Running Boots to boost the agility to a level that he/she can outrun Ivan.

Third point of interest: you have to make sure the statistics of your characters are not too weak/strong, because prematurely killing on of the enemies in the group will consume an additional RN and thus screws up the entire strategy once again. If this happens, just use a weaker version of the Psynergy that is mentioned (e.g. use "Flare" instead of "Flare Storm"). Now without further ado here are some strategies I came up with for collecting those pesky ultra rare item drops. There are strategies here for the following enemy / item combinations in order of appearance in the game we have:

Dropped Item		Linked Enemy
-----		-----
Staff of Anubis	<->	Red Demon
Prophet's Hat	<->	Dread Hound
Otafuku Mask	<->	Gressil
Tartarus Axe	<->	Minotaurus
Unicorn Ring	<->	Sea Dragon
Aura Gloves	<->	Magicore
Healing Ring	<->	Nightmare
Feathered Robe	<->	Wild Gryphon
Aeolian Cassock	<->	Wyvern
Rising Mace	<->	Blue Dragon
Mist Potion	<->	Grand Chimera / Macetail
Rune Blade	<->	Lesser Demon
Hiotoko Mask	<->	Little Death
Clotho's Distaff	<->	Minos Warrior
Gloria Helm	<->	Aka Manah
Giant Axe	<->	Earth Golem
Tear Stone	<->	Gillman Lord
Sylph Feather	<->	Great Seagull
Salamander Tail	<->	Pyrodra
Blessed Mace	<->	Turtle Dragon
Triton's Ward	<->	Ocean Dragon
Atropos' Rod	<->	Fire Dragon
Riot Gloves	<->	Minos Knight
Star Dust	<->	Sand Scorpion
Mythril Silver	<->	Soul Army
Tisiphone Edge	<->	Cruel Dragon
Dark Matter	<->	Wonder Bird
Golem Core	<->	Bombander
Lachesis' Rule	<->	Mad Demon
Orihalcon	<->	Sky Dragon

Fourth point: you canNOT wear any cursed equipment on any of your characters. This because cursed items eat up additional RN, causing any of the strategies to fail. Using the Cleric's ring won't make any difference, if you are stuck with such an item you must unequip it at a Sanctuary.

Last note: I will leave out the Battle Start, 'Enemy' attacks and 'Enemy' dies after the first strategy. Also note that the enemy will NEVER attack the very first turn, when you load a new game. This makes this kind of strategy even better to use, because your opponents won't do anything the

first turn (but they do use up 1 RN per enemy though).

Staff of Anubis

Dropped by: Red Demon
Location: Gabomba Statue
Weakness: Wind
Battle Entry: 2 enemies (1 of them is a Red Demon)

RN Action	Target
1 Battle Start	-
9 Jenna -> "Aura"	all Allies
13 Sheba -> "Storm Ray"	Red Demon
17 Felix -> "Earthquake"	Red Demon
21 Piers -> "Cool"	Red Demon
23 Skip enemy turns	- (no attack, because this is the first battle)
27 Jenna -> "Fume"	Red Demon
27 Sheba -> Unleash Gale	Red Demon
27 Felix -> Defend	-
27 Piers -> Defend	-
28 Red Demon dies!!!	Staff of Anubis

Prophet's Hat

Dropped by: Dread Hound
Location: Gaia Rock
Weakness: Water
Battle Entry: 2 enemies (1 of them is a Dread Hound)

RN	Action	Target
1 + 5	Sheba -> "Storm Ray"	Dread Hound
9	Felix -> "Earthquake"	Dread Hound
17	Jenna -> "Aura"	all Allies
21	Piers -> "Cool"	Dread Hound
2 +25	Sheba -> "Storm Ray"	Dread Hound
27	Felix -> Defend	-
27	Jenna -> Defend	-
27	Piers -> Unleash Sour	Dread Hound
28	DreadHound1 dies!!!	Prophet's Hat

Tisiphone Edge

Dropped by: Cruel Dragon
Location: Islet Cave
Weakness: Fire
Battle Entry: 2 enemies (1 of them is a Cruel Dragon)
-After going back near the entrance to the third or so hallway, save and hard reset.
-Walk until a Cruel Dragon appears. So long as it is paired

with another monster, you're fine. If it is alone, reset and try again till you find a pair.

RN	Action	Target
1 + 5	Isaac -> Clay Spire	Cruel Dragon
13	Jenna -> Aura	all Allies
17	Ivan -> Shine Plasma	Cruel Dragon
21	Garet -> Flare Storm	Cruel Dragon
2 +27	Isaac -> Clay Spire	Cruel Dragon
27	Jenna -> Defend	-
27	Ivan -> Defend	-
28	Garet -> Mars Djinni	Cruel Dragon
28	Cruel Dragon dies!!!	Tisiphone Edge

~~~~~More to come~~~~~

=====  
Credits  
=====

The credits go to:

Camelot Software Planning:  
For creating this brilliant 2-part RPG game.

Gamefaqs.com:  
For putting this up the website.

You:  
For reading this FAQ.

Me:  
As I enjoyed making this FAQ.

Lord Torrent:  
He gave me additional information about the monsters, such as a complete attack list and some of the statistics that I was missing like the ICCs.

Paulygon:  
His Password Editor is the only and the best one of its kind. It allows you to create as many custom passwords for GS:TLA. See the link below to get the editor.

A True Gamer:  
Located an error in the Ultimate transfer password; I missed the Lifting Gem.

Jeff Leyden:  
For correcting the mix up between the effects of Power bread and Apple.

Tim Assman:  
-Used similar type of lay-out for the class Psynergies, which looks much

better than the original lay-out that I used.

-Found out about a glitch that makes a particular room in the Mars lighthouse dead easy to pass.

Taren Long:

For informing me that the Dark Panther Method will only work if the Elemental Power of the attacker is higher in some degree than the resistance of the enemy.

Emperor:

Found out that I missed the "Revive" Psynergy in the list of cures for the Downed Status.

Jeffrey Ng:

-Informed me about the Wheat Sword rumor  
-Explained the Trial Road item duplication glitch  
-Clearing up the RNG value of 31 instead of 28, but my tactics work nonetheless.  
-Corrected Crystal's weakness to Wind (not Earth)  
-Told me I missed a step in the Water area of the Mars Lighthouse  
-I forgot to add: Ocean Dragon / Triton's ward to the rare item drops of the optional dungeons  
-Explained about the secret of setting all Djinn in one go; saves you much time!

Sephiroth leonhart:

He found out about my mistake that items aren't transferred if you are playing a new game in Easy mode.

Tim Sears:

RNG strategy for the Cruel Dragon's Tisiphone Edge.

Matthew Casler:

Bug problem related to Piers & the Lash Pebble in Lemuria

Jadedsol:

Found out that the water in Daila's temple will only reside after rescuing Tavi & Riki in the cavern.

Chris Maka:

Located the problem of the GBA SP linking problem. The game link only works on original GBAs with an old fashioned wired link.

KrrA\_InAgOtAbLe:

Reminded me that I missed to spell out that cursed items can screw up the RNG methods for item drops. He also found a method to gain an infinite amount of Game Tickets.

BetaWax:

Located my oversight of not including the Fur Coat into the Collector's password, as this item cannot be collected in GS:tLA.

Death by Trumpet:

Informed me about the Sand raising glitch as described in Appendix F.

Juanita Garcia / ReyJavikVI:

For clearing my info about the non-issue with Piers and the Lash pebble in Lemuria.

soulflame / Brian Smith:

Fixed the messed up description of Game Ticket and Lucky Medal.

Ashley:

Cleared to me that Felix had the Jupiter star rather than the Mars star in the introductory section.

Armond:

Some additional info on RN data and critical hit boost percentages of certain items.

David Grimaldi:

There is an (optional) use for "Halt" in this game after all!

Manik666:

Noticed I missed the Puppet Warrior in the monster list for Treasure Island.

James Lau:

Found out about a glitch to make cracks appear in thin air in the Mars Lighthouse.

ElementalSkaterSMC:

Noticed my error in unlocking "Send" option in GS.

Nicothraa:

Fixed an error in the section numbering during the introduction of Chapter 9.

Mysterychan:

Cleared out that the Gabomba tile puzzle is randomized in each game!

Wolf Link:

Corrected the minimal amount of elemental attack power that is required to get a double growl for a successful Djinn Kill.

Markus:

For finding the glitch in Shaman village where you can jump over a rock (it behaves like a water puddle).

Boksha:

Some additional hints on the Lucky wheel.

Gabriel //:

Corrected the Jupiter -> Venus Djinn for Ivan in description for Doom Dragon's battle to make him a Necromage.

Joseph Ngynen:

Noticed I missed the Oil drop usage by Sea fighter in Brigg's boss battle

Archit Bansal:

Addition of the missing Faery Vest in the armor description list

James Davis:

Told me the effect of the 6th linked event (talking to Dora)

David hernando Muro:

Noticed Haurus costs only two Mars Djinn instead of 3

andy36:

Found a missing weasel's claw in Moapa's residence, fixed two errors



in the RN drop table, corrected Taopo swamp's name, and found another missing antidote in Madra.

Izzard Axel:

Explaining what Dullahan's Elemental Swap effectively does

Gee Eerstling:

Found a genuine glitch in game at Taopo swamp

=====  
Copyrights  
=====

Iron Knuckle 2005 - 2010 (c)

Nothing out of this walkthrough may be copied for use on own websites, or own profit. The following link is the only website on which my FAQ / walkthrough is available, if you wish to upload the FAQ to your own website please notify me before doing so. If I am interested enough I will grant permission for an additional upload.

-----  
Website locations  
-----

<http://www.gamefaqs.com>  
<http://www.neoseekers.com>  
<http://www.mycheats.com>  
<http://www.ign.com>

-----  
Other Interesting Links  
-----

<http://home.earthlink.net/~paul3/>

This is the home Directory of Paulygon; you can get the Password Hacker here too.

<https://www.youtube.com/watch?v=caHWbRrTGxU>

A video link to a battle against Dullahan using my strategy. It shows how Dullahan can be defeated on low levels without taking any damage at all!

<https://www.youtube.com/watch?v=LDLhMBS31Vg>

A video link to the battle against the Doom Dragon created using the strategy previously mentioned in the FAQ. It's still nice to show the Dragon can be in a single turn (for each head). But now there's a more usable strategy available in the video below.

<https://www.youtube.com/watch?v=>

A video link to the battle against the Doom Dragon created using the current strategy mentioned in the FAQ. You'll find this more usable as it requires much less effort of the player to get these levels and items as they are all pretty common. For the tradeoff of an additional turn which ends with using Lull you can still slay the other heads in single rounds. ^\_^

<https://www.youtube.com/watch?v=Ynt3X5KK2z4>

KrrA\_InAgOtAbLe's video for an infinite amount of Game Tickets.

-----  
Total GameFAQ productions  
-----

|                                           |                           |
|-------------------------------------------|---------------------------|
| Donkey Kong Country                       | Speed Guide               |
| Donkey Kong Country: 2 Diddy's Kong Quest | Speed Guide               |
| Dungeon Keeper                            | FAQ/Walkthrough           |
| Dungeon Keeper: Deeper Dungeons           | FAQ/Walkthrough           |
| Golden Sun                                | FAQ/Walkthrough           |
| Golden Sun: the Lost Age                  | FAQ/Walkthrough           |
| Jet Force Gemini                          | In-depth; Capacity Crates |
| Lufia 2: Rise of the Sinistrals           | FAQ/Walkthrough           |
| Lufia 2: Rise of the Sinistrals           | World Map                 |
| Monkey Island 3: Curse of Monkey Island   | FAQ/Walkthrough           |
| Paper Mario                               | FAQ/Walkthrough           |
| Perfect Dark                              | FAQ/Walkthrough           |
| Secret of Evermore                        | FAQ/Walkthrough           |
| Terranigma                                | FAQ/Walkthrough           |

=====  
E-mail, Questions and Contributions  
=====

If you want to ask / contribute / correct anything about this Walkthrough / FAQ about Golden Sun, mail to [knuckle\\_iron\(at\)hotmail\(dot\)com](mailto:knuckle_iron(at)hotmail(dot)com) . Only send mail that has to do with this game. ALL OTHER MAIL WILL BE IGNORED. I don't mean to be rude, but this is a Gamefaq. Please, don't submit anything that has been done already in this FAQ. In the section below this you can see a list with examples of things that are incomplete.

=====  
Unfinished business  
=====

- More information about the spells like the individual base strengths
- Any Classes/Monsters/Items/Psynergies/Unleashes/Summons that I missed
- Any interesting passwords (e.g. ones with nice features)
- Any other special things that I missed or goofed up about
- Any RNG methods (not only dropped items)

-  
-----  
- == END == -

