

Golden Sun: The Lost Age FAQ/Walkthrough

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Updated to v1.0 on Aug 13, 2006

Golden Sun: The Lost Age for Game Boy Advance

FAQ/Walkthrough Written by DarthMarth

Version 1.0

Started: Thursday, May 2, 2003

Released:

Last Updated:

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1. Introduction (Intrd)

Welcome to my first all-purpose FAQ/Walkthrough. It contains just about everything you could need to know about Golden Sun: The Lost Age, like a Boss Guide, a complete Sound Test Listing, and, of course, the Walkthrough itself.

1. FAQ (Frakq)

FAQ: Where do I go next?

A: Check my Walkthrough.

FAQ: How do I unlock the Sound Test?

A: Go to the Battle Arena. Talk to the girl in the lower left corner (who talks about you not working out much) while holding the L or R Button. She'll ask for your song request. Scroll through the songs and press A to play the one you want.

FAQ: How do I unlock the Send feature in Golden Sun?

A: Hold R and Left on the GS1 Main Menu, then press B or Start.

FAQ: I saved and quit, and when I restarted I'm stuck in an area! Do I have to restart my game!? Help!

A: Use the return to last Sanctum trick, which, obviously, returns you to the last Sanctum you visited. To do the trick, hold L, Select, and Start when loading a game.

FAQ: I've heard you can get to the old Golden Sun land! Is this true?

A: Yes, but you can't enter any towns (Vale is just a decoration on the world map and all the other towns and landmarks are gone, except for Venus and Babi Lighthouse). You can't go everywhere because the caves are missing, though. You can get past the Karagol Sea because the Kalay Port is gone, though. To reach the old land, first go to the tiny beach southwest of Loho. Get on your boat and get it in between the beach and the tiny strip of land next to some mountains. Press A when you are facing the tip of this piece of land and you should be off into the old Golden Sun land!

Q: What is the item-dupe glitch I've heard of?

A: In the words of rockmanxv3:

"I'm confirming something somebody posted about but didn't quite realize what he had stumbled upon. (Sorry, I don't know your name.)

MAKE SURE YOU SAVE BEFORE YOU DO THIS, I'VE DONE IT BUT IN A DIFFERENT WAY, ALTHOUGH THIS SHOULD WORK.

While you're taking Trial Road, finish one of the things and get to the chests. Open them, then drop anything droppable, doesn't matter at ALL what (DM note: do this on the put-item-in-chest screen). Then go step on the quit switch. When you get out, you should have all your stuff back. What's more, when you finally BEAT Trial Road, you can go to the shop to buy duplicates of whatever you dropped! If it works this way, you should be able to dupe whatever you want as many times as you want. I haven't personally confirmed this, but the worst thing that seems likely as that you won't be able to buy the dupes.

If you want to know how I did it, I made sure I had extra armor (Like really cheap stuff.) and put them in the chests. At this point, I dropped everything I wanted to dupe, then made it to the top and whooped up. Then I got all the items I dropped back PLUS I could still buy the dupes at the shop. The above way is better because if it works you should be able to dupe several times. (4 Golden Boots @.@)"

This glitch was confirmed by yours truly and several others.

Q: I need to use Whirlwind, but Sheba doesn't know it! Please help!

A: Either put all her Djinn on standby or give her only Jupiter Djinn and she'll have it. Also make sure she doesn't have any class-changing items.

Q: I need to use Frost, but Piers doesn't know it! Please help!

A: Either put all his Djinn on standby or give him only Mercury Djinn and he'll have it. Also make sure he doesn't have any class-changing items.

Q: On a similar note, how do I get Growth?

A: Give Felix at least 1 Mars Djinni or Jenna at least one Venus Djinni and either of them will have it.

Q: How do I get out of Kandorean Temple?

A: At the bottom of Master Poi's room, you'll see two doorways on the left and right sides. These are what he uses to go and see his students. Take the left door and slide down the chute on the wall to be back outside the original entrance.

Q: How do I open the door in Madra Catacombs?

A: Whoa there, partner, you're getting ahead of yourself. You aren't supposed to do most of the Catacombs (except Tremor) until you get Reveal in Air's Rock> Do that, then come back.

Q: When do I meet with my old party?

A: After Jupiter Lighthouse, 2/3-3/4 of the way through the game.

Q: I forgot to get the Tremor Bit, and now the tunnel in Madra Catacombs leading to it is blocked! Please help!

A: Enter the Catacombs from inside the city walls. You'll need Reveal to get Tremor this way.

Q: How do I go back through Dehkan Plateau?

A: Climb the first stairs from the exit of Dehkan Plateau. Then go up the stairs northwest of those, which you didn't use to get down. Push the pillar at the top left into the indent and climb the vine and go up to get back to the path you took to get out.

Q: Where are the 3 pieces of the Trident?

A: The Left Prong is in Ankohl Ruins, the Center Prong is in Tundaria Tower, and the Right Prong is in the Shrine of the Sea God.

Q: How do I get Force?

A: Transfer it from GS1.

Q: I didn't play Golden Sun, but I want a password!

A: Here are my passwords:

Gold Password 1

vrp&g XkSLq

gC2LX H&NTV

y&zkv xJZ?Z

wp9nc Af7W3

a\$Lt3 GjL+N

WSu%f Gqqj2

=wxzW imU8&

Z28JD 9=mSg

6%nJN Af7DD
u44VU 7KLTb

DmEUd C=U%\$
FJHJ? v9UWC
a9XtR aZ5zC
hGnuY Xn#At
Y9aXX qgHEd

FubfS 3jbW?
7S%3b WB7fa
3Gck7 Lgqb6
RmvgV rzkZU
w\$r6! =ma\$q

F!fBK \$jFPJ
BqLUF uQYKE
zV5Q? ?PU%G
NeZEa i5JeR
paPju Encxb

jYu#p 3d+cK

Silver Password 1

PcLda eP!Eq
7c%4Q BYFD2
sXp+R hd9iX
7LNpn tn2NC
7LTmm TdX!w

q+VYd 9D84h
w

Bronze Password 1

XJdfJ +W4nL
=j9ze =

Level 56 team, Kikuichimonji, Feathered Robe, all Djinn, Orb of Force, all GS1 events triggered, many GS1 only items, 999,999 Gold.

Gold Password 2

VVLP! gQ3Nv
yg5JV W!KWS
kUFVh KeCS=
dDqJq Yf5AX
a5=iR qFc4F

3hp4E 4f3h9
wtz?k AqLMH
r48gv Gbm5c
dRUBQ h?rZ8
s9KQX xC\$im

ZtR\$z +G7Gy
wK+L# nNebt
azrZ5 DX\$?k
tazp7 x%P3=

dhFGb 3asJn

DAQLi L9U&q
5=3S9 D7Wd8
Jc3iN g7nSM
mctXr gx3vq
m#8!r +c\$Vq

DhB!H mF\$MG
sLBSw QFW!v
VL3%Z Q7B5Y
VcGaZ gLe5Y
mRjar wB5v4

2uj!6 y4\$U#

Silver Password 2

u&WR3 Q25p\$
QPa9e #hN!!
q!eL% 8zFR=
3=T#T xJRBy
rrAQk 72CP=

Egreh AgKAi
i

Bronze Password 2

mPTqS EX#ED
\$k=eq =

Level 31-32 team, all Djinn, Orb of Force, all GS1 events triggered, all GS1-only items except Cocktail Dress, Battle Gloves, Ninja Hood, and Glittering Tiara

I've used both passwords for my games, so I know they work.

Q: What's the purpose of the Bone?

A: Nothing now, but it might do something in the next Golden Sun...

Q: I transferred my data, but nothing is different in TLA! What's going on?

A: Nothing; Isaac's party is the one transferred and doesn't join you until after Jupiter Lighthouse.

Q: Is there going to be a Golden Sun 3?

A: In my opinion, yes, for these simple reasons:

1. TLA's ending still didn't answer all the plot questions of the game; Alex still has part of the power of Alchemy, and his whereabouts are unknown. (It's likely that a third game would have him pursuing Isaac for the power of the Mars Star)
2. Unless we're all missing something, the Bone's only imaginable purpose is to be part of a sidequest in a third game. (The Laughing Fungus probably doesn't count; its purpose is technically to give to the Naribwe shaman)
3. A third Golden Sun game might set new records in sales, and Camelot is probably too smart to ignore this.
4. One other thing: people who facetiously use the fact that the third game won't Actually be called "Golden Sun 3" or Something similar as an arguing point (visitors of the TLA message board know wHo I'm talking about) are both annoying and on the wrong track. A numbering system isn't used for the game

titles; I know this and am not stating that "Golden Sun 3" is coming. People simply call it that BECAUSE IT'S THE THIRD GAME IN THE GOLDEN SUN SERIES. Make sense? If anyone can give me the real name, I'd be glad to call it by that. Anything involving "Book Two" or "Book Three" is also incorrect; this would likely be displayed in the game's intro sequence, but unless it is displayed on the game box (unlikely) it's not the real name. Please don't ask me anything else about GS3; I know as little as you do.

Q: I can't find <Insert Djinni name here> on the world map! Where is it?

A: If my descriptions aren't precise enough, check out Puyodead's useful map. (on GameFAQs, if you're reading my FAQ from somewhere else)

Q: How do I get Lift?

A: Isaac's party has it when you join up with him.

Q: My question isn't answered in here!

A: If you're ABSOLUTELY SURE it isn't answered anywhere in my FAQ (especially the FAQ section, which has virtually every question I've been asked) E-mail me at dpitch40@yahoo.com or, post your question on the GameFAQs message boards. If you e-mail me, please put "Golden Sun" somewhere in the e-mail title.

2. Walkthrough (Walkr)

a. The Beginning (Bgin)

Ages ago, or so the stories tell, the power of alchemy ruled over the world of Weyard.

Alchemy wrought the base elements of humanity into thriving civilizations, like lead into gold.

But in time, man's dreams gave birth to untold strife. Dreams of endless riches, of eternal life, of dominion over all that lived... Dreams of conquest and war.

These dreams would have torn the world apart if not for a few brave and wise men, who sealed away the power of Alchemy deep in Mt. Aleph's Sol Sanctum.

Prologue from Book One

The town of Vale guarded the secret for many years, until Isaac and Jenna, whose parents died in a storm 3 years before, disturbed the sanctum.

Saturos and Menardi, of the Mars clan, followed them into the sanctum. With them traveled Jenna's brother, Felix, thought lost in that same tragic storm.

Saturos and Menardi stole the Elemental Stars, the keys to breaking the seal on the power of alchemy, and kidnapped Jenna and the scholar Kraden.

If these four jewels were used to fire the elemental lighthouses, the seal on Alchemy would be broken.

Isaac and Garet set out to stop Saturos, rescue their friends, and return the Elemental Stars to their home in Sol Sanctum.

They banded together with a young Wind Adept named Ivan and pursued Saturos and Menardi to Imil, a winter-locked town near Mercury Lighthouse.

There, they met the guardian of the lighthouse, a Water Adept named Mia. With her, they pursued Saturos to the aerie high atop Mercury Lighthouse.

Isaac was too late to stop Saturos from lighting the beacon and escaping. Again Isaac chased him, crossing Angara to the shores of the Karagol Sea.

Taking passage on a troubled ship, Isaac crossed the Karagol to Tolbi. He spoke with Tolbi's leader, a strange man named Babi.

Babi entered Isaac in Colosso as a test of his powers. Isaac's Psynergy won Colosso and earned him Babi's trust. Babi revealed a great secret to Isaac...

Thanks to a mystic draught from the lost land of Lemuria, Babi had lived for 150 years! He offered to help Isaac, who then headed deep into Gondowan.

In the town of Lalivero, Isaac learned that Saturos and Menardi had kidnapped a young girl named Sheba, whom they needed within the lighthouse.

Isaac fought and defeated them atop the lighthouse, but he was too late-the beacon had already been lit.

A great cataclysm followed. Sheba fell into the sea. Felix jumped in to save her, but both were lost in the roiling waves. Jenna left the lighthouse to find them, but to no avail...

Isaac went to Lalivero, where Babi asked him to find Lemuria and the remaining lighthouses. He gave Isaac a Lemurian ship to make the journey for the lost land.

The chapter of our story begins with Jenna, just before the beacon on Venus Lighthouse is lit...

VENUS LIGHTHOUSE

Anyway, as the game begins, we see Felix, Jenna, and Kraden in Venus Lighthouse. Felix moves a statue onto a button, lowering a nearby forcefield, then leaves. Jenna and Kraden now start talking (you'll see a lot of this in both Golden Sun games). Jenna acts worried about Felix and wonders if she should have stopped her brother from leaving. As she and Kraden begin to leave, the ever-mysterious Water Adept Alex appears. Alex offends Jenna by acting surprised that she is concerned about her brother. Jenna asks Alex why he wants the lighthouses to be lit. Apparently, he and Kraden want to light the lighthouses for the same reason-to resurrect the glorious lost age of men. After this, everyone walks into Jenna (yes, into; you'll see a lot of this in Golden Sun games, too) and she crosses where the forcefield was. To prevent you from following Felix, it reactivates. If you played Golden Sun, you'll know that walking into the field causes you to get hurt, so stay out of it. Go down the stairway nearby. Not much to do here. You'll see a Carry puzzle (solved by Isaac and co.). Just go through the next door. There are two paths you can take in the next room. Don't bother with the stairs, just go through the doorway. Before going through the bottom door here, go through the right hand door. Jump across the scattered platforms and up the stairs on the other side. Take the Herb in the chest and head back across to the other side of the platform room. Go down the bottom doorway here and around the long pillar. Head through the door, down the hall, and exit the Lighthouse through the next door.

Notice the birds flying around. :) As you continue down, you're surrounded by guards and ruffians. They sound mad about Sheba being kidnapped and demand her back. To fight you, they also send for reinforcements. Alex steps in to fight them for you. He sends two of the soldiers flying with a water geyser and scares away everyone else, disappearing with them. After a moment, you regain control. Head to the left out of the area and keep going west. On the way,

you'll meet a loose Ruffian. He is feeling braver now that Alex is gone and fights you. Dispatch him with Jenna's Fume Psynergy and continue on to Suhalla Gate.

SUHALLA GATE

After climbing some stairs, beat another Ruffian. Climb down the vine up ahead and approach the cave to the right. You'll have to fight 3 more Ruffians first. Get them with Jenna's Flare Psynergy, which can target all of them. In the cave, you can use the nearby Psynergy Stone to replenish your Psynergy. You'll have to fight a Punch Ant first (beat it with your Fume Psynergy). Now, exit the cave.

IDEJEMA

You'll see a Lemurian ship wrecked on the shore. Kraden somehow jumps into it briefly. Apparently, the "thingie" that makes the ship move is missing. Soon, Alex appears, as planned. They all notice that Venus Lighthouse still hasn't been lit (Isaac and co. are battling the Fusion Dragon now). Soon, however, it is lit, causing the ground to shake. The tremors tear the Suhalla Ridge in half, detaching Idejema (where you are) from Gondwan! The whole island seems to be floating, as it begins to drift away from the mainland.

You soon see Jenna and Kraden lying stunned. Kraden offers the first funny quote of the game: "I'm hungry." How can he be thinking about food now!? In the final scene of the first game, Alex appears again and leads Jenna and Kraden to Felix and Sheba! And they're even alive! Sheba wakes up and tells everyone what happened on top of Venus Lighthouse. Soon, Felix wakes up. Everyone sees a new continent (Indra) and thinks they're saved, but Idejema misses the continent! Even worse, a huge tidal wave spanning the horizon (probably caused by the earthquake) wells up not far ahead. It strikes the island, knocking everyone down. After you (now Felix) wake up, say you'll check yourself for injuries if you want a laugh. Go around the island and wake everyone up, except Alex, who has disappeared. You find out that the tidal wave pushed you back to Indra! After more talking, exit the peninsula and head south to your first town, Daila.

b. Daila to Kandorean Temple (Daikt)

DAILA

There isn't really much to do in Daila at the moment. Stock up on new weapons and armor with your money (beat monsters for more money) and talk to the villagers to learn about various Indra locations (read their minds for more information). And finally, get acquainted with the various parts of a typical Golden Sun town. Once you're ready, exit through the south exit. You'll soon meet up with a Venus Djinn calling itself Echo. It will give you a basic tutorial on how to use Djinn and then join your party (and become your "pal")! You can go to the Kandorean Temple now, but you may want to train your party up a few levels first. Anyway, once you think your party is strong enough (and you have the latest weapons and armor), head to the Kandorean Temple (it looks like 3 towers; you need to go across some rivers to reach the temple, which is south of Daila).

KANDOREAN TEMPLE

Once you get there, you find that the front door is locked! You'll have to take the secret entrance. Go around to the left and up the side of the temple wall. Notice the leaves covering a hole on the wall here. Have Sheba cast Whirlwind on the leaves to blow them away, revealing a staircase leading to an

underground cavern. Go through the cavern and climb up the rope. You're in a well! Once you emerge from the well, you'll be inside the walls. Now, enter the central tower. You'll see some monks in training practicing levitation (unsuccessfully), overseen by the head monk, who is on an unreachable platform. The only way up seems to be to climb a rope, but the rope lies untied. If you want to reach the other room, you'll have to enter the Temple through the door ahead.

This temple is apparently a training ground for the monks here. If you want to get a new Psynergy, you'll have to pass the test. First take the path leading north from the entrance. Save before opening the treasure chest here; it's really a Mimic. Use your attacks, Djinni, and Psynergy to defeat it and get a Game Ticket. Now, go and take the left path (the right one is a dead end). There is really only one way to go here, so make your way to the staircase. You will be in an area covered in pillars you must jump across like in Venus Lighthouse. If you try to jump from the platform you start on, you'll get nowhere. Climb down the ladder and make your way through the pillars. Climb the opposite ladder. Go down to the south end of the platform and jump across the pillars to the door. You will soon come across a fork in a room with the sound of running water echoing through the cavern. The right path is once again a dead end, so you should take the left one. Head down the stairs to reach a room with the large river you heard in the above room. You can't cross the river yet. Head down to the bottom of the room and cross here. Head up through an opening on the right side of the river and make your way through the rushing water and rocks. Once you can reach the upper right side of the room, get onto land and go down and right to the door.

You'll meet up with your first real puzzle. Two circular platforms are periodically raised into the air by water geysers. Unfortunately, neither goes high enough to go anywhere. To make the platforms go higher, push the provided pillar onto one of the platforms to concentrate the water on the other one. Get onto it to be taken up to the level with the pits. First, take the right hand platform up. Hop off and open the nearby treasure chest. You'll find the Mysterious Card, the first of 3 items on of your party members can equip to permanently change his or her class. You probably don't want to equip it yet, though. Now, go back to the geyser room and push the pillar onto the platform you just used. Take the other one up, hop off it, and climb the ladder to the left. Head back to the right and walk across the rope (don't worry-Felix, Jenna, and Sheba are all licensed tightrope walkers escaped from the circus). Get off this rope, but don't get on the second one yet. Go between the rocks above you and go to the right. Use Move to push the pillar across the chasm and jump across. Push the pillar the rest of the way, in front of the air jet. Now, go back and walk across the other rope, safe from being blown off. Don't climb down the ladder here-keep going along the walkway. Hop across the ledges here and climb down the other ladder. Go through the doorway at the bottom of the room. You'll see a Mercury Djinni near the door, but you can't get it yet, so keep going. Climb the ladder and 2 sets of stairs. Go around the large pillar here and climb the ladder. The sign here says that to cool the rock, you must empty your soul... But you don't need to do that. Just use Move to move the rock out of the way. Before you go too far up the hallway, save and equip the Mysterious Card to Sheba to give her the Juggle Psynergy. Now, keep going up the hallway and you'll meet your first Boss.

BOSS BATTLE: CHESTBEATERS

These big blue apes are not all that hard. They are weak to fire Psynergy. Have Jenna use Flare or Flare Wall, Sheba use Juggle, and Felix heal as necessary. This battle should only take a few turns; the Chestbeaters have only about 150 HP. After you defeat them, climb the ladder they were guarding and go down the winding hallway. After you go through the next door, you'll be in a torchlit

room. This happens to be the room Master Poi uses to go between the two platforms in the temple lobby! You will meet with Poi, who is amazed to find that someone not his own student made it through his challenge. He is now compelled to give you a sacred artifact that allows you to tie the ropes you have seen throughout the temple. He uses the Psynergy, called Lash, to give you access to the Lash Pebble. Equip it to any party member you want. You may want to exit, but first go back into the temple. Return to the Mercury Djinni you couldn't reach before. Use your new Psynergy on the coiled rope to tie it to the post. Climb the rope and engage in battle with the Djinni, Fog. Use your strongest Psynergy and heal if necessary; the Djinni is stronger than a Chestbeater. After you get the Djinni (you may want to keep it on standby to avoid messing up your classes), exit the temple and return to Daila. To get out, return to the room where you got Lash and exit through the door in the southwest part of the room. You'll be on a ledge the master used; slide down the triangular ramp to get to the exit.

DAILA

Heal your party here and buy better weapons if you wish. After you're ready, exit Daila and head east to the Shrine of the Sea God.

c. Shrine of the Sea God and Dehkan Plateau (Shrdp)

SHRINE OF THE SEA GOD

As you enter this cave, you'll see two young boys (Riki and Tavi) on opposite cliffs. Tavi was washed away from his friend by the tidal wave that knocked Idejema into Indra. Go up to the rope Riki was unsuccessfully trying to throw and use Lash to save Tavi. Riki will come back. Overjoyed, they both talk about catching a strange creature. They say that it is too fast for them to catch and can fly... They instead go to Daila to eat, though. Shimmy across the rope and through the door. Head across the two wood bridges here. You'll notice that the next one looks cracked... And that looks like a Jupiter Djinni there! As you try to cross the bridge, it breaks. Climb the ladder to the Djinni, who flies away. Chase it and it flies away again. Chase it down a long hallway and down some stairs. It seems to have forgotten to fly here; its footprints show you which way to go. You'll soon see a choice of 3 staircases. Take the left or right one and head across the bridge. You'll see the Djinni escaping under you! Go back down and up the bottom stairs. Climb down the ladder and follow the Djinni. You'll chase it to a raised loop. No matter how much you chase it, it keeps ahead of you. To cut off its escape, push the lit torch into the gap in the path. Once you catch it, standby Echo and Fog and prepare for battle. Have Jenna attack with Fume and Felix and Sheba use Summons the first turn. Following that, have Felix use Cure to heal and Sheba and Jenna attack the Djinni until it is felled. Once you defeat it, Breath will join your party! There is nothing else you can do here now, do use Retreat and exit. From the cave leading to the Shrine, go back to Daila and head south to a fork. Take the east path and follow it until you reach Dehkan Plateau.

DEHKAN PLATEAU

After climbing some stairs, you'll see some holes and cracks. You can't get past them; instead, just fall through. In this cavern, go through the door at the bottom and take the useful Full Metal Vest from the chest. Equip this powerful armor to whoever you want. Go back through the door and up the stairs to reach the other side of the holes. Now, walk right and hop across the pillar to get an Elixir. Notice how the pillar cracks the first time you step on it and crumbles the second time. Now hop across the other two pillars to the other side. Notice the strange pillar here. You can't do anything with it yet, so just go south and around the bend in the path. You can hop across the holes

here, but first fall down the open crack at the top of all the holes. You'll land next to a chest containing a Mint, which raises one party member's agility permanently. Use it on your slowest character (probably Felix). Now slide down the slope, climb the vine, and go through the door. Climb the nearby stairs and push the pillar down. Hop across it to emerge just below the hole formation. Go all the way across it now and take the north exit.

You'll now face a small puzzle to get your first Artifact Weapon. Hop across the pillar here to reach a fork platform. Take the upper pillar and hop to the pillar on the right. Hop back and on the pillar again to make it crumble. Climb the vine behind it and open the chest to receive Themis' Axe. Since Felix is the only one who can equip it, give it to him; it is a powerful weapon. Now, exit the area and reenter. Hop across the first pillar and take the lower path. Go up as far as you can and hop across some more pillars to the other side of the puzzle. As you take the long, winding path to some more cracks, notice how all the strange pillars seem to block shortcuts. Don't worry, you'll be able to remove them soon. You can go across the next few cracks, but there is nothing beyond. Fall down a crack and take the path until you emerge above ground again. Up ahead, you'll see a Mars Djinni! As you chase it, it will fall down a hole and crack the only safe path. Follow it by falling down through and exiting the room you fall into. Go south here and climb the vine. Before you exit the area, push the pillar above the exit into the valley to create a shortcut to where you are. Now, go to the next area.

You can go down the vine below, but you'll have to solve some puzzles for a Nut. Don't go there yet. Jump across the gaps in the rickety bridge. On the other side, the Djinni will use a new Psynergy, Pound, to pound one of the shortcut pillars into the ground! Go south and fall through a crack. Climb the stairs and return across the bridge, climbing down the vine at the other end. Walk across the two tightropes and push the first vine-covered pillar you see to the right. Climb it and jump onto the plateau, then Lash a rope. Climb it and take the Nut, then go back down and push the other pillar off the ledge. Climb down it and follow the canyon path to a tall vine. Climb this one and you'll be on the other side of the crack you saw before. Go across it and follow the Djinni east to the next area. It will jump across a pillar, preventing you from following that way. Climb down the vine instead and push the vine-covered pillar to the right. Climb up it and jump to solid ground, then onto some more crumbly pillars. Jump to the far one, then back to the near one to crumble it. Go around the loop and move the normal pillar as far left as it will go. Climb up it and jump on the other pillar to crumble it. Climb up the vine behind the crumbled pillar and push the pillar here off the plateau. Go back down and Move it as far left as you can.

Get back up on the plateau and jump across. Go down the stairs the Mars Djinni went down. Go through the only door to emerge in an underground room filled with cracks and the Djinni. If you try to approach it, it Pounds you down through the hole. Instead, go across the cracks to the lower right door. Go up some more stairs to be above ground. Fall down the right hand hole to the left of the stairs to land right on the Djinni! It runs away, dropping a strange cube. No, it isn't floating, it's just above you. Go around the cracked floor and pick it up to find that it's the Pound Cube. Exit through the top right stairs and go through the door. You'll find the Djinni here, but don't go to it yet. Pound down the pillar behind it to cut off its escape, then battle it. After you beat the Mars Djinni Cannon, it joins your party. Climb the vines on the right side of the room and go through a door and up some stairs. You'll be on top of a new area. Go down two flights on stairs and up one on the left. Push the pillar onto the indentation to open another shortcut. Now, go down some more stairs to exit the plateau. On the world map, you can see a ship like the one you sailed off on at the end of Golden Sun! It is beached and unable to move, so just leave it for now. Keep going west until you reach a cave.

d. Indra Cavern to Garoh (Incmd)

INDRA CAVERN

There is not much to do in this cave, but what you do is important. Go up and you'll see a strange tablet on a platform. Use Move to slide the pillar one space to the right and Lash the rope to the post. Climb the rope and hop across the pillar to the platform. As you examine the tablet, strange runes pop out and fly into Felix! You can now Summon your first Combo Summon, Zagan! You need 1 Mars and 1 Venus Djinni on standby to use it. Keep heading along the road and you'll come to a town south of Indra Cavern, Madra. Before you enter it, walk around in the large forest west of Madra. Soon, you'll encounter your second Venus Djinni in a random battle. When you beat Iron, it will join your party. If you Set it to Felix, his class changes to Knight! Now, enter Madra.

MADRA

As you look around Madra, you learn that the people here are still on alert from a recent attack by people called the Champa, led by a pirate called Briggs. Apparently, they believe the person who came on the boat you saw earlier was a Champa, and locked him up. Enter the jail in the southwestern part of the city and you'll find that the man's name is Piers. As Piers insists he is not a Champa, one of the two men guarding his cell starts taunting him, causing Piers to use some Psynergy! This scares the man and his partner away. If you read Piers' mind, he'll sense it; he must be an adept! As you exit the prison, a rich lady comes up. After some talking, she gives you permission to cross Madra Drawbridge and enter Osenia. Before you leave, buy all the latest weapons and armor, and sell your obsolete ones. Also, enter the Inn, climb the stairs, and exit through the top floor. Jump across the awnings on the shops and open the treasure chest to get the Nurse's Cap. Now, go to the outskirts of town (outside the gate) and go around to the right. You'll soon see a ladder behind some trees and gravestones. Climb down the ladder to be in an underground cavern.

MADRA CATACOMBS

!!!IMPORTANT NOTE!!!

ATTENTION: MAKE SURE YOU GET THE TREMOR BIT IN THE NEXT PARAGRAPH TO SAVE YOURSELF A LOT OF TIME!!!

!!!IMPORTANT NOTE!!!

Take the upper door here. Go around through the tunnel and through the next door. You'll see what looks like the ruins of a house. Go through the "door" and climb the vine. Up ahead, Move the pillar into the pit and walk across. Climb down the vine at the end of the ledge and enter the doorway. Go through some more doors and stairs until you reach a chest, which contains the Tremor Bit! Now, Retreat out of the catacombs and exit Madra. Walk northeast until you reach Madra Drawbridge.

MADRA DRAWBRIDGE

Because you met the rich lady, the soldiers allow you to pass. Keep going until you reach Osenia Cliffs.

OSENIA CLIFFS

Before you cross through, jump across the wreckage (of a Champa ship; maybe Piers really is innocent) to reach a chest containing the powerful Pirate's Sword. Now, go back to the shore and climb up the vines, crossing over to

Osenia. Keep heading down the path until you reach Mikasalla (you can enter the Yampi Desert now, but you have business elsewhere in Osenia).

MIKASALLA

Once you reach Mikasalla, do the usual: stock up on new items, heal your party, and find the Lucky Pepper in the Inn. Once you're ready, exit Mikasalla and head north. Then, go east until you reach a dark green patch of grass (there should be a cave northeast of the patch, but you can't do anything there yet). Search the lower part of the patch (near the triangular forest) here until a new Mercury Djinni appears! Defeat Sour to have it join your party. Sour is somewhat harder to find than Iron was, but keep looking until you find it. Now, go back to Mikasalla and head east. Take the southern path at the fork and cross some more rivers to reach the next town, Garoh.

GAROH

Go up the slopes here and notice two things. As you go up, you're forced to push pillars that block the way back (don't worry, you'll be able to get back out). Also, it seems to get darker as you go on. One you reach a long path, you see a small, strangely wolf-like boy come up near a pond and howl, scaring Sheba! Could he be a werewolf? Kraden seems excited to find a real werewolf (or lycanthrope as he calls the boy) and wants to continue on to the town. As you enter the town, more strange things happen. Everyone outside is wearing long cloaks with hoods, saying they don't like the full moon (read their minds to find that they CAN'T take their hoods off; that sounds like werewolves). Also, the shops aren't selling anything useful now. All you can do is rest at the Inn and talk to the townspeople to find about a mountain called Air's Rock north of Garoh. Last, if you go to the northeast part of the town, a full-grown werewolf comes out of a seemingly featureless rock using a new Psynergy! Now, exit Garoh and head northeast until you reach a bridge. Cross the bridge and go west until you reach a mountain in the middle of the desert.

e. Air's Rock (Arsrk)

AIR'S ROCK

You hear the cool music here? Well, you'd better like it, because you'll be hearing it for all of the longest, most tedious dungeon in the game. You'll be spending hours traversing the surrounding area, rocky side, and interior of this mountain. Anyway, notice the strange rock up ahead. I call them "whirlwind stones", for a reason you can find out now. Cast Whirlwind on the stone from below to magnify the whirlwind and shoot it at a nearby sand barrier, blowing it away. Go through the clear area and west to another stone. Cast Whirlwind from above to dissolve another barrier. You can't reach the open area yet. Go north to the top of the ground area. You'll see a large, pink Whirlwind-shaped stone behind some rocks. If you want some experience, coins, and a Lucky Medal, battle the Mimic here. Go down and around the U-turn. You can go up the stone ladder north of here, but it leads to a dead end. Keep heading east to the northeast corner of the area and cast Whirlwind on the stone from the right. This clears a sand wall blocking a powerful weapon, but you can't reach it yet. Go straight down to the southeast corner of the area and again cast Whirlwind to the right. Go north, west, and south, around the rock grouping to where the sand wall was. Beyond it is another whirlwind stone. Cast Whirlwind on it from the bottom twice to clear away two sand barriers. Return to where the first barrier you blew away was and go east. Turn north at the fork and take the Cookie from the chest. Now go south and west to the first whirlwind stone. Cast Whirlwind from the right and go around to the entrance. Go through the cleared wall and down through a corridor to another fork. Go down and take the Smoke Bomb from the chest, then go north and cast Whirlwind on the stone from the

bottom. Go around to the north side of the stone and go through this corridor. Follow the path and you'll be at the pink whirlwind stone. Cast Whirlwind on the stone to clear away the sand on the stone ladder. Climb up it to reach the first cliff area.

Walk over to the left and climb up the ladder. Take the left of two ladders and drop down the slope on the top. The whirlwind tiki statue will blow you to another ledge. Drop down the next two slopes and let another statue blow you. Once you stop, push the pillar to the left over the ledge to create a shortcut. Now, go to the right and push another pillar. Walk across the pillar in the pit and climb down the ladder up ahead. You can now take the item in the chest you opened up earlier, which contains the powerful Storm Brand (equip it to Felix). Climb back up the ladder and then take the left of two ladders. Climb down the other ladder to a ledge, where you'll be blown by another statue. Climb the ladders above you to be right next to a pillar getting hammered by a tiki statue. Push it get down and get blown by the statue. Climb up the long ladder and then start climbing another one. Carefully time when you climb so you don't get blown off the ledge as you make your way to the top. Slide down the indentation and push the pillar to the right. Climb down the ladder and walk across the statue (when it isn't shooting air) and get the Sleep Bomb. Let the statue blow you back up and walk right to the next area.

Climb the ladder here and don't get off at the first fork. Keep climbing and get off on the next landing. Move the left of two pillars to the left and climb back down to the landing you passed earlier. Slide down the slope to the right and let the statue in the ground blow you up higher. Walk over to the left and Move the other pillar to the left. Jump to the space you created. Slide down the slope and let the statue you land on blow you up high. Climb up the stone blocks to the left and get off on the ledge. Climb up the next ladder to a misty area with another pink whirlwind statue. You can't reach it from here, though, so just Move the pillar into the pit onto the metal plate. Go back down to the right of where the statue blew you upward and slide down two indentations. Walk to the left and climb to the top of the ladder (get off on a ledge below the one you were one before). Climb up the ladder to the west here to be on a ledge just below the one with the whirlwind statue. First, climb the ladder and cast Whirlwind on the statue to clear away the mist. Now go back and take the alternate route back up here (where you cast Move) and climb the ladder above you. At the top, you'll find the powerful Fujin Shield. Return to the other side of the once-mist area and climb the ladder there. You're now on the summit of Air's Rock (finally). Cast Whirlwind on the statue here to open a hole on the top of the mountain leading inside! Climb down the ladder and enter.

If your party is running low on PP, take the Psynergy Stone here. Go around the path here and climb down the ladder. You'll see a gray tiki statue and a huge statue with its mouth closed. You can't do anything here yet, so just go around the ledge and to the next door. You will be in the main cavern of Air's Rock, with two doors to choose from. Take the left one first and climb down the ladder. Push the pillar onto the pad and return to the main cavern. Go through the other door you could choose from. Follow the only path until you reach a ladder. Climb down it to reach an interesting puzzle. There are 3 normal pillars in two "zones" and 4 Poundable pillars. Only 2 of the pillars can be up at once. Anyway, here is the solution. Push the pillar on the right onto the Poundable pillar (Pound it down first). Don't bother changing the left set of Poundable pillars, but push one pillar to the top right of the pushable "zone" and the other right below it. Now, climb back up and hop across. Go down and across the floating platform to another whirlwind stone. Use it to blow away some sand. Return to the pillars and go through the way the sand was blocking to... another whirlwind stone! Cast Whirlwind on it from the top to blow away another sand barrier. Go through where this barrier was and down the ladder at

the end of the hallway. Push the pillar here all the way left, onto the pad. Climb back up and backtrack to near where you entered the room. Jump over the platform and to a new ledge, from which you can reach some stairs.

You'll see a pushable "zone" here without a pillar; don't worry, you'll get one there later. Head up and climb down the ladder, go right, and climb up the next ladder. Go right again to the doorway and up. You'll see an air jet being blocked by a pillar. Push the pillar out from the jet to make another jet disappear. Go through the area the jet was blocking and then up and around to another pillar and air jet. Move the pillar to the right from across the gap and go through the area previously guarded by the air jet. Move the pillar back to where it was at first from across the disappeared steam jet. Now climb the ladder and hop across the pillar. Go down and down the ladder. Push the pillar here onto the pad and climb the other ladder. Go down and around and push the next pillar onto the pad to relocate another air jet. Go back and jump across the other pillar you pushed onto the pad and go down. Slide down the slope, climb the ladder to the left, and go through the rocks that were inaccessible before. Now, go through the next door.

All you can do here is jump across some platforms (floating and non) and enter the next door. Go up and down the ladder to another whirlwind stone. Use it to the left to turn a huge spinning device. Climb back up and jump across it, then climb down and up the two ladders. Take the north path first and push the pillar here onto the pad to make yet another shortcut. Go back and take the west path, which curves up and around to another whirlwind stone. Blow the spinner back to its original position and go to the platform just before the pillar you pushed. Jump across the spinner, walk over the rope, and go to the next staircase. You can go around and grab the Elixir here if you wish, but then go back and take the long hallway north. Climb down and go across the floating platforms. Hop across several more platforms until you reach a ladder which you should climb. Hop across the nearby gap and use the whirlwind stone to blow the spinner above. Go north and hop across it, then go around the northeast side of the room and blow it back to its original position. Climb back up and hop across (too... much... hopping...). Don't slide down the slope to the left; hop across the pillar and shimmy over the rope. Go through the hallway ahead, hopping over some long pits, until you reach a door to the next room.

Hop across the gap here in the main cavern and climb all the way to the ground. Go down the stairs here to emerge in a rough underground cavern unlike the carved out ones above. A huge Psynergy stone, the center of Air's Rock's wind power, is in the center of this room. Examine it if your party is running low on Psynergy and keep going around the room to the next stairs. You'll emerge in the center of the main cavern. You'll see 3 paths of floating platforms. Go down the rightmost one and through the doorway at the bottom of the cavern. You'll emerge... outside! On the side of Air's Rock! To open up a handy shortcut, push the pillar to your left onto the metal pad. Now, go through the door and beck into the rock. Hop across either of the other floating platform paths and you'll be near a pink whirlwind statue. Use Whirlwind on it to activate the huge tiki head and all the small ones in the room! Now, stand on the tiki statue just below you to be blown all the way up to the top floor. You'll be on a platform you couldn't reach before. Cast Whirlwind on the pink statue just above you to activate the rest of the statues. Move the pillars on your left and right onto the pads and hop over to the bottom right to find a Vial. Now go down the stairs you took the first time to reemerge in the top of the main cavern.

Now that the statues are activated, go to the right into the doorway; it's time to get a Combo Tablet. Go southeast to the pillar you pushed earlier. Hop across it and go northwest down the stairs. In here, go up, down and up the

ladders, and north to another blocked air jet. You know how unblock it; do so and go down to the other side of some rocks and a ladder you climbed. Push the seemingly useless pillar one space to the right and then go up. Hop across the padded pillar here, go down and up the two ladders, and up to the tiki statue. Let it blow you across the gap and walk down to the whirlwind stone. Fire a gust of air straight down. The gust catches the pillar and blows it to a better spot. Return to where you entered the room and push the pillar to the right into the gap. Hop across it and go up to find... the Flora Combo Tablet! Now, go back to the main cavern. Go through the door to the far left again. Now that the tiki statues are activated, stand in front of the one nearby to have it blow you across the gap. Hop to the right across the pillar you pushed earlier. Soon, you'll find a tiki head on a pushing "zone" push it all the way to the top and let it blow you to the Clarity Circlet (equip this to Sheba). Slide down and return to the statue. Push it 5 squares down and let it blow you again. Through the doorway below, push the pillar onto the brown pad and go up and left, around to a series of platforms. Jump over to a pillar blocking an air jet. Move it left onto the pad. Now go back to the other side of this disappeared air jet and go down the stairs.

Go right and shimmy across the ropes and up the ladder. Climb across one more rope and down to the stairs. Go around to the left and use the whirlwind stone to the south and east to blow a tiki head to a good position and blow away a sand wall. Go over to where the sand wall was, climb down the ladder, and go south to the other ladder. Let the repositioned statue blow you to a chest containing (uh-oh) 666 coins. Slide down from the evil chest and go down to two ladders. Climb the right one and, before you take the stairs, keep going up and push the pillar down. Return to the stairs and use them. You're almost there! You will have a choice of two paths here. The main one has a whirlwind-spitting statue at the other end, preventing you from getting up. Take the left path (and the Vial) and at the north side of the room, Move the statue behind a rock. Return to the path you couldn't take before and go up it to the next stairway. Go over to the door and enter the main cavern one last time. Climb down the ladder and let the statue blow you to the other side. Climb the long ladder here and hop across the floating platforms to a strange door.

Enter the door to emerge in a wall-less room with a pink flashing floor. Jump across the platforms straight ahead of you. Don't worry about how they disappear; you'll be able to get back. As you approach the stone on the platform here, it tells Sheba to touch it. Doing so, she learns the Reveal Psynergy! Don't you wish someone could have just given it to you like in Golden Sun? Anyway, take either the left or right platform path from the large place you got Reveal. Use Reveal on either ring of platforms (remember the shape the platforms make) to find a hidden platform. The left path leads to a Psy Crystal and the right leads to the exit. Once you leave the room, Retreat your way to the beginning of Air's Rock and exit, returning to Garoh.

f. Garoh revisited to Osenia Cavern (Garal)

GAROH

Now, return to the northeast corner of the town. You'll see the werewolf pop out of the rock. Use Reveal to find a hidden doorway and repeat his trick. Soon after you enter the cavern, the werewolf child appears briefly. Follow him into the catacombs. Soon, you'll emerge in a room with a strange rock in its center. As your party prepares to search this room to find where the child went, the adult werewolf comes out and speaks! The werewolf introduced himself as Maha. He deduces that you know Whirlwind and learned Reveal at Air's Rock-how did he know? Maha tells you about how werewolves were once slaughtered in "purification" and sends you to the inn to rest. You don't get healed though; that's what you get spending the night for free. Exit the inn (it's morning

now!) and return to Maha to finish your conversation with him. Kraden accidentally insults Maha by telling him he thinks it's unusual for werewolves to change their shapes. Maha gives you some examples of how other animals change their shape and insults Kraden about not giving it enough thought. They talk about Adepts and how Felix and Jenna came from the base of Mt. Aleph, which is legendary to Garoh. They discuss how the Psynergy Stone in the heart of Air's Rock is giving the people of Garoh their powers. After some pacing, Maha gives you a Jupiter Djinni (Ether) for your help with his mysteries! Before you leave, try using Reveal and going into the rock Maha came out of for a laugh. Is that really where he lives!?! Before you go, explore the catacombs linking Garoh's houses to find a new sword and buy some items from the shops. Now, leave Garoh and go to Yampi Desert (you probably saw it just after Osenia Cliffs).

YAMPI DESERT

All you can do in the first area is Pound down a pillar in the lower right corner to find a chest containing the Guardian Ring. In the next area, you'll encounter a weary band of adventurers trying to get to Alhafra. You can't help them yet. Go on to the next area. You should see a pillar blocking a path through two plateaus here. Pound it down and go through and right. After you pass two Poundable pillars next to each other (don't Pound them), you'll see another blocking pillar. Pound it down and go northwest from it. Pound a pillar at the foot of a cliff to uncover a ladder. Climb it and jump your way to the lower right plateau. Here you'll find a new Jupiter Djinni, Blitz. Beat it to make it join you. Now go back to the ground level, southeast of the Blitz plateau. Slide down the slope and continue to the next area. If your party is running low on PP, take the Psynergy Stone here and then Pound the middle of 3 pillars to uncover a ladder. Climb it and go on to the next area. Here, a shape is moving around under the sand. Pound down the only standing pillar to divert its fixed course. The shape jumps out of the sand, revealing itself to be a giant scorpion, and scuttles on to the next area. Obviously you should follow it. Before you do anything else, set Pound to L or R; you'll need timing for the next two areas. Use Pound on the lone pillar in this area when the scorpion is northeast of the pillar, near the top of the screen (keep in mind the scorpion keeps moving when the first is Pounding the pillar down). This should make it move on to the next area. If not, exit the area and try again. In the next area, Pound the right hand pillar when the scorpion is northwest of it, before he turns south. This should make him go up to a sandy pool. Before following, Standby your Djinn and prepare for a boss battle. When you step on it, the scorpion pops out and uses a new Psynergy, Scoop, to make you both drop down to an underground cavern.

BOSS BATTLE: KING SCORPION

The KS is the first of a long line of "joke bosses". Although he has over 1000 HP, the King Scorpion's attacks are ridiculously weak, doing only about 10 damage per hit. Just Summon your strongest creatures and then attack him with Psynergy, healing when necessary. Once you beat him, pick up the stone he drops. It's the Scoop Gem! Try it out on the sandy spot you landed on to uncover a geyser that takes you back to the surface. Return to where the stranded adventurers are and go south. You should soon see another sandy patch that you can Scoop. When you Scoop it, you'll uncover an underground cavern. Follow it to emerge east of the travelers, near an oasis. Climb up and down the ladder until the travelers notice you and follow your tracks to the hole. Go up from here to the next area. Scoop the lower right patch of sand in the middle of rock to find 315 coins, then go through the doorway to another cave. This cave is filled with sandy rivers flowing around. It should not be too hard to get the Hard Nut and Blow Mace (you need to use Pound from a square away from the pillar, not right next to it) in here. Once you're ready, go down the

ladder and out of the cave. You will now be in an outdoor area filled with sand waterfalls. Let the first one carry you to the ground and use reveal on the 3 by 3 patch of rocks. They form an arrow pointing to a cave you cannot reach until the end of the game. Keep going on through the valleys to reach another square. Reveal this one to find a chest with a Lucky Medal. Climb up the ladder beyond this and make your way past two sand waterfalls. Keep going on the pink cliff to a rope. Lash it to the other post and climb up it. Fall down the right side of the nearby sand waterfall to land on a rock. Get off the waterfall on the right side and take the class-changing Trainer's Whip from the chest. Return to the ladder near the Lucky Medal chest, go past the two waterfalls, and climb the ladder. Go to the right side of the first waterfall you crossed, go over the first fall on it, and get off the right side. Now simply walk to the northeast and exit the desert. Alhafra is visible from the exit of the desert.

ALHAFRA

As you go north to the statue in this large town, you'll see the band of travelers you met in the Desert reaching their destination. They soon walk off to see the mayor of Alhafra and talk about the menace of Briggs. As they walk off, you'll notice a suspicious character lurking behind some trees. If you talk to him, his suspicious behavior and running off make it obvious he's one of Briggs' lackeys! Go north and buy the latest gear, then go down the stairs to the east and head over to the shipyard.

EASTERN ALHAFRA

As you get on board Alhafra's only ship, it's obvious that the tidal wave severely damaged it. Some more of Briggs' lackeys are here, observing the damage. You can't do anything here yet, so go down below decks. As you walk down a long hallway, standby all your Djinn. Soon, you'll see a sea fighter talking with Briggs himself! The sea fighter and Briggs are discussing the mayor of Madra's arrival and how Briggs and his crew aren't really pirates, just people trying to save their hometown of Champa from starvation. They also talk about how they steal from only the non-risky towns that are not on alert for their arrival, to ensure their success and prevent people from coming after them. After the sea fighter makes a comment about Briggs "having brains coming out of his ears", Jenna gives you away by saying that there's nothing smart about that. Sheba and Jenna try to tell Briggs to come with them and tell the mayors that Piers is innocent, but you instead get into a fight.

BOSS BATTLE: BRIGGS AND SEA FIGHTERS

Once again, you'll be battling up to 3 enemies. Concentrate all your Summons, Psynergy, and attacks on Briggs. If you try felling Sea Fighters, Briggs will just whistle for more. Just keep your party well healed and concentrate on Briggs. After Briggs is gone, the remaining Sea Fighters will be easy. After you defeat Briggs, he'll drop a Vial. Briggs, always the gentleman, asks you to turn him in. Jenna says that he first has to say that Piers is innocent, and Briggs mainly agrees. Soon, a strange woman comes and asks you to forgive Briggs and his men. She says that she is Chaucha, Briggs' wife. Briggs tells you to leave his wife out of this (she is no pirate) and Chaucha once again says that Briggs is stealing to help Champa. Lately, the sea that the Champa had depending on started warming up, causing the fish to disappear. Their soil is also barren, preventing crops from growing. Sad... After everyone laments the Champa's plight, Kraden tells you that it is very far away, on the other side of the eastern sea. Briggs explains that they had to steal from far away towns, or else it would be obvious who the pirates were. Then no one would forgive Briggs, not even his... grandmother!?! How old is she?? Then, the two mayors and their entourage appear at the stairs. The mayor of Alhafra is

shocked that Briggs and his men really are pirates, and the mayor of Madra is insulted that the other mayor would not take his word. After some talking and reminiscing, everyone introduces themselves. After Briggs talks with the mayor about who owns the ship you're on (apparently Briggs bought it with money he stole), Briggs agrees to go to jail. He asks Chaucha to take care of Eoleo (he has a son, too?) and leaves. Another Madran leaves to go and free Piers. Before the mayors leave, the mayor of Alhafra invites Kraden and you to his mansion. Before you leave the boat, go down to where Chaucha came from. Move the box out of the way and enter the door. Before you leave the boat, go down to where Chaucha came from. Move the box out of the way and enter the door. You'll see some bread lying on a box. Have Felix use Tremor to knock it down and take it. Now go back above deck. Now that the Sea Fighters are gone, you can fix the boat. Here is a list of things you should do to fix it:

Move the rock just below the horizontal log one space down, then push it the rest of the way into the water.

Push the log in after the rock.

Walk down the mast and push the rock here into the water.

Move the large box on the sail down into the water.

Walk to the upper right tip of the mast pole and walk up the rope. On the bow of the ship, Lash the rope and shimmy up. Climb down the two vines and Pound the pillar into the water.

Use Move to move the box in the lower right corner of the area to the left, from below.

Go over to the left and get onto the log you pushed. Climb the rope and go all the way around back to the upper side of the box you Moved. Move it the rest of the way into the water.

Now, return to Alhafra. Give the kid at the foot of the stairs leading to the harbor the bread you found on the ship and he'll have his dad give you permission to enter the caves under the mayor's mansion. The mansion is north of the town; the cave is west of that. Once you enter the cave, go down the stairs and go roughly south from there. You only need Pound and Lash to get the 123 coins, Ixion Mail, and Lucky Medal. Before you leave Alhafra, visit the mayor. Now, return to Mikasalla (there is a shortcut leading to near Air's Rock if you go south from where you left the Yampi Desert for Alhafra).

MIKASALLA

Go to the lower left corner of the town, to the sheep and chicken. Read the chicken's mind to find that you need to dig here. Use Scoop on the upper left part of the sandy patch (keep trying until you find the spot) to uncover a ladder. Follow the cave and go north from its exit to find a Mars Djinni, Spark. You don't even have to battle it! Now, return to the cave you saw northeast of the patch of grass you found Sour in.

OSENIA CAVERN

You can use Scoop on the X here and follow the cave to get a new Summon, Megaera! Now, go back across Osenia Cliffs. On the southwestern side of Indra, you'll find the Gondowan Cliffs.

g. Gondowan Cliffs to Kibombo (Gckib)

GONDOWAN CLIFFS

You can't fully explore this area until you get your 4th party member. As you enter, you'll see a dog sniffing around on the ground. Use Scoop on the sandy spot near him and you'll unearth a geyser. Stand over it and when it lifts you up, jump off onto the cliff. Slide down the chute and hop over the gap. Go left and up. Pass by the post here; you're on the wrong end to use Lash. Climb the two vines and head left to find three chutes. Slide down the middle one and keep going around the cliffs to find a large brown stump. Move it left into the water. Go back on this cliff and slide down the chute, then climb down the vine to some platforms on the water. Now that you Moved the stump down, you should be able to jump to another vine. Climb it and go up to another vine. Once you've climbed it, go down around to a short gap you can jump. Climb down the nearby vine after jumping. Go up and climb the series of four vines (don't walk the tightrope just yet). Go around the northeast part of the cliffs. You'll see a puddle, but you can't do anything with it yet. Keep going down to find a Mars Djinni, Kindle. Defeat it in battle to have it join you. Go up and right to yet another vine. Go southeast and climb down two more vines, go south to find the Laughing Fungus. Now, return to the tightrope, cross it, and go southwest to the other side of Gondowan Cliffs. Exit it and head north on the world map. You'll see a town up ahead, but don't enter it yet. Cross the bridge to the southwest. Go due south, crossing another bridge, to the southern tip of Gondowan. Walk around in the southeast forest here until a Mercury Djinni, Chill, appears. As usual, defeat it to make it join you. Now, return to Naribwe.

NARIBWE

There is not much to do in this tribal town. There are a few treasures like a Thorn Crown that can easily be reached with Psynergy. You should also visit the basic facilities of any town, like the shops. And before you leave, enter the building in the northeast corner of the town. For 20 coins and your Laughing Fungus, the witch doctor will read your fortune. After he's done with his little dance, exit Naribwe and keep going north. It shouldn't be hard to get to Kibombo Mountains.

KIBOMBO MOUNTAINS

Apparently, a ritual is going on in Kibombo up ahead, and the mountains are heavily guarded to prevent people from coming and intruding on the ceremony. Once you reach some stairs with two torches, avoid the guards by going to the right. Push the box here to as far right and up in its indentation as it will go, and then Move the other box to the left. Climb the vine and hop across. Climb up the next vine and go northwest, across the gate. Head southeast and push the pillar down, then climb the next vine. Go up the stairway to... A box! There is a guard on the other side of it, so stay behind it and push it to the right until you can climb the vine. Go right until you reach a chute on the cliff side. Slide down it and go up to a treasure chest containing the Disk Axe! Equip it to Felix, but save the Storm Brand; it will come in handy once your fourth party member joins you in the next town. Now, do back to the chute and use the pillar here to prevent the guard from catching you climbing the vine. Go back to beyond the chute and use Lash to get across the canyon. Go north to the other area.

You can hop right across some tree trunks to get past the guard up here, but to get the Power Bread, move the box on the ledge he patrols near so that it lands on him. You can now safely pick up the Power Bread. Continue on the path and climb the viney trunk. Hop across the two next trunks and push the pillar so that it traps the watchdog to the south of it. Climb back down and enter the cave north of the two tree trunks. Take the Smoke Bomb from one of the boxes

and exit. To prevent the dog from alerting a guard now, use Tremor on the box to knock a bone to the ground. Now that the dog is distracted, go down to the area he was trapped in and open the chest to get a Tear Stone, your first forgeable material. Go back northeast and enter another cave. Go around the loop to the exit. Climb the vines and make your way along the ledges past the last guard. Climb down the vines and stairs and exit the mountains. Continue north across the small piece of land until you reach Kibombo.

KIBOMBO

Because of a ceremony concerning someone named Akafubu, all the buildings are blocked off with torches. You learn that Akafubu led a team of Kibombo warriors to steal Piers' Black Orb from Madra to replace the "faulty" jewel he used before. Akafubu is trying to make the Great Gabomba (the Kibombo deity) notice his jewel and take it in his tongue (weird...). Go back to the entrance of town and go left through some statues. Lash the rope to the post and climb it. Hop across the pillars and head north. Hop across more pillars and a rooftop to reach the other side of the village. Continue north to the area where Akafubu is performing his ceremony. You'll meet up with Piers! Your party talks with him about how Piers is trying to get back his Orb, which allows him to operate his ship. You also see Akafubu performing the ceremony. He uses the Lift Psynergy to move the Orb up to the Gabomba, which opens its eyes! However, it soon stops noticing and closes them. Piers thinks that the reason the Gabomba is not awakening is because something is wrong inside it. He can't find a way to reach the statue, though. Use Move on the pillar up ahead. Piers is amazed that you are Adepts and reveals that he is an Adept also. Even more amazingly, Piers is a Lemurian! He and Kraden have a long talk about Babi and Lemuria. Once they are done, Piers decides to team up with you to get the Black Orb and joins your party! Take the Psynergy Stone up above if you are running out of PP, then go around the back of the statue and climb down the vine. Use Scoop on the crack of ground near the vine and climb down the ladder.

h. Gabomba Statue to Madra Catacombs (Kbsmc)

GABOMBA STATUE

Go through the tunnels to the next ladder; there is only one way you can go. Notice the large gears preventing you from going back. You can still slide down the chute, though. Strange... As you trek through the Gabomba statue, you notice it is more mechanical than magical... Besides the next ladder, the only two things of interest here are a Mimic (the chest below the entry ladder) and a chest containing the Bone Armlet, a useful piece of armor for Jenna or Sheba. After you climb the next ladder, you'll emerge in a room filled with gears. You can't pass through the large propeller gears here yet. Go to the upper left corner of the room and use Lash as the post on the rotating gear passes closest to you. If you did it right, the gears will be stopped, allowing you to pass through. On the next floor, make your way around to another ladder (ignore the Venus Djinni for now). In this gear-filled room, go down and around, past the ladder, and up to a hall leading to the left side of the room. As you reach it, you'll notice a mouse jump between several gears and disappear. Remember how the mouse jumped from the vertical gear to the horizontal one and continue on to the next ladder. Climb down one more ladder and go down the mazelike hallway to a flashing gear. You can only reach one of the two Pound posts near it, so Pound it in. Return to the room with the mouse and follow its path across the gears to the right side of the room. Climb down the ladders here to be on the other side of the flashing gear room. Grab the Elixir in a chest, then go down and Pound the other pillar to reverse the direction of the gears in the statue.

Return to the gear-filled room, to the two pink vertical gears. While standing above the left gear, walk down to ride it and fall down to the floor below. You

are now in position to get the Venus Djinni Steel (you'll have to fight it first). Use Lash and return to the floor above. Go down from this ladder to the ladder on the bottom of the room. Climb it to reach a new floor. Now that the gears have been reversed, you can walk through the propeller gears and climb yet another ladder. The room you emerge in happens to be behind the Gabomba statue's mouth; you can see its tongue retracted on some gears! Also, notice the groove in the floor leading to a miniature Gabomba statue. Climb the next ladder to emerge behind the Gabomba's eyes.

As you reach a floor with strange looking tiles, you hear Akafubu telling his priests to focus their energies. He is getting ready to try the ceremony again. As he makes the Orb float, energy flows along some circuits on the floor in the room you're standing in. Some of the tiles are not turned right, so the energy stops and the Gabomba statue closes its eyes. Kraden reasons that you should use Pound and the two switches on top of the room to complete the circuit. If the ceremony succeeds, the Orb will be in the statue so you can get it. To solve this puzzle, first Pound the pillar on top of the room (you may want to set Pound to L or R) to make the brown tiles float. Press either of the two buttons on top of the room to rotate all the tiles. When a tile is in the right position, Pound it down to stop it from rotating. I can't give you any more help, because the puzzle is randomly set up. The puzzle is reminiscent of the energy circuit puzzles in Venus Lighthouse, so GS1 experience helps greatly. You need to make energy pulses from the red and blue statues in the room reach the Gabomba head in the middle. Also, note that Akafubu will try again automatically, whether you're ready or not, but if he tries before you finish, don't worry; just continue where you left off after he starts counting down again. After you solve the puzzle, the Great Gabomba responds to the orb by sticking its tongue out and grabbing the Orb! Akafubu follows the Orb and walks into the statue on its tongue. Your party is standing around another miniature Gabomba with a hole in its base. You see the Orb come in through the tongue and roll into the hole. How will you follow it? Sheba notices there is light on the other side of the hole.

After Kraden says there must be a room on the other side, then Akafubu comes in and sees you! He demands to know what you are doing here, and Piers says he is taking back his Orb. Jenna shows Akafubu the puzzle you solved to help him complete the ceremony. After that, Akafubu puts something (maybe the old jewel) into the statue that Orb rolled through and opens it. After you regain control, follow Akafubu through the doorway. Go through the hallway to the elevator, which automatically descends. You soon see Akafubu, who has followed the old witch doctor Oeia's instructions to the final chamber. After he finishes talking, take the Orb. The statue holding the Orb makes it float and gives Akafubu the feather and robe of a witch doctor. Akafubu runs off, happy to be a witch doctor. The statue then turns to you. It tells you that Akafubu ran off too soon and forgot some magic that he will need. It decides not to give this magic to anyone yet. To get it, you'll have to return later when you can use Cyclone. Now, take the Black Orb. The narrative tells you that, despite being mute, Felix told the story of the Gabomba to Akafubu, somehow making it last all night! After talking with Akafubu and his father Oeia, you can go around and enter Kibombo's buildings. Buy the latest weapons and armor, sleep at the inn, then leave Kibombo. Backtrack all the way to Madra. As you go, there are some things you should do in Kibombo Mountains and Gondwan Cliffs.

KIBOMBO MOUNTAINS

After climbing the first 3 staircases leading to the mountains, go south to a puddle. Have Piers use Frost on it like you saw him do in jail to turn in into a pillar. Climb another staircase and hop across the pillar. Climb a vine and use Growth on the plant (give Felix a Mars Djinni or Jenna a Venus Djinni to get it). Climb up this vine and get your new Jupiter Djinni, Waft (you'll have

to fight it first). Now, continue through Kibombo Mountains and make another stop at Gondowan Cliffs (the guards are all gone now that the ceremony is over).

GONDOWAN CLIFFS

After you climb to the cliff top and start going west and south to the next area, you should pass another puddle. Freeze it, climb the vine up north, and hop across. Slide down the chute and head southeast to get some Healing Fungus. Now, continue on to Madra.

MADRA

As you talk with the villagers, you learn that a sea monster has been causing fish to wash up dead on the shores near Madra by raising the ocean's temperature (don't worry, the Inn serves only fresh fish). The sea monster can only be defeated with a trident of some kind and seems to reside in the eastern sea. Also, you learn a little more about two more boats. First, there has finally been some progress in the boat in Alhafra. And more importantly, some travelers have passed through here, coming in a ship identical to Piers'. You soon learn that the travelers are Isaac and his party looking for Lemuria! Anyway, go to a two-story building around the middle of town. Talk to the old man and give him your Healing Fungus. In return, they give you their pet Mars Djinni, Char! Obviously, you won't have to battle it. Now, go to the mayor's house in the northwest corner. As you approach the steps leading to it, a red-haired woman laments not being able to find her sister, Menardi. MENARDI!? Could she really be the sister of one of the villains in Golden Sun? She also seems to be denying Menardi's death. Although she is just as mean as her sister, this woman is no threat to you now. You can also get a clue by learning that she is an Adept and senses Psynergy.

Now, enter the mayor's house. He apologizes for losing Piers' Black Orb. Piers tells them he already went to Gondowan and got it back. As you leave, the mayor gives you the Cyclone Chip! After you finish your talk, the strange woman overhears your name. Sheba tells her that her sister is dead. She says that Felix would never be a match for her sister. She says that although she can get to the remaining Lighthouses, you will have to find your own way. She vows that you will help her find Isaac and avenge her sister, revealing her name to be Karst before she runs off. Everyone worries about Karst now, and Piers notices that Karst said "we", not "I". Could Karst have a partner like her sister? Sheba suggests warning Isaac about Karst and her partner, but Kraden says you would probably end up fighting them. Sheba asks Jenna why she can't do something, since she and Isaac are an "item" (obviously, this makes Jenna turn bright red and start to stammer, commenting "stupid Sheba"). Kraden ends this awkward moment by reminding everyone of your next destination: Jupiter Lighthouse. Jenna asks what they will do about Gareth and the others. Sheba asks her if she means Isaac, embarrassing and enraging Jenna even more. Kraden once again breaks them up. He tells them to keep going as Saturos and Menardi would have done, then lets you regain control. Now, head back to the Madra Catacombs through the entrance behind the city walls (the other one was blocked off by a rockslide).

MADRA CATACOMBS

Go down the path to a closed door. Use Reveal to find a switch to the right of it and press it to open up the door. Go northwest to find a doorway. All you can do in this ruined room now is go through the right hand door and take the staircase leading up. Head down the hall and take the down staircase to find a Lucky Medal. Now, exit the building. Cast Frost on the puddle to the right and go northeast to find a vine-covered pillar. Move it into the indentation. Go

down to a chest in some ruined walls containing an Apple. Move the pillar to the right into its indentation and climb up the viney pillar. Make your way around the right side of the catacombs (use the rocks blocking the other entrance as a platform) to a rope. Lash it to the other side, climb it, slide down the chute, hop across the frost pillar, and enter the door. You can now reach a new door in the building. Enter it and use Tremor on the bookshelf (from the left across the chasm) to make the chest on the bookshelf fall down. Exit the building and go around the left side of the catacombs. Climb down to an ultra-useful Mist Potion, then slide down and use the entrance to the building you used a little earlier. Go straight from the entrance to a double door. In the room beyond, you'll find the chest that dropped, which contains the Ruins Key. Exit this room and take the right doorway in the "lobby". Go down the nearest stairs here and use the key to open the doors. On the other side lies the Combo Tablet for the Moloch Summon!

Now that you have it, Retreat from the catacombs and exit Madra. If you talked to the mayor of Vault after the bandits in GS1 escaped and linked up, the bandits will appear. They demand to know where he went. When you don't tell them, they fight you. Use Psynergy, Djinn, and Summons to beat them and win the Golden Boots! Afterwards, return to Piers' ship, near the Dehkan Plateau. Here, use Frost on the puddle and hop across the pillar. Search the boxes to get a Cookie. Climb the ladder onto the ship. Before you can set sail, you first need to go below decks and restore power. Enter the door and the next level.

i. Lemurian Ship to Shrine of the Sea God (Lmssg)

LEMURIAN SHIP

Go through Piers' quarters to the actual level. Don't bother going down the stairs here. On the only real path lies an Aqua Jelly. These enemies are not much tougher than normal enemies and shouldn't be too hard, but they inhabit the whole ship. When you defeat one, it turns into a freezeable puddle. Don't freeze the first one; hop over it. Climb down the ladder, then defeat and freeze the next one. Hop across the pillar and grab the Potion, then go down the next stairs. Enter the only accessible door to emerge in a room with a whole lot of Aqua Jellies. You can't fight them yet, so just continue on. Enter the next door now. You'll see 5 reachable Aqua Jellies. Defeat and freeze the bottommost two and move the box in between them. Hop across the pillars and exit the room. Move the box to the left down to make a shortcut, then continue to the next room. Here, you want to try to defeat and freeze every Aqua Jelly. This shouldn't be all that hard. The only tip you should need is to Move the box to the lower left corner of the pushable area to create a chain of pillars. You may also want to check the boxes in the upper left corner for an Antidote (use Reveal to find out which one it is in quickly). Continue on to an old room. You'll spook an Aqua Jelly as you enter. You can't cross the unstable blue bridge here yet. Defeat and freeze the scared Jelly to stabilize the bridge. Enter the door and go through one more hallway to emerge in the room filled with Aqua Jellies. Save your game and Standby 3-4 Djinn of every element, then try to fight the Jelly in the middle.

BOSS BATTLE: AQUA HYDRA

This guy is a joke. Your initial Summon attacks should take off at least 1500 of his 2276 HP. After that, use strong Psynergy and attacks to finish him off. The Aqua Hydra attacks only once per turn, so healing shouldn't be a problem. After you beat the Aqua Hydra, he'll drop a vial and fill the room with water. Don't worry about the treasure chest right now; you'll need the Parch Psynergy to get it. Hop across the raised crates to the next door. Go down the hallway and the ladder to... a cave? Since when do ships have caves in them? Push the hollow pillar on the right onto the teardrop tile and use Douse on it to open

the door. Go down the long hallway to the ship's power core. Piers comments on how the monsters got on board (he is sure he locked the ship-maybe they came in liquid form), then sets the Black Orb in the pedestal, starting the ship. Once you're sailing, Piers tells you to take the tier and practice sailing. Jenna says some places she wants to go, and Piers agrees. Kraden tells you that Vale would be impossible to land on because of the rocky cliffs surrounding it. You also can't land at Tolbi, because the people of Gondwan are "looking for you". You decide to just explore the Eastern Sea and gain control of the ship. Get used to the controls and sail your way to the northwestern side of Indra, to a small island with a single house on it. Don't land there, though-land on Gondwan just behind it. Head left to be north of the Kibombo Mountains. You should be able to find your way back to Kibombo from there.

KIBOMBO

Stay at the Inn and talk to the locals again if you want, then go north to the Gabomba Statue, Enter on its tongue.

GABOMBA STATUE

Go through the doorway the Black Orb rolled through. Return to where you got the Black Orb originally. The last time you were there, the statue created a ladder you couldn't do much down yet. Well, now that you have the Cyclone Chip from Madra, you can explore the area under the ladder to get a Djinni and a strange book.

GABOMBA CATACOMBS

There are lots of weeds in this cavern, which can be blown away by Cyclone. Climb down the ladder and walk as close to the large patch of grass left of the ladder you entered by as you can (a rock blocks the way). Use Cyclone and you should be whisked down to the floor below and land right next to a Venus Djinni. Battle Mud to have it join you, then slide down the chute and climb the ladder and stairs to the upper floor. Slide down this chute and go left to the upper left corner of the room and another grass patch. Use Cyclone here to be carried off again. Go left through the hallways and to the next room. Go around the right side of the room, using Cyclone on the grass patch you find to get a Mint. Climb down the ladder and Cyclone the grass a ways down to uncover a puddle. Freeze it, then climb back up and hop across. Use Reveal in the middle of these plants to reveal the next staircase.

You'll emerge in a room with a rushing river. Go left to the river and make your way straight across it. Go up and left to some plants. Use Cyclone while standing on the two you can reach to uncover a puddle on the other side of some rocks. Return to the river crossing and make your way up the river to another shore on the left side. Go down and freeze the puddle you uncovered. Return to where you cast Cyclone and go left to find a ladder. Hop across the ice and take the next stairs. Climb down the nearby ladder and head down the hallway. You can fight a Mad Plant by using Cyclone on the large grass patch (it isn't too hard). Keep going up and climb the ladder to find yet another Gabomba statue. The statue tells you that because you have reached this place first, it will give its magic to you, not Akafubu. It holds up a black book and gives you the conditions for it giving its magic to you. It tells you not to mention that you have passed this test to Akafubu, who should have passed it but was not ready. Now, take the black book, which turns out to be the Tomegathericon. No, that's not a typo, its name is the Tomegathericon. This book of necromancy is your third class changing item. Try it out if you want, then exit Kibombo and return to your ship. Sail around Indra to the beach on Idejema where your adventure began. Get off your ship and revisit Daila. Enter the temple-like Sanctum there. Climb down the ladder in the back and have Piers freeze the two

leftmost puddles. Hop across them and get the Sea God's Tear. When you're ready, return to the Shrine of the Sea God.

SHRINE OF THE SEA GOD

When you revisit this cave/tower, return to where you found Breath. Go over to the left and have Piers freeze the 3 puddles. Hop across them and head through the door. You'll be outside above the ocean. Hop across the left side of the pillar formation to more land. Push the wood pillar down and hop to the path leading to the stairs. You'll be above a wide river. Head up and climb down the ladder at the upper left corner of the room. Go down and climb the other ladder, hop over the gap and cross the bridge, then step onto the cracked bridge. It breaks and floats down to a rocky area. Get off it and go north, through some rocks and past a rope. Climb the ladder and get the Rusty Staff from the chest. Climb back down and use Lash to get back up to above the river. Go up and past where you got the Rusty Staff. You should soon see another cracked bridge. Step on this one to have it float you down a long ways. Get off, climb the ladder, and go up the stairs. Go right and climb down the ladder. Move the pillar here into the indentation to make a shortcut, then climb back up and go down the stairs. Hop across the rocks and logs here until you reach 6 rocks in the Reveal pattern. Use Reveal while standing on the bottom one to make a seventh one appear. Hop across to a statue like the one in Daila. Use the Sea God's Tear on it to have it float you up to another room. Climb the ladder here to emerge in a manmade section of the Shrine. Hop the gaps and climb the next ladder to be on top of the tower. Climb two more ladders and take the Right Prong from the pedestal. This item is useless now; you'll need to find the two other pieces.

Now, Retreat from the Shrine and return to your ship.

j. Yallam to Apojii Islands (Tsaai)

WORLD MAP

Before you head off to Yallam, you should first start a side quest that will eventually allow you to get a very powerful Summon. Look for a small snowy island southeast of Garoh on your map. Sail to it and enter the small settlement.

EAST TUNDARIA ISLET

The only humans living here are an old couple, their son, and a healer (check the jars in the house to find a Lucky Medal). I said the only humans because there is also a penguin couple. The female, Pengulina has unfortunately been separated from her mate, Pengus and hurt her leg. To start off your trading sequence, you'll have to reunite them. Hop across the moving icebergs below the male penguin to the side the female is on. Climb the ladder and push the rolling log down to create a bridge. Because the female has hurt her leg, she still doesn't move. Climb back down and go across the log. Use the Psynergy Stone if you need to and push the female back to her mate. The happy couple gives you a Pretty Stone for your help. Now, set sail for an island north of Alhafra (there are two islands north of Alhafra; choose the northern one).

SE ANGARA ISLET

Like all the other islands on this trading sequence, SE Angara Islet is a small settlement populated only by a few people and animals. First, check the crates on the barge to the right for a Lucky Medal. Now, climb the first two staircases (pass by the first crate for now) and push the second crate off the cliff. Move it so that it is 2 spaces right of the puddle (which you should

freeze) and south of the other crate. Now push the other crate on top of it. Hop from the 2 crates to the frozen pillar and climb up the vines. Up here, you'll see a bird fly to its nest. Mind Read the bird and give it your pretty stone to receive a Red Scarf. You can't do anything more in this sequence, so get back on your boat. Sail south until you reach Osenia, then down to 2 beaches split by a river on the southeast side of Osenia. Get off on the beach on the left side of the river and go north to Yallam, the next town.

YALLAM

As usual, you should first get used to the new town: visit the shops, heal at the Inn, and most importantly, find the blacksmith! He resides in a house on the northwest side of town. Give him your Rusty Staff to forge, leave the town, and return to him. He'll have forged it into the Glower Staff, a great weapon for Sheba. You should also have him forge your Tear Stone from Kibombo Mountains. Once you do that, go to the East Side of town. You see some kids who will teach you a popular song made by a legendary fisherman of Yallam, Yepp. They may seem nonsensical, but they are actually directions for navigating the lair of the sea monster you heard about in Madra, so pay attention. After you have a general idea of what to do, you can leave Yallam to the north. Follow the shore and turn south when you get to mountains. Cross the river and you should soon find Taopo Swamp south of Yallam.

TAOPO SWAMP

Before you start, you should probably know that the Taopo Swamp is an optional dungeon. You only get a Djinni and some forgeable items from it, so skip it if you wish. Anyway, there is nothing to do at first, just go on to the next area. Move the stump on the bridge towards you and jump across. Jump to the north ledge and use Whirlwind on the left patch of leaves. Check between the 3 rocks in this cave with Scoop to find another Tear Stone. Now go down the stairs outside and make your way across the swamp. With each step you take, you'll sink farther into the goo. To raise yourself back up, step on a bubble. Make your way across the bubbles to the southwest part of the area. Go up the stairs and to the previous area to a Cookie. No go east and climb the stairs on the wall. Use Whirlwind on the leaves and enter another cave. Head down the hall and the stairs. Go down and right to find some air jets like in Air's Rock. Use timing to get past them without getting blown down and Move the pillar in front of the last one. Now go up and down another staircase. Go down some more stairs and even farther down to find another buried Tear Stone. Scoop it up and return to the air jet room. Go right and make your way past more air jets. Move a pillar in front of the final air jet. The redirected jet will blow a Venus Djinni nearby down. Slide down the chute to the right of the one below the pillar you pushed. Hop over and battle the Djinni, Flower, to have it join you. Now, Retreat from the cave and enter the main Taopo Swamp area.

Use Growth on the plant next to you, climb it, and slide down the two following chutes. Use Whirlwind on the leaves here and enter another cave. Go through this waterfall area to the next one. Make your way to the right doorway and enter. Get past the first air jet to find a bowl-like indentation in front of an air jet. As soon as the jet stops, quickly fill the indentation with Douse, freeze it with Frost, and hop across before the air jet melts the ice. Slide down the chute on the left and climb down the stairs. The rope you will see leads to an exit, but instead go down some stairs to the right to emerge in a lava filled room. Taopo Swamp must be above a volcano! Simply go down here to the next cave. Hop right across the platforms here to an air jet. Hop from the top rock when the air jet isn't going. Make your way to the lower left corner of the room from here. Use Douse on the glowing rock and Move it into the lava to act as a platform. Go back to the air jet and hop to the platform from the lowest rock near the jet. Open the chest for a Vial. Go back past the air jet

and to the right side of the room. Cool and Move the rock here and use it to hop to the other side of the lava river and the next area. The top pillar in this revisited area has a large rock on it. Use Tremor to shake the rock off and redirect the lava flow. Walk across the cooled lava and to another staircase. Not much to do in this room. Just Douse the glowing rock and push it so you can pass. Use Douse (from a space away) on the rock in this final room to find another glowing object. Check the source of the light and Scoop up some Star Dust. Now Retreat from the swamp and reenter Yallam.

YALLAM

Before you leave on your boat, forge your Star Dust and 2 Tear Stones. Now, get ready to set sail again. Sail to an archipelago northeast of Yallam on the edge of the world and enter the tropical huts.

APOJII ISLANDS

As usual, stock up on the latest armor here and talk to the locals to learn about the nearby Aqua Rock (the Inn owner's wife tells you that Isaac and co. have been here too). Before you leave, use Douse on the round blue stone in the middle of town. You'll see some water-spitting tiki statues in Aqua Rock realign. Get back on your boat and set sail. Southwest of Apojii Islands is an island with Aqua Rock sitting on the middle of a lake.

k. Aqua Rock (Aqurk)

AQUA ROCK

Because of the event you triggered in Apojii Islands, you can now enter this water-covered mountain. Head along the only path and climb the ladder. Go left and climb two more ladders. Climb the left ladder and make your way up, using timing to get past the water-spitting moai. Move the pillar in front of the statue's mouth and climb to the other side of it. Move the pillar to the right and in front of the other statue. You can now climb the other ladder that was guarded by the statue. Let the waterfall carry you down and get off it on the right. Climb down the ladder and use Douse on the parched moai to make it spit water. Let the left waterfall carry you down and once again get off on the right. Go down the waterfall you created and around the next few paths. Use Douse on another of the blue stone here to reverse the direction of the waterfall behind it! Climb the ladder to the left and take the right fork. Time your climb to get past the statue. At the top of the ladder, go to the left and push a pillar onto the metal plate to open a shortcut, then go right and let the magical waterfall carry you up. Once up, Move the two blue rocks onto their metal plates on the river. You can now reach a chest containing an Oil Drop. After you get that, climb the ladder to reach a fork. Climb the left ladder first and freeze all 3 puddles you'll see. Climb the other two ladders and hop across the top 2 ice pillars. Open the chest to get the powerful Mist Sabre. Hop across the other pillar and down the next two ladders. Use Douse on the next blue stone to create a whirlpool in the middle of a nearby lake. Climb down and jump to the center of the lake, and into the whirlpool.

You'll emerge through a waterfall in Aqua Rock's interior (don't worry, you can still get out). Go to the next room and take the Psynergy Stone if you need it, then hop across the water and enter the room to the right. Keep going through the next door to a room with a chest, 2 pillars, and 2 air jets. Push and Move the pillar so that you can get past the air jets and have the pillars as close to each other as possible. Climb the ladder, hop the pillars, get the Vial, and continue on. Move the pillar here in front of a moai to dry up the pool in this room. Cast Frost on all 3 puddles down here and hop across to yet another room. Stay on the lower hallways and hop a small pool. You should reach a door

leading to some Crystal Powder. Go back to the beginning of the hallway room and go around to the left to another door. Go through the next two rooms and hop to another water stone. Cast Douse on this one to create a path of turbulent water that you can walk on between platforms. Walk across the path and enter the door.

At the fork here, take the left path and hop your way to an air jet. Use Move to get the pillar to the right in front of a jet. Let the remaining jet push to you a platform and go past the air jet, through the next hall, and to a puzzle room. Before you fill this room with water, climb down. You'll see that the pillars that would form a path of water are out of alignment. Push the top right pillar one space right and down, then climb back up, fill the room with the moai, and use the water stone. Walk across the water path. Hop over some small pools to reach a hallway leading to a large room. Descend the stairs to the Psynergy Stone core of Aqua Rock. You can't reach the magical gem yet, so just climb the other stairs. Climb down the ladder, pass under the tightrope, and hop down to a door in the bottom left of the room. You'll emerge in a room with a rushing river. Don't climb down the ladder; go left and make your way across the river and down the waterfall. Once on the left bank of the river, continue down and get onto the river above some rocks just above a ladder. Go right and down the waterfall. You'll be in position to Move a pillar to the right. Go back up and wade to the waterfall so that you can get onto the pillar. Hop to the next pillar and claim the Tear Stone. Slide down and enter the next floor down.

You have arrived at a hub room of Aqua Rock, connecting several other rooms and the outside of the Rock (you can't go outside until you have the Psynergy deep within the rock). For now, hop over the small pond and take the left exit of this room. Climb down the ladder, up the ladder next to the moai, and use Douse to fill the room with water. Hop across to the next room. From here, just hop left and go down. You'll arrive in a puzzle room. You can fill this room at any time and empty it by leaving and reentering, but there is a problem. The blue rock sitting on the bottom of the pool prevents one of 3 adjacent tiles from floating up. To get the Water of Life here, push the blue stone over the center tile and fill the room. Claim the Water of Life and exit. Reenter, push the stone over the left tile, fill the room, and enter the room you were in before from a new door. Hop over the platforms and Move the pillar into the indentation to open a shortcut. In the room through the top doorway, just push the pillar along the groove into the pit, and use it to hop to the stairway. You're back in an old room again. Walk across the tightrope, climb down the ladder, and hop over some platforms to an exit on the bottom of the room. You'll be in a large puzzle room. Before you use Douse on the moai and water stone, you'll have to push the pillars in the unfilled pool so they align. This shouldn't be too hard, just imagine the path the jet of water will have and push the pillars where they need to be. Once you're ready, fill the room and Douse the water stone. Go through the exit and through the stairs up ahead.

You'll be near the hub room you saw before. Push the pillar right off the ledge and hop across it to another door. Hop across the various bridges and platforms in this room (fight the Mimic if you want) and exit into the Psynergy Core room. You can now access the Psynergy Stone to refuel if you need it. Come back here any time you're running low. Exit through the south to emerge from a waterfall near a huge pool. Douse the water stone nearby to create two bridges. Hop to the chest directly to your left and pick up some Lucky Pepper. Make your way to the raised island directly below the water stone. Climb the ladder and open the chest to find the Aquarius Stone. Return to the water stone and walk across the right side of the lake to solid ground. Head south down the two ladders and take the left door to reemerge in the hub room. Go through the door 1 to the left of the one you came from. You'll be below the large lake, next to a waterfall. Place the Aquarius Stone in the pedestal to part the waterfall and

create a path. Go through the water to a door that had previously been underwater.

You'll be near a platform sitting on an endless sea. Go up to a tablet like the one in Air's Rock. Examine it and Piers learns the Parch Psynergy! Suddenly, the lowered area you went through just before fills with water. Try out your new spell on it to dry the water up. Why not just Retreat, you ask? Now that you have Parch, there are two other things you can get. Back in the hub room south of here, use Parch on the pool without platforms on it to open a shortcut to the ground outside Aqua Rock and gain access to a Rusty Sword. From the hub room, take the rightmost door, then go through the door just right of where you come out. Go down the long hallway to a room with a long river. Cross the river, go north a ways, then cross over to the right side of the river, near a ladder. Climb it and go to the top of the room, near a moai and Mercury Djinni. Use Parch to dry up the moai, allowing you to reach Steam (you'll have to fight it). Now, feel free to Retreat your way out of Aqua Rock. Return to Apojii to rest if you want, but then get back on your boat. Make a stop back in Yallam to forge your Rusty Sword into the powerful Robber's Blade, then keep going south to E Tundaria Islet. Go west from here and you should reach an icy beach surrounded by rocks. Get off here and follow the LONG path leading to the next level: Tundaria Tower. Before entering it, however, go southwest to a different colored icy patch. Walk around on it until you find a Jupiter Djinni, Wheeze, in a random battle. Once you've captured it, go back to Tundaria Tower.

1. Tundaria Tower to Izumo (Tutiz)

TUNDARIA TOWER

Enter the actual tower, then use Parch on the two pools of water on either side of the entrance. Go down the right staircase to the next room. Go through the tunnel and pits here to a staircase, On the next floor up, take the lower door. Climb down the ladder and slide across the ice to a Mint. From solid ground, go left, down, left, up, right, up, right. Return to the previous room and take the north door. Get the coins along the north wall and slide along the ice, down a cliff (that must hurt). Follow the hallways to emerge on the left side of the Mint room. From normal ground here, go right, up, left, down, right, up, left. Climb the ladder, go through the next room, and climb the stairs. You now have a choice of 3 more stairs to choose from. Take the lower center one first. Slide across the ice at the top and you'll land on a platform in the middle of a frozen pond. To get the nearby Mars Djinni Reflux, go left, up, right, up, left, down, right, up, right from where you land. You'll bump the Djinni to solid ground when you collide with it. Follow Reflux and battle it to make it join you. Slide over to the left exit and down the chute to the 3 stairways. This time take the left stairs. Pound in the pillar and go through the hall to a small puzzle. Pound in the left pillar and the left pillar ONLY, then get the easy Crystal Powder and Hard Nut. Return to the 3 staircases once again and take the remaining right one. Go down the hallway to the strip of ice you slid along and fell down. Slip across it and take the next stairs up. After one more hallway, you'll have a final puzzle.

There are two frozen areas that are walled off. In the one nearest where you enter, Move the pillar left, up, and then right. Go to the right frozen area and Pound the right hand and middle ice pillars. Move the pillar here down, left, and up. Climb up the ladder you didn't use before and Move the right of two adjacent pillars into an indentation. Use the other pillar you Moved to push the remaining pillar out of the way and climb the stairs. After even more hallways, you'll emerge at an ice wall. Notice the symbol the 3 blocks form when reflected on the ice wall... Use Reveal to show a doorway in the wall and climb the ladder. At the very top of the tower you'll find the Burst Brooch! Retreat back to the foot of the tower and take the center path in the first

room. Try out your new Psynergy on the ice crystal here to obtain the Center Prong. Go back and take the left path. Use Burst to blow the ice wall open and enter the hallway behind it. This passage leads to two treasure rooms containing a Sylph Feather, Lucky Medal, Vial, and powerful Lightning Blade. After you've plundered that treasure, Retreat from the tower and return to your ship. Sail far, far north to a long island north of Apojii. You'll be able to see what looks like another Rock and a torn on it. Enter the town.

IZUMO

Izumo has been seeing strange times recently. A nocturnal serpent that used to be the guardian of the village was awakened when Mt. Aleph erupted and has been demanding female sacrifices ever since. The villagers have become used to this new way of life; they even use a lottery to choose the next sacrifice. Unfortunately, the beloved maiden Kushinada has been chosen as the next sacrifice. In desperation, her lover Susa has gone to the nearby mountain (the home of the serpent; called Mt. Mikage by the locals) to try and slay the beast. Anyway, after stocking up on items and resting, exit Izumo and go around the mountain range to the brown Mt. Mikage. If you want a rare Water of Life, walk behind a tree to the right of the inn (directly northeast of the town's entrance) and hop across a log behind it. Follow a trail around the left side of the village and to the top. Inside a jar at the northmost part of Izumo is a Water of Life.

m. Gaia Rock to Alhafra Revisited (Gralr)

GAIA ROCK

As you arrive at the foot of this new mountain, don't enter the large door yet. All you can reach through it is the level boss, who cannot be defeated right now. Instead, go between the trees and the rock to the left to find a ladder. Climb it and push the pillar to the right, so that it falls. Climb the ladder it was in front of and then descend to the ground next to it. Move the pillar onto the metal plate and go to the right. Descend to the ground and climb the first ladder again. Hop across the pillar and climb up the next ladder. The next series of ladders are not too hard and I won't even bother going into detail on them. You should not have too much trouble getting the Nut in the chest. Once you have the Nut and arrive at the top ledge of the rock, go left a ways to a ladder leading down. At the foot of the ladder, you'll notice a whirlwind statue blowing a vine back and forth. Climb down another ladder and use Whirlwind to imitate the trick on the vine to the left. Swing across the vine and Move the pillar one space to the left. Because of a blocking rock, you can't Move it all the way. Go back across the vine and climb down farther. Go left and climb a ladder/vine setup until you reach the pillar you Moved. Push it into the gap, onto the metal plate, and climb up two more ladders. Walk further left to the next area. There is really only one path in this area, so I won't bother going in depth.

Be ready for a long climb in the next area. This vertical trek is made even harder by the tiki heads that pop out at you if you pass over them, forcing you to start the climb over. At the ground before the climb, go up the right ladder and keep to the right path, climbing up, back left, and to another fork. Take the left path and stay as far left and up as you can until the third fork. Once again, stay to the left and up as you climb to avoid a painful fall. Climb up some more ledges to reach the summit of Gaia Rock. In the next area, stay to the top of the bluff you're on and hop across the pillar. Follow the path and take the Apple from the chest. Return to the first bluff and climb down the ladder on the south side of it. Go right and climb up a ladder, then Move the pillar as far down as it will go. Return to where you entered and hop across it. Follow the path and climb some more ladders to reach the highest point of

the rock. Your prize for this long climb is... an empty pedestal!? Don't despair though; just look at the symbol the 6 pillars around the pedestal form. I shouldn't even have to tell you how to get the strange Dancing Idol. Now, Retreat to the ground. (you don't really want to climb all the way back down, do you?)

Enter the Rock and place the Dancing Idol on the pedestal like on top of the Rock. This makes the two evil-looking statues on either sides of the boss hallway slide away to reveal two doors. Take the right door and stairs first. On the next floor, go down and around the long hall to a short staircase. Use Cyclone in the middle of the large weed patch to turn some of the weeds into lean, green floating machines. Return to the pedestal room and take the left door. You'll emerge on the level of the floating platforms from the stairs. Jump your way across the platforms to a previously unreachable ledge. Go through more long hallways and take the right path at the fork. Go down the stairway you'll arrive at. Cast Cyclone on the grass here to reveal a hole that a beam of light shines down. You'll see the fabled Serpent in its lair, drinking something (it's surprisingly tame). Suddenly, the beam of light you shone reflects off a mirror onto the Serpent, causing it pain. The only way to make the Serpent defeatable is reflect light onto it from all four mirrors. To open another hole for light, use the Dancing Idol on the pedestal nearby. Now return up the stairs and around the perimeter of the lowered area to more stairs.

Use Cyclone on the patch of weeds below the stairs to fight a Mad Plant if you want. Now just continue on to the next room. Before you tackle the wall ladder, go down the short stairs in this long hall and go through the doorway. Use the Dancing Idol on this pedestal to shine a third light on the Serpent. Return to the last room and get onto the wall ladder. There are more tiki statues in the wall here, in 3 large areas of brick ladders. Stay to the top of all the bricks and you'll be able to reach the next room. DON'T slide down the chute in here yet. Use Cyclone around the edge of the huge spider web to break it and send the pedestal falling down to the floor below. Now slide down and use the Dancing Idol to reflect the fourth light on the Serpent. Now Retreat to the first room and head down the center hallway. In the room you'll reach, you'll encounter a Move puzzle. Set Move to L or R before starting. Now, Move the lower rock up two spaces and right one space into the indentation. The Move the top rock two spaces right, two spaces down, and one space left. You can now proceed into the catacombs leading to the Serpent. Before you begin, have Jenna and Felix trade one Mars Djinni with one Venus Djinni to turn them both into Brutes with the Growth Psynergy, Set Felix's and Jenna's Growth to L and R and enter the maze. In each area here, if you pick one of the 2 wrong exits, you'll start over at the beginning. To find out the right way through the misty maze, use Growth on the plant growing in the middle of every area. One of its leaves will swell and point the way. The only two things of importance in the maze are a Mimic and a Rusty Mace. Keep proceeding through the maze with Growth until you reach the Serpent's Lair.

As you enter this water-barrel filled room, you see the hero Susa standing near the dragon, drinking from its dish, talking about saving Kushinada before the next full moon, presumably when the Serpent will eat her. He attacks it, but it doesn't even notice his attempts. The Dragonsbane he has been feeding the Serpent doesn't seem to be helping either. The Serpent knocks him down with a small fireball and keeps drinking. After this short scene is over, save your game, standby your Djinn (preferably 5 Jupiter, 6 Mercury, and 4 Venus), and Fight the Serpent (it doesn't notice you, so try talking to it to battle it).

BOSS BATTLE: SERPENT

I sure hope you reflected all 4 beams of light onto the Serpent. If not, it

will recover all its HP at the end of every turn. As usual, use your strongest Summons at the start of the battle (have Jenna Summons Moloch so she can still heal with Aura spells) to remove over half of the Serpent's HP. You probably won't even have to heal after that, just concentrate on it with your strongest Psynergy and Djinni and you should easily beat it.

After you defeat the Serpent, you learn that although it was beaten, it isn't close to dying. Susa appears once again and deals the final blow to the Serpent. He thanks you for your help and leaves to see Kushinada. Soon, a tablet like in the end of Air's and Aqua Rocks rises from the sand next to the slain Serpent. Examine it to have Felix learn the Sand Psynergy! Try out your new Psynergy to get a powerful blade Susa dropped on his way out. Though he doesn't tell you about it until you return to Izumo, you can get it right now. Use Sand to get to the right side of the Serpent and examine the right side of the pool that appeared when Susa killed the Serpent (its blue blood, maybe?) You'll find the powerful Cloud Brand sword! Now, exit the room then Retreat to the outside of the Rock. You'll notice Susa lying outside the rock. Don't worry, he's just tired. As you try to leave, he asks you to take credit for slaying the Serpent, even though he killed it. Now, return to Izumo.

IZUMO

Now that the Serpent is gone and Kushinada is rescued, everyone is having a dance festival. You can get into the Festival Spirit by entering the house to the right of the tool shop. Use Reveal to check the boxes in here and search one of them to find a Festival Coat, which increases the luck of the wearer. Enter Lady Uzume's house in the northern part of town. You'll see a warrior explaining how you defeated the Serpent to her. Kushinada is worried since Susa never came down from Gaia Rock. Lady Uzume sees you and orders you to leave, until the warrior tells her you are the ones who defeated the Serpent. You introduce yourselves and explain Psynergy to them. It turns out Lady Uzume, Susa, and Kushinada are all Adepts, but they never knew what their power was called! Susa suddenly appears, explaining why you needed the Sand Psynergy and overjoying Lady Uzume and Kushinada. Kraden explains more about Psynergy and Alchemy (and calls Kushinada a "smart young lass"... 0_o). You soon reenter the debate about who really killed the Serpent. This doesn't last long, however; Kraden says that you will have to be leaving soon for Lemuria, but you take an oath that you will return when the Lighthouses are lit. Before you exit the house, talk to Lady Uzume and give her the Dancing Idol (you won't need it any more). She gives you the Mars Djinni Coal in exchange! As you leave, Susa belatedly tells you about the Cloud Brand, which you should already have. After the storyline advancement is over, head up the right riverbank under the bridge leading to Lady Uzume's house. Up ahead, you'll see an island with six pillars almost forming the classic Reveal symbol. Move the leftmost pillar into position. The man on the bridge leading to the island is amazed that the pillar is back in alignment, and he thinks Susa or Kushinada must have moved it when he wasn't looking (they must also know Move like Lady Uzume). Now you can use Reveal and enter the cave under Izumo.

IZUMO RUINS

What you want to do in the first room is freeze both puddles and use them and the 2 Pound pillars to hop to the exit. Unfortunately, the only way to reach one of the puddles seems to be Pounding a pillar in, but this prevents you from hopping across. Instead, use Sand to get under the pillar. After you have frozen both pillars, hop across them to the next room. At the fork up ahead, first take the right path. Climb down the ladder and Pound in the pillar to the northeast. Use Sand to get under the rocks and Move the ahead pillar one space to the right when you find it behind some rocks near a ladder. Return to the fork and go around the longer path. Hop across the pillar you Moved and climb

down the ladder. Climb the short ladder at the foot of the long one. Follow the tunnel and hop over the two pillars south of the ladder you entered on to a chest containing the Phantasmal Mail. Return to the entry ladder and Pound one of the pillars you hopped over and turn left down the tunnel. Climb the second of two ladders you'll pass and use Parch on the lake up ahead. Climb down the revealed ladder and through the small doorway. Up ahead in a room at the end of the hall, examine the stone tablet to gain the Ulysses Summon! And also, don't bother using Reveal; despite the 6 pillars forming the Reveal symbol, there is nothing there.

You can now Retreat back to Izumo and leave for your boat. Sail back to Apojii Islands-you can now get a new Djinni with Sand.

APOJII ISLANDS

Go to the beach in the southwest corner of the island town. Use Sand to get under some rocks on the right side of the beach, then follow the wet coastline along the bottom of Apojii to Gaia Falls. Go to the bottommost shallow part of the wet area you're in and try to walk off the falls. You'll slide down to a small ledge hanging on the endless waterfall. Enter a tunnel hidden in the water behind the ledge. Use Whirlwind on the third leaf wall you pass to uncover another tunnel. Follow this one to the Jupiter Djinni Haze, which joins you without a fight. Wondering how to get out? Return to the main tunnel and continue on, passing the leaves. Use Lash on the rope outside and climb it to the main island. Now, sail west to a small island north of Alhafra and south of SE Angara Islet.

N OSENIA ISLET

The 5-person family living in this cozy settlement with their cow has been trying to cross the fog in the Sea of Time northeast of here for 3 generations, but have always failed. Their son is determined to do it, though... Check a barrel in the left side of the family's house for a Lucky Medal, and then exit the house. Use Sand on the sandy patch south of the family cow to cross the barrels and fence. Mind Read the cow and exchange your Red Scarf for some Milk. Exit the settlement and head to an islet sandwiched between Indra and Gondowan, southeast of Kibombo.

WEST INDRA ISLET

A great bargeman and his family are the only residents of this waterlogged islet. Check one of the barrels near the barge here (what's with all the barges?) and go over to the dog sitting in the shallow water. Use Mind Read to exchange your Milk for a Li'l Turtle (ah! A turtle slave trade!) and exit. Now head for the island between Izumo and Apojii Islands, east of the Sea of Time. You'll see a tiny island and cave in the middle of some rocks, but get off on the main island and enter the settlement.

SEA OF TIME ISLET

The only two people living on this tropical island are 2 old men. Check the barrel under some trees left of their house to find yet another Lucky Medal. Then go off the right stairway from their porch and down some steps to find a turtle. Mind Read him to find he is "Lonesome George". He notices your Li'l Turtle and gives you passage to the island surrounded by rocks you saw earlier in exchange for it. When you reach the tiny island, enter the cave.

SEA OF TIME ISLET CAVE

From the stairs, go up, down more stairs, and up to a strange circle. You can't

do anything with it until you get the final Psynergy, but there are other things you can do. Roll on the log to the left and get the Turtle Boots from the chest. Then hop to the right and enter the other large room. Roll the log over to the other side of the pool, hop down, and roll the log on the bottom of the room all the way up. Fight the Venus Djinni you'll get off by (Meld) and have it join your party. You should have 6 of every Djinni by now! Before you Retreat, roll the log back down and go up along the wall to the log you saw next to Meld on the right. Roll it to the left and reenter the main room. Roll the log here all the way to the left, grab the Rusty Staff, and Retreat. Mind Read the turtle and return to the Sea of Time Islet, then get on your boat and sail to Yallam.

YALLAM

Forge your Rusty Staff and Rusty Mace, and also do anything else you need to. Then, get back onto your boat and sail to a beach just west of Alhafra. Get out and walk back east to Alhafra.

ALHAFRA

Heal if you need to, but set out for the port soon.

EASTERN ALHAFRA

Finish the repairs on the ship by getting rid of the large rock on the mast with Burst. Now, start to exit the port. As you are getting off the ship, some workers notice the rock is gone. They leave to tell the mayor that the ship can be repaired and used again. Eoleo and Chaucha come out and see that the rock is gone too. They leave to go tell Briggs the news. Now try to leave again. As you reach the end of the dock, the mayor comes and sees that the block is gone. They talk about how the rock was moved and then notice you. Kraden tells him that they did destroy the block. The mayor sends off his workers to begin raising the mast and offers to have you rest after destroying the rock. Back at the mayor's manor, Jenna and Sheba comment on how suspiciously nice the mayor is being (but he hears them). The lights suddenly dim and everyone finishes the conversation with various symbols. Later, the mayor sends his advisor to check on the progress of the repairs, but a soldier rushes in with bad news. Briggs has escaped from prison (Yay! Jenna's battle music!). The mayor demands that you help him catch Briggs in exchange for staying at his house. Before you catch Briggs, why not take a look at the repaired ship? After you leave, head back towards the harbor.

All the men at the dock are knocked out; Briggs has commandeered the ship! Briggs yells to the mayor from "his" ship that he is not a thief because he paid for the ship (with his stolen money). His wife joins in to say that the mayor is the thief because he took their ship. Kraden calls to Briggs, making him worry about you returning. Briggs' wife reassures him that they're safe out to sea when you're on land. Chaucha reminds Briggs that he wanted to do something to you next time you met... what was it?? Briggs suddenly remembers and starts taunting you. Chaucha scolds Briggs for coming up with such a bad taunt (or something). He decides to continue taunting and tells you to keep Alhafra safe from thieves and bandits-and politicians, too! He taunts you some more as he sails away into the distance. The mayor starts fuming at his two assistants for letting Briggs escape, revealing even more of his self-centered personality. The mayor is also mad at you, and decides not to give you the reward he never promised. Kraden talks to you and guesses that Briggs is headed to his hometown of Champa. Rather than follow Kraden's advice and leave ASAP, first revisit Alhafra Cave. Briggs moved some pillars in his escape from the cave, allowing you to reach a Psy Crystal, a Potion, and 777 coins (your lucky day!). Also, slide down the chute and head farther down to Briggs' cell. Check

the crates to find some Power Bread. Now leave Alhafra and return to your ship.

Sail all the way across the Eastern Sea to a town northwest of SE Angara Islet, almost directly north of your ship.

n. Champa to Champa Revisited (Chanr)

CHAMPA

It seems that Briggs has brought jewels to his hometown that have made his thankful neighbors so rich they quit fishing. The thankful people are considering making him the first chief of Champa. Do they even know he's a pirate? The only other important figure in the town seems to be someone named Obaba, who is the only one with the secrets of the Ankohl civilization and a master blacksmith. Check the gravestones northeast of the entrance to town with Reveal to find a Viking Helm. If you saved Hsu in the first Golden Sun, a strangely familiar purple-haired girl runs up to you as you head towards the main part of town. She asks if it is really Isaac (does she need glasses or what?). She asks where Isaac is and then where she can find him. She introduces herself as Fiezhi, a friend of Isaac. She wants to repay him for his bravery in saving Ulmuch (I thought it was Hsu... 0_o). Kraden creates a rather awkward moment by asking if Fiezhi wants to find Isaac because she likes him. 0_o Obviously, this makes her kind of mad. He starts teasing her like a little kid and promises to tell Isaac how she feels (I almost feel sorry for Fiezhi). She almost seems thankful after being embarrassed and gives you a Golden Ring as a good luck charm for him on his mission! After Fiezhi leaves, head to the Inn and Shop as usual.

As you head up the stairs near the Inn, you'll see Briggs and two Sea Fighters! They are all alarmed that you followed them and run away. Follow them into the Champa caves. Make your way up to the top floor of the caves, to a large brick pit. Briggs tells you to stop in your tracks. An old woman (Briggs' grandma) asks him if you are the warriors he told her about. Briggs tries to tell his grandma to do something about you before you take him away, telling her to think about Eoleo. When his grandma tells you to go away, say yes for now. Put 4 Jupiter, 4 Venus, 6 Mercury, and 2 Mars Djinn on standby, save your game, and approach Briggs' grandma again. This time, don't leave. She throws something into the large pit, causing it to bubble with lava! Suddenly, something roars and jumps out of the magma to attack you!

BOSS BATTLE: AVIMANDER

The second of the "joke" bosses, Avimander should not be much harder to defeat than a few random enemies. Just Summon Thor, Ulysses, Judgement, and Boreas on your first turn, then follow up with strong Psynergies. You should kill him one or two turns after the initial Summons without even having to heal. After you defeat this pathetic beast, he blows up and Briggs' grandma acts surprised that you won. Briggs keeps asking his grandma to do something before you "take him away". Sheba tells the old woman not to listen to him call you evil if he's a pirate himself. This surprises grandma; obviously Briggs never told her. Kraden reassures Briggs that they won't take him away, but this only makes grandma madder. She starts chasing Briggs around the pit and arguing with him. Chaucha appears and stands up for Briggs. Briggs was only a pirate until he started finding jewels on an unknown island. You all decide to forgive each other and Chaucha rushes Briggs out, convinced he has a cold. After the conversation is over, talk to Briggs' grandma. Give her both your Trident pieces for her to keep. She seems to recognize them... could she be Obaba? Now, leave (try reading Eoleo's mind to find a hint on where he got his jewels). You can also confirm that Briggs' grandma is Obaba.

As you are leaving the town, you hear Alex talking to you, saying you've caught up with him! Alex asks if you are going to cast him away like "trash" now that you have a new water Adept. Jenna and Sheba ask why they should care if he was the one who left them behind. Kraden tells Alex they can light the Lighthouses without his help. Suddenly, Karst appears and asks if they really can. When you ask what is going on, a strange man appears and says Alex is demonstrating his foresight. You were apparently right in Madra; Karst did have a partner, he just stayed at their ship before. The man introduces himself as Agatio and reveals that he already knows your names. He calls you a bunch of "ragamuffins" and Alex agrees that you are useless. Still, he thinks he may have been hasty when judging you. Karst asks what makes you so useful. Alex explains that you are resourceful because you retrieved Piers' Black Orb from the warlike Kibombo. Soon, Agatio and Karst get tired of talking and demand to know when you're going to light the two remaining Lighthouses. Alex tells them to remain calm and also the purpose of your meeting. He thinks that with Saturos and Menardi gone, you wouldn't feel hurried on your quest. He has taken Agatio and Karst with him to give you some "incentive". The two leave angrily. Before Alex leaves, he tells Kraden that his quest has been for nothing. Babi has run out of Lemurian Draught and died. Alex warns you not to return to northern Gondowan in case the people of Tolbi think you had something to do with Babi's death. After Alex leaves, Kraden talks about how he still must continue his quest for Lemuria even if Babi is dead. Kraden starts to explain why he is still looking for Lemuria, and neither of the girls understand him. You are the only one Kraden has told about his quest, so Jenna and Sheba both demand to know. Kraden says he'll tell them when you reach Lemuria. After you regain control, get back onto your boat and sail a little to the northeast, around a mountain range near Champa to a Tundaria-like Tower.

ANKOHL RUINS

The tower of Ankohl is a very confusing level. Although it isn't long, it's very easy to get lost, so follow me closely. Because a tree blocks the main door of the courtyard, go in through a hole in the wall. In the actual tower, don't bother with either of the side, leaf-covered doors. The treasure chests inside them are empty (maybe Briggs plundered them for treasure). Whirlwind the middle of 3 leaf covering on the top of the room and pass through. In this room, you'll find 7 large statues of faces. You'll notice the middle of the center statue is gone. For this room, I'll call the statues 1 through 7 from left to right. Anyway, use Move to pull out the middles of 1, 2, 6, and 7. Grab the 210 coins from 2 and the Crystal Powder from 7, then enter 6. At the end of the hall, you'll see a pillar blocking you from using Sand from another part of the room to reach a chest. Move the pillar right into the pit, go back to the statue room, and enter 1. After passing through the antechamber, use Sand to reach the chest containing a Nut. Go back to the statue room and go through the door under 1. Go straight down to a corner and turn left. Hop over the pits and go left this way until you reach some stairs. From the stairs, go around the path to some sand. Use Sand to follow it to a small room containing the Thanatos Mace. Even though it may be weaker than any of your weapons, you can still sell it if you want.

Go back to the corner of the sand, surface, and go up to the next room. Keep heading up to a statue with one of the pieces of its head sitting on a nearby ledge. Push the piece into the statue to make it open its mouth and spit sand out. Return to the room below and before the one with the Thanatos Mace and go to the part of it near the door to the statue room. Go left and blow away the left of two leaf patches to find more stairs. Go up from the top of the stairs and climb down the vines. Walk across the sandpit you created and take the Power Bread from the chest. Use Sand to get under the low arch and climb the vine and stairs on the other side. Go down and into the right doorway from the stairs. Go up to a T-fork and go left. Like before, Move the pillar into the

indentation, then return to the previous room. From the stairs you reached this floor on and go left. Go up at the fork and through the door. Use Sand to reach a Vial and return to the other room. Go straight down from the door and follow the path to 365 coins. Return to the T-fork near where you Moved the pillar and take the right path this time. Enter the door here to the sand room. In this sand room, you are forced to step on a switch that causes a nearby statue to periodically fill the room with more sand. You must stop on the similar switch near the statue once the sand rises enough, but before it covers the switch to stop the sand and unlock the door. If you are too late, exit and reenter, then try again.

After the sand room, go down the hallway to a room with a chute. Slide down it and you'll land right next to another statue piece. Push the pillar nearby into the pit to open a shortcut, then push the piece into the statue. You still need one more piece, though. Go through the door behind where you landed. Don't climb the stairs; go right and once again free a sandy shortcut by Moving a pillar. Now use Retreat and return to the statue room. Go through the door under 7 and make your way to the stairs (ignore the leaves). After jumping a pit, use Whirlwind on the left of 3 leaf coverings and enter the room behind it to find the Muni Robe. Return to the hall and enter the next room. Climb down the vines and go up. You'll see a sandbar and incomplete statue, but ignore them for now. Just hop the gap, climb the vine, and then go up the stairs. Go up the hallway and use Sand to use the passage you opened earlier. Go right after surfacing and Whirlwind the first leaves you find. Enter the door and get the Sylph Feather. Return to the hall and keep going right and down. The next room is another sand room, slightly harder this time. Go through it as fast as you can and you should be able to make it to the next room. After hopping some pits in this hall, Whirlwind the first leaves you find and go through. Push the pillar and get the Potion down the vine.

Return to the hallway and go left to the next door. Hop your way down the next hallway and enter the door. Go up and push the statue piece into the statue. Make your way back through the last several rooms until you climb down some stairs to the room with the sandbar and statue you just completed. Ready yourself: as soon as you jump over to the path the statue lies on, it chases you! To avoid getting run over, run away from it to the sandbar and use Sand to have it pass right over you. Once it has passed, surface and go up to where the statue was. Use Sand on the thin sand vein and climb the vines on the other side of it. Go left and climb 2 more stairs. Go through another hall and Move another pillar for another shortcut. Don't feel bored; you're almost done with the level (hopefully you aren't lost). Now head down. You'll see a statue piece seemingly trapped in a block corral. Use Reveal to find that the center block is actually a pit, then Move the piece into it. Climb down the stairs above you and push the piece into the statue. It will create a sand waterfall. Go back to the room before the statue piece corral room and use Sand to reach another staircase through the shortcut you opened. You'll recognize this room; go left and down to the sand waterfall room. Climb down to the sandpit at the foot of the waterfall and burrow it. You can actually climb up the waterfall with Sand! Once at the top, get off on the left and climb more stairs. Go through one more hall to another sand waterfall room. Climb this one with Sand and then climb the vine at the top left. You're on top of the ruins! Climb a few more vines and take your prize: the Left Prong. Now Retreat and return to Champa.

CHAMPA

After doing the usual town things, return to Obaba and give her the final Trident Prong. She tosses the 3 pieces into the forging pit. At first, nothing happens. The pit fills with lava. Out of a geyser, the Trident appears. But what's making it float? To reach it, use Reveal and hop over the invisible platforms. Equip it to your fastest character (probably Sheba) and set out on

your boat once again. Sail off for the misty area ESE (East-Southeast) of Champa. Enter the rocky area through the two boulders.

o. Sea of Time to Hesperia Settlement (Soths)

SEA OF TIME

You remember the song you were taught in Yallam? Well, now it's time to put it to use. First, here are some techniques you should know:

Transferring from one whirlpool to another: Whirlpools litter the Sea of Time. To get from one whirlpool to another, get to the outside edge of the current and try to sail with it until you are adjacent to the whirlpool you want to transfer to. Then, angle your direction towards the other WP and you should transfer.

Getting from a whirlpool to a square area: This is kind of tricky. Once again, go with the current on the outside edge of the whirlpool. When you are just starting to pass the entrance to the square area or maybe just before, start trying to sail into it and you should enter.

Using the volcanoes: The volcanoes are used to briefly turn off the angular currents near them. First, sail so that you are around the volcano but as close to the angular current as possible. Pause for a moment, then sail around the volcano, never stopping, until the current stops. Quickly sail across where it was before it comes back and sweeps you away.

Now, here is a basic walkthrough of the Sea of Time. Go straight up across some whirlpools to a volcano, sail around it until the current disappears and sail across where it was. Go right across it to another whirlpool and get off it to a calm area. After you get in, go up across some more 'pools to another volcano. Use this one and go up to the star symbol. Go left across 3 more whirlpools and use the volcano to go back down. Keep going down to a calm area and left to another volcano. Turn off the current and go down to the moon symbol. Keep going down to another volcano. Go across the current zone to the left and to a calm area, then up across 6 whirlpools to the final volcano. Deactivate the current above you and sail to the next area. Cross one more whirlpool, but save and standby 6 Mercury, 2 Mars, and 4 Venus and Jupiter Djinn before going up the short current. After it takes you to near 3 large volcanoes, the beast that caused the tidal wave and ocean warming appears in a whirlpool: it's time for a Boss battle!

BOSS BATTLE: POSEIDON

If you remember, the only way to damage Poseidon is with the Trident. Hopefully you equipped it to your strongest character. Use it as an item on Poseidon to break the forcefield that protects him from damage. After the Summon rush, have Sheba continue to use the Trident to damage Poseidon while Jenna heals, Felix uses Ragnarok, and Piers attacks or uses Diamond Dust. Repeat and keep well healed until Poseidon is beaten. Be careful of his Watery Grave and Counter-Rush moves. If Poseidon uses Counter-Rush, he'll automatically attack anyone who damages him this turn. And besides damaging all your party member, Watery Grave has a chance to automatically down a character! Keep Waters of Life or the Revive Psynergy on at least two characters and don't waste your time with revival Djinn. After you defeat Poseidon, he disappears into the water and several rocks appear around him. Head north from where he was and exit the Sea of Time. What's that tower/city up ahead? It's...

LEMURIA

At last, you're in the fabled civilization of Lemuria! To reach the actual city, sail through the catacombs (ignore the rock like in the Sea of Time) and head right to the dock. Weird... 7 other ships identical to your are parked at the dock. Sail up to the far right dock and you'll automatically switch to controlling Felix on the deck. Before you disembark for the lost city, enter the ship again. Head through the door from Piers' cabin and go down the stairs to the right. The boxes that made your trek through the ship so much longer have been removed, so go through the far door after them. Use Parch on the water here from the platform you enter on and climb down the ladder. Open the chest to get a Mist Potion. Now leave your ship and get off. Head around the ruins to some stairs. You'll see a statue blocking you from jumping over a gap. Use Move to get it out of the way. Someone up ahead recognizes Move as Psynergy! The two teal-haired Lemurian guards up ahead must be Adepts! They ask who you are and if you defeated Poseidon. After they find out you did, they say you are too dangerous to enter Lemuria because of their king's orders. Kraden asks who their king is and they reply it's King Hydros. He has ruled over Lemuria for centuries (probably with Lemurian draught) and decreed that Lemuria must be kept safe from outsiders. Piers asks if they consider him too dangerous also. The guards are obviously surprised that Piers has returned, but don't listen to his promise that they won't cause trouble. Kraden asks if their king is really so important, making them mad enough to call him an insolent "pup". Kraden is offended and says that he's twice as old as they are. Piers warns him that either of the guards is older than your whole party put together. Everyone hardly grows older in Lemuria because time passes so slowly there. After Kraden apologizes for getting mad, the guards wonder if King Hydros would make an exception for them; he has been waiting for news from outside. They tell you to wait and leave for the King. Because time passes slowly for Lemurians, you could be kept waiting for a very long time, so the guards decide to just let you in.

Lemuria is the most advanced civilization you have reached yet. There are no diseases, no wars, and everyone lives for centuries. It may seem like a paradise, but everyone is getting tired of living the same life day after day. There are only two children in Lemuria because they remain children for so little of their life. Lemuria is even duller because there is a law preventing people from leaving; Piers is the only one to see the outside world. If you want some interesting information, you should eventually go to the Senate house on the left side of town. The Senators here don't seem to want Alchemy restored to Weyard, fearing that men will abuse it again. They tell you that the King thinks that sealing away Alchemy has caused the world, and Lemuria, to decay. They disagree, though, and think that sealing away Alchemy saved the world, not causing it to decay. One other Senator tells you that Lemurians used to bottle Draught that allowed them to live a long time anywhere, and used this freedom to travel around the world. After a man named Babi (!) came to Lemuria and stole all their Draught, they built a fountain flowing with the Draught and settled down in Lemuria. The first thing you should check out in Lemuria is the Lucky Springs, which flow with waters that preserve life (you can preserve your life like any Inn by facing the springs and pressing A to drink). You can throw the Lucky Medals you have been accumulating into the spring. Depending on how they bounce off the crabs and turtles in the springs, you'll win useful and powerful items. It is a good idea to get items like the Hestia Blade and Leda's Bracelet, but the best prize of all is the level 5 Combo Summon, Eclipse. You will automatically win Eclipse the first time you manage to get a Lucky Medal to land in the blue center (it's easier than it sounds).

After you've used your Lucky Medals, head up the stairs behind the springs. Kraden will see the King's castle and is amazed. He runs up and tells you to come see. Although it isn't a good idea to come near the King, go up the steps to the castle. As Kraden is admiring the castle, the guards stop him. They soon recognize you as the people traveling with Piers (whom they call the "Lost

One"). Piers asks if the King knows you're here. The message of your arrival has been sent to the King, but he hasn't received it yet. He cannot be disturbed in his meeting with Lord Conservato. Piers doesn't seem happy at the sound of the name. Piers asks what Kraden has seen of Lemuria, and Kraden says that the castle and city are magnificent. Piers says that long ago, Lemuria was even more lovely, livelier, and grand than it is now. The King had lived through those days and still tells of them. Over the years since then, Lemurians have lost vigor, enthusiasm, and creativity. Lemuria is collapsing without its spark, only a shadow of the legendary civilization (could it be the loss of Alchemy?). Kraden wishes he could see the city as it was, then asks what Conservato has to do with this. Piers changes the subject again by saying King Hydros thinks the decay of the city has something to do with Alchemy. King Hydros and most of the other Lemurians want to stop this decay, but senators like Lord Conservato are stubborn and unable to accept change. Kraden reveals more of his stupidity by asking what a senate is. The senate determines various goings-on in Lemuria and Conservato is their leader. Lately, the senate has been resisting any new ideas suggested, preventing them from reaching the King. Because the King's conversations with Conservato are very long, Piers suggests you look around Lemuria until then.

Go around to the left side of the castle and use Scoop around the butterfly to find some Star Dust. Go back down and Mind Read the dog to the left to find out there is treasure buried around here. Use Scoop on the flowers with a butterfly flying around them to get a Bone. It may seem useless, but it will probably do something undiscovered. Keep going down to the area just above the Lucky Springs and go right. Use Scoop on the flowers near the chicken to get a Rusty Sword. Now use Growth on the plant below the chicken and climb down. Go past the cow (a cow and a chicken... scary) and use Cyclone on the large patch of grass to find a Hard Nut. Now, head to the house northwest of the Spring and enter. Wow, whoever lives here seems to be drinking a lot of something. Talk to the man to find he is Piers' uncle! The man comments on how "timid young Piers" has become a warrior and how his sister, Piers' mother, would be proud. Piers asks where his mother is and notices how messy the house has become. Piers asks if his mother is sick again. Kraden asks if there is still sickness in Lemuria. Piers' mother was born with a weak heart and became ill after the tidal wave washed Piers away. Sadly, he came too late to see her again. Piers' uncle tells him where to find her grave and he rushes out, leaving your party for a while. As you leave to follow Piers, his uncle asks you to let him mourn, than asks if they came to learn about Alchemy. Piers' uncle reveals that he was given a mission by King Hydros himself; even if the tidal wave had not come, he would have left Lemuria. The man is amazed that Piers told you nothing about his mission into the outside world before now. While Piers mourns his mother, His uncle writes a letter to Lunpa (does he mean Lunpa the Righteous Thief? What is he doing in Lemuria?) so that he will admit you to his tower.

Leave the house and go across a bridge to the tower on the right side of town. When you try opening the door, Lunpa tells you from the top floor that it's broken. Strange... If you played Golden Sun, you'll remember that Lunpa's son, Donpa, was an old man. Yet Lunpa only looks the age of his grandson, Dodonpa. The time-slowing Lemurian magic must also work on non-Lemurians. You'll have to climb in through the window above the door. This is why you couldn't leave the Lash Pebble on Piers. Without it, you are permanently stuck. Use Lash and climb to the window, then enter Lunpa's tower. Go down the stairs on either side of the ladder and meet Lunpa. He is amazed that you could travel to far in this age, all the way to Lemuria. He asks why Piers isn't with you and Sheba explains where he is. He asks if since Piers was traveling with you, you are also trying to break the seal on Alchemy. This must be why Piers' mission was so secret; the King had to send him off without the senators finding out he was trying to release Alchemy. Jenna says the only reason they are trying to light the Lighthouses is to rescue her parents from being kidnapped by the Fire Clan

of the north. Lunpa then asks Kraden what he is doing with you. Sheba says that Kraden joined them for Lord Babi. Lunpa only knows one Babi, but he says it couldn't be him. Lunpa is amazed that Babi is still living in the outside world. Kraden tells him that Babi recently died. Lunpa says to himself that he no longer knows anyone from the outside world. Jenna asks if he even knows his son Donpa from Angara. Lunpa remembers that he settled that village a long time ago. Kraden tells him the village is ruled by Dodonpa now, who has been causing lots of trouble in Angara. Lunpa is surprised his son would let this happen, but Kraden changes the subject and asks if Lunpa knows how old his son is (Donpa is at least as old as Kraden).

Before you start your actual discussion, Kraden asks if he can explain his personal reasons for going on this quest. Kraden says that he thought it was odd that Lord Babi sent him to study Alchemy. Anyway, there were once many civilizations around Weyard as advanced as Lemuria. When Alchemy was sealed away, most of those civilizations disappeared. Kraden thinks that his theories on Alchemy are related to Lemuria, so he waited until now to tell you. Lunpa asks that if his theories are right, the world itself will eventually vanish without Alchemy. Lunpa says that he, King Hydros, and many others have the same theory as Kraden does. He then describes the basic course of civilization. He asks you if you have seen any capable of building the Lighthouses and other great Sanctums you have seen. He says that this is one sign of the decay caused by Alchemy's absence. Lunpa then suggests that you hear the rest from King Hydros himself and says that you will go visit him. Lunpa gets angry when Kraden says he is meeting with Conservato. He says he will meet with the King and press their evidence on Conservato. Unfortunately, he can't get out of his stupid broken door. He steps back, charges up Dragonball Z style (Wha-!?) and charges the door, breaking it open. He then leaves for the castle. You should still know the way, so follow him up to the King.

One of the guards admits you to the King as "Lord Felix" (which is correct if you have only Venus Djinn on you and followed my walkthrough). Up ahead, you'll see the King with Conservato. You can see Conservato's stubborn personality first-hand as he complains about even having to approach you, even when the King says he wants to show something to everyone. The King comes to you and welcomes you to Lemuria. After you are all introduced, Hydros confirms Kraden's theory that the world is decaying without Alchemy. Naturally, Conservato opposes this. He says that the ancient civilizations would have decayed with Alchemy; this is the way of the outside world. He even says that Lemuria is unchanged! Hydros says his best scholars support him and Piers has confirmed this on his mission (Conservato interrupts again and says that he violated senate's order by using the tidal wave to send Piers away). Kraden asks what Hydros sent Piers to confirm, and the King holds out his hand and makes a map appear on the floor. The map shows the ancient world, when Lemuria traded with many other similar civilizations. For once, Conservato agrees with the King that it was a glorious time. The King then shows the map Lunpa brought with him when he arrived 150 years ago (! That would make Donpa at least 100 years old and Dodonpa an old man! That doesn't seem right...). Kraden notices that the continents seem smaller than on the other map. The King accentuates this by displaying the maps one after the other (actually, the continents seem the same size to me; the world looks smaller). Conservato starts arguing with Hydros yet again. The King has Piers confirm that Lunpa's map is much more accurate than the ancient one but still shows the world as being larger than it was 150 years ago. Kraden compares Weyard to a living animal requiring the 4 Elements for nourishment. Ever since Alchemy was sealed away, the world has been slowly dying and has started "hibernating". By using less energy, Weyard is lasting longer. If Alchemy were released, the world would "wake up" and start to flourish again. But because its "spring" is never coming, the world is slowly dying. Conservato challenges this theory, but King Hydros asks why Poseidon would have returned. The King says that he fears the threat of Alchemy being

abuse, but also of the world dying without it. Conservato asks if the King intends to send Piers away again and warns that he will never be able to return if he does (don't worry about Conservato; you can always reenter Lemuria). He then leaves, saying he will never take part in this plan. The King says that he knows the dangers of Alchemy, but that you have to light the other two beacons. Sheba tells him you can't enter the Western Sea, so Lunpa makes a chest appear in front of you from back in his thieving days in Angara. The King says that Lemurians are unable to use the Psynergy contained in it and that you may be able to use it better, having an Earth Adept on your team. The King tells you they call the Psynergy Grind and that it can clear out reefs that block your way to the Western Sea. The King sends you on your way to light the remaining beacons and gives you control again. You can now leave Lemuria and return to your ship.

As you leave, Sheba asks Piers how old he really is. Jenna and Kraden join in, thinking they haven't shown him respect for his age. Piers says to just treat him as you have all along, but Sheba demands to know. Piers tells them to stop making demands if they want to respect him, but Sheba, Jenna, and Kraden all start laughing. Piers tells you to get them off his back, but you obviously don't say anything, making him think you're also involved in the "conspiracy" (funny, no?). After leaving Lemuria, however, reenter. With your new Psynergy, you can get a new Djinni. Go to the large rock you saw in the tunnels earlier and get rid of it with Grind. Sail down the tunnel and dock near the now-free boats.

Walk along the dock wall and enter the door.

ANCIENT LEMURIA

This place almost looks like Lemuria; it even has a flooded spring! Surprisingly, it plays no significant role in the game. Go to the southwestern corner of the area and use Cyclone on the shrub on the other side of the wall. A Mercury Djinni pops out and enter a nearby statue. Use Tremor to evict it. Rime will join your party without a fight. Now you can exit Lemuria. Return to the Sea of Time through the boulders.

SEA OF TIME

Grind the rock blocking a path to the left. Grind one more rock and let angular current carry you out of Lemuria. You may now want to check the ocean for some Rusty Weapons; here is a list of the ones in the ocean. Note that they are all found by checking on shallow areas in the sea.

Rusty Axe: A little ways southeast of Lemuria.

Rusty Mace: East of Treasure Isle on the edge of the world.

Rusty Staff: Almost directly north of Shaman Village.

Rusty Sword: West of Atteka Inlet (you need your ship's wings).

Rusty Sword: East of Tundaria Tower.

After you've collected all you can, forge them in Yallam, then sail to Gondowan Cliffs.

GONDOWAN CLIFFS

Use Grind on the rock blocking the way and sail through to the Western Sea! After getting more Rusty weapons, head to a small settlement on the southwest corner of the northern continent in the Western Sea (Hesperia). Get off on a beach that isn't spilt by a river and enter the...

HESPERIA SETTLEMENT

Once again, the Hesperia Settlement is populated only by a single family. They tell you about the nearby Shaman Village, which seems to be vary wary of strangers. You'll also see a new Djinni here! To reach it, go to the western part of the area and climb the vine. Go left and use Growth on the plant, then climb it and go around a large rock to an area with a box. Move the box so it falls down the left hole in the fence and climb back down. Push it off the ledge it landed on, then climb down further and Move it to the right. Now climb back up and hop to the box. Climb the rocks to the left and enter the cave to find 166 coins. Exit and climb over to the Mars Djinni, Tinder. You don't even have to battle it! Now climb back to outside the cave and slide down the chute. Exit the Settlement and get back on your boat. Sail along the Hesperia coastline to the east until you reach a river in between two beaches; sail up it to a large lake. Go to the upper left part of the lake and you'll see two rivers to choose from. Sail up the right-hand one and get off at the end near a cave, which you should enter.

p. Shaman Village Cave to Contigo (Svcco)

SHAMAN VILLAGE CAVE

This cave is incredibly short and simple the first time through. You'll come to a 3-way fork at the first room; take the left fork and uncover some vines with Whirlwind. In the next room, just walk around the outer edge of this room and enter the next room (ignore the round rocks and Mercury Djinni here for now). In the next room, push the pillar to the right to open a shortcut through the cave, then hop over the gap and go on to the exit. Enter the town up ahead on the world map.

SHAMAN VILLAGE

Right off the bat, you'll notice that the people of Hesperia are extremely xenophobic. They won't even talk to you! You'll have to use Mind Read to find that their chief, Moapa, has outlawed speaking to any outsiders except their longtime friends from Contigo, telling them that they can't be trusted. Enter the Inn and go down the lower floor. Go through the lower left door to outside. Now go up and hop over the creek. Use Growth on the plant and climb up to the Spirit Gloves. Now go to the building next to the chest with the Gloves. As you try to enter, Chief Moapa himself (and two guards) comes out in front of you. They stress the point that they don't like intruders and tell you to leave. He says that if you have something to say, you should say it fast. Walk up to him and when the menu appears, show him the Shaman's Rod. The Chief is amazed (it is the SHAMAN'S Rod, and it is also called the Rod of HESPERIA) and says it was a gift to a past chief, thought lost forever. The Shaman's Rod represented a promise to take care of the Hover Jade, and they are charged to give the bearer of the Rod the stone. Moapa looks at each of you, puzzled, and says he won't give you the Hover Jade because you aren't Contigo. Kraden asks if there is some way they can get the Rod, and one of the guards suggests the "test". This test is Trial Road, and only the giver of the Rod to the old chief could walk it. He then walks off and asks for you to follow him. After you get your control back, follow Moapa and go through the next area. Talk to Moapa here to find that you need to make the sand here disappear to get the Hover Jade. Blow it away with Whirlwind and the pink statue. The chief is amazed you cleared the path and his guards say that Sheba must be the one from Contigo. Moapa almost seems in denial as Piers asks for the Hover Jade. He says that the sand was a test to see if you're worthy to take the test to obtain the stone (what a mouthful). You still must pass through Trial Road. The guards are amazed that Sheba will also be made to do the test. Sheba gets mad and asks if they are saying she can't be the chosen hero. Moapa says that the heroes have always been men, making Sheba even madder. You eventually taunt Moapa into letting you take the test, but he warns you that a great battle awaits you at the top.

After you regain control, standby your Djinn for the battle ahead beforehand (I suggest putting 6 Jupiter, 4 Venus, 2 Mars, and 6 Mercury on standby) and go up to a clearing.

Moapa explains the rules to you now. The legends say that the past leaders of Contigo and Shaman Village tested each other's skills here in the road and fought on top of the mountain. Moapa then has his two guards demonstrate what to do. The rooms ahead are filled with traps and puzzles; you must use your Psynergy to pass them. To open each of the four doors to the next room, you'll have to put some items in the chests next to them. OMG OMG!!!! Felix actually talks!! He says his first word in the game: "Why?" Anyway, the chief answers that the doors are locked until the chests are weighed down with the proper amount. The first person to each door must put in one item and the second has to put in two! To put an item in, open the chest and select use on an equipped weapon or armor. If you are feeling overwhelmed and want to start over, there is a button you can press to end the Trial and return to the clearing.

Before choosing a path to race on, climb the ladder to the left and go down to the Hard Nut. Now, choose your path (I recommend the left one, but it doesn't really matter; the 4 rooms you'll face are randomly chosen from the following 8). The starting timer counts down and the race begins! Run into the first room from the starting line. Because there is no definite order of the rooms, I will do separate walkthroughs for each room. Once you enter a new room, pause and check to see which one it is. Finally, DON'T WASTE YOUR TIME GETTING THE CHESTS. You can reenter the road after the race and get them.

Room 1

Defining Features: A huge sand waterfall

Use Sand to get up the waterfall and get off on the right. Use Whirlwind to get rid of the leaves and climb the vine to reach the end.

Room 2

Defining Features: 3 rolling logs

Push the bottom log and the second log left, then right into the water. Climb the vine to the right and then climb down to in the enclosure made by the logs. Push the pillar up and to the right as far as it will go and push the bottom log back down. Push the other log right into the water and hop across it. Climb the vines to the next area.

Room 3

Defining Features: 5 pillars, 2 of them vine-covered

Ignore the viney pillars; push the center free pillar down and the other 2 towards the center one. Climb the vine to the right, hop across, and climb another to the next area.

Room 4

Defining Features: 2 water geysers

Align the pillar with the two water geysers, climb a vine, and hop across the water geysers when they are shooting water, then go to the next area. Or, run up to the upper part of the area. The left or right Scoop spot (I can't remember which) contains a geyser that blasts you right up to the top.

Room 5

Defining Features: 4 Poundable pillars, only 2 raised at a time

Use Pound on both of the pillars to switch them with their nearby counterparts and push the two vine-free pillars onto where the Pounded pillars were. Then hop to the next area.

Room 6

Defining Features: 4 pillars in long tracks; 1 vine-covered

Push both lower pillars up to align with the other two and hop across. Push the pillar up here to the left and climb the vine.

Room 7

Defining Features: 2 Burst pillars

Use Burst on the right-hand pillar, hop up to the vine, and climb it to the next area.

Room 8

Defining Features: 2 torches and 2 ice pillars

Pull the 2 pillars 1 space south each with Move and then push the left torch next to the corresponding pillar to melt it. Push the torch away, jump over the puddle, and refreeze it. Then go up the vine ahead and hop over the pillars and climb the last vine.

After you have cleared 4 randomly selected rooms, you will climb some stairs in the last room to the peak of the mountain. Climb the vine and hop over to the strange circle. Moapa and his guards appear and, as prophesized, they battle you.

BOSS BATTLE: MOAPA AND KNIGHTS

Since when are Indian warriors called "knights"? Anyway, if you followed my standby tips before Trial Road, you can Summon 2 Eclipse, Judgement, and Ulysses. Like all other human enemies, Moapa and his guards are equally weak to every element. The Summons should take away quite a lot of his HP (remember to focus on Moapa). After that, have Jenna heal with her Aura spells and the others attack. The Indians should go down soon after the initial Summon rush. Be warned, though; Moapa and his knights love attack items like Bramble Seeds and Crystal Powder. They can be quite damaging, so always keep your party well-healed.

After you beat Moapa, he gives you the Hover Jade as promised. Everyone then goes back to the village to rest. After you get up, you'll find that every building is unlocked and everyone will talk to you! Go to a two floor house on the eastern part of town and exit through the second floor door. Go around on the path to a pillar behind a rock. Use Move to get it into the pit. Then go to the basement of Moapa's house and exit. Use Lash and climb up the rope. Follow this path around to the east and hop across the pillar. Go and get the Jupiter Djinni, Aroma ahead! Also, check the Shaman's teepee in this area. One of the jars inside holds some Lucky Pepper. Check the Shop and also return to Trial Road to pick up the items you missed. Now, exit Shaman Village when ready. Go back through the cave and get on your boat. Sail back out to the ocean and head northeast along the coast to another river in between two sandbars. Sail up it a long way to a fork. Because the lower path leads nowhere, take the north one and get out on the north side of the river once you pass the small mountain. Walk around on the ribbon like strip of land's forest until a Venus Djinni appears. Defeat Petra and have it join you, then sail to the continent south of Hesperia. Get off on either of the two beaches on the west side of the continent (Atteka) and go north or south depending on which beach you got off on. When you can take a long, forested path right a little way north of the lower beach, do so. Follow this peninsula to its end and walk around in the large forest on it until a Mars Djinni, Core, appears, Once again, beat it to have it join you and return to your boat. Go to a river in between two sandbars on the east side of Atteka and sail into it. Take the left path at each of the forks (your left, not the ship's) and you should end up inside a reef visible from the ocean. Sail up and enter...

ATTEKA INLET

Some people have brought a giant wing here according to a prophecy. They say they'll attach them to the sacred vessel when Mt. Jupiter is lit (could they mean Jupiter Lighthouse?). Maybe the sacred vessel is your ship... you'll have to beat the next dungeon to see! Before leaving, go up the ladder left of the house in the next area and follow the cliff path around to a Vial near the wing. Notice the strange spider-like symbol on the arch leading back to the world map. After you leave, go northeast to a town next to a HUGE crater.

CONTIGO

The people of Contigo are all descended from the legendary Anemos civilization, and some have even inherited their wind Psynergy power. The Anemos had the ability to hover in the air and see into the future, but they're dead now. However, the two siblings who now possess this power have left Contigo. You'll learn that one of those siblings was taken by a man named Hammet: Ivan! So Ivan is Contigo; who is his sibling? Whoever the sibling is he or she seems to be more powerful than Ivan. To the right of the village, on the edge of the huge crater, you will find the temple of the Anemos, a geoglyph of the sacred vessel, and the other wing, still under construction. Besides the prophecy of the winged vessel, there is also a prophecy that when the power of the Anemos is lost, a group of heroes will come to light the Jupiter Lighthouse beacon. Could that mean you? You also find that Contigo and Shaman Village have not always been allies. The friendship was formed between the two through constant war. And finally, it's finally time to use your Game Tickets at the Contigo Slots! There are also two dice games that you can win coins with. Now that you know the facts, time to get a Djinni. Go to a large patch of weeds east of the entrance to the town. Don't use Cyclone; use Scoop in the only clear area in the middle of the weeds to unearth Salt, which joins you without a fight! Once you have checked out the shops and used your Game Tickets, (also, go to the Anemos Temple and use Reveal to find that the center door is open, then enter and follow the halls to reach a Dragon Skin), you can head out of Contigo and go northwest to Jupiter Lighthouse.

q. Jupiter Lighthouse (Juplh)

JUPITER LIGHTHOUSE

Hey, it's the same spooky music as in Akafubu's ceremony! I hope you like it, because Jupiter Lighthouse is one of the longest and most important levels. Enter the Lighthouse door. The large door up ahead is closed tight, and you can't open it from this side. Take the path to the left until you reach a fork outside. Take the right-hand path and use Cyclone on the weeds at the end of the short path to find a Mint. Go back and go the other way to a Cyclone portal. Use Cyclone while standing on it to be transported to some catacombs under the Lighthouse. At the fork up ahead, go down first and Cyclone the grass to fight a Mad Plant for another Mint. Go back up and to the other path. You'll have a choice of two door; take the left to find a room with a Psynergy Stone like in the first two rocks, though you probably won't need it at the beginning of the level. Take the other door and climb down the ladder. Use Hover on the glowing tail of the glowing bird-like design on the wall and floor and walk on the air over to the opposite ledge. Up ahead, use the Cyclone portal to get back into the Lighthouse. Go up the path here and push the pillar onto the switch to open the door you couldn't pass earlier and another door. Go up into the new door to the "lobby" of the Lighthouse.

You'll notice a long, swirling stream of Psynergy here. Go through the door on the left side of the tall room first. Just go up and into the next room here. You'll be confronted with a small log-rolling puzzle. Roll the log next to the stairs you came up on up, then the only other moveable one up. Go under the first pillar and push the vertical one left, then the one to the right up. Push

the vertical pillar back to the right so it fills in the gap. Hop across it and open the chest to receive the Erinyes Tunic. Now go through the door on the bottom of the room. Back in the main room again. Use the nearby Cyclone portal and enter the door you arrive at. Go up and Move the pillar near the chain to the right off the ledge, then go back down and go through the door past the Cyclone portal. You'll emerge outside. Unlike the other 3 Lighthouses, Jupiter LH has an expansive outdoor area. Go southeast to the next door, back inside. Climb the next set of stairs and go through the door. Go up the hall (note the red door. The Cyclone portal you passed before going outside leads to it). Use Reveal on the pillars forming the symbol and hop across to more stairs. You now have a small jumping puzzle. Jump down to a chute and slide down. There will be 3 pillars in grooves. From right to left, move the first one all the way left, the second one space left, and the third all the way up. Climb the ladder left of the third pillar and jump across the ones you moved and the normal pillars to a chest containing the Meditation Rod, a powerful weapon for Sheba. Now hop back to outside the block enclosure and take the door on the bottom left corner of the room.

Back outside again. You'll notice that pressing the button here causes a bridge up ahead to fall away like a trapdoor. Push the pillar blocking your way across the bridge onto it and press the button. No more pillar. Go back in the way you came outside and go up, past the Meditation Rod chest to some stairs you didn't take before. Slide down the chute and go across the room to a ladder. Climb it and go along the ledge to another room. Climb the stairs to the right, then go down to the door. You're on the Jupiter Lighthouse aerie! "But DarthMarth, I thought you said Jupiter Lighthouse was long!" It is, and be quiet! There is a huge plug on top of the hole you need to throw the Jupiter Star into, preventing you from lighting it yet. Go down the symmetrical stairs on the other side of the aerie and back up to some more stairs. You'll be on the other side of a previous room. Slide down the chute and approach the tall pedestal. A voice tells you to use the power of Anemos. Climb up to the top of the pedestal and use Hover. All the hover symbols in the Lighthouse are now powered up (except those with broken circuits)! Hop over to the right across the suspended pillars and go back to the room you first entered this one through. Push the pillar along the center of the room up onto the Hover spot to make it float. Go down and use the lower Hover spot to float to the left and grab the Red Key. Slide down the chute, hop over the floating platforms, and return to the jumping room. Go down and through the door to the outside and go across the trap bridge. Enter the other door and return to the original stairs in the jumping room. Go back left across the 6 Reveal pillars on the lower floor and go down to the door. Notice the Red Door again; this is where you're headed. In the next room, go down the stairs and through yet another door. Outside, go up to the last door on this trek and use the Cyclone portal just inside. You'll be taken up to next to the Red Door. Use the Red Key (what else?) to open it and go through the hallway and outside. You'll be on a long bridge leading to a tower next to the main Lighthouse. As you near the towers, a statue spits whirlwinds at you whenever you get onto its line of sight, blowing you away like in Air's Rock. Use the alcoves made by blocks to get past it and enter the tower.

After the first room, go to the left and fight the Mimic. Then go right and up the stairs. Go through the next room to more rolling pillars. Go past the right-hand two and up the next stairs. You'll be in a maze with some cracked floor tiles like the cracked ground in Dehkan Plateau. Go to the right and down to the next room (never step on a tile more than twice), but then go back to the first room. Over to the left from the door, Move a pillar left into a pit. Now go around the left edge of the room and get the Mist Potion from the chest (exit and reenter, then get the 306 coins if you think they're worth it). Anyway, after you're done, return to the door at the bottom of the room and go through the next few doors. The next room is practically empty, so go through

it too. The next room is filled with cracked tiles. Carefully walk over the semi-intact tiles to the left Hover pad. Hover to the left solid ground and Move the pillar onto the switch to open a door like at the beginning of the Lighthouse. Go along a path to the right-hand Hover pad and Hover down across the cracked tiles. Go through the door. Don't fall down the cracked tile up ahead. Go up the stairs and through the door to be at the top of the tower. Push the missing circuit to the Hover link into place to make the archer statue fire an arrow at one of the statues holding the plug on the aerie. It raises up and lifts part of the plug up. Go back to the room with lots of cracked tiles and fall down the cracked tile surrounded by 8 normal tiles. You'll land in the blank room. Fall down the cracked next to you, and the next one, and take the Blue Key you land next to. Now Retreat to the beginning of the Lighthouse.

Go back to the "lobby" and go through the left door you first went through. Climb down the ladder in the next room and Move the rightmost pillar below to the left, onto the Hover pad. Jump across the floating pillars and go up the stairs. You'll be in the first pillar-rolling room; go down, hop over the gap, and reenter the main room. Push the circuit piece block off the ledge, then slide down and move it into the broken circuit. Use the activated Hover pad to hover to the ledge on the left, then use the next one to Hover right into the glowing stream of light. In here, you can solve a small puzzle to the left for a Potion. After that, go right and through the door. Go up, right and into the other door. Don't use the Cyclone portal; open the Blue door and go through the doorway behind it. You'll see another deactivated Hover pad. Slide down the chute and push the missing conduit into the circuit to activate the Hover pad above. Go through the door behind you and all the way up to another chain and pillar. Move the pillar left into the pit to complete a shortcut, then use Retreat. Return to the reactivated Hover pad behind the Blue Door. Use it and fly in front of the statue. It will blow you to the right-hand tower.

Inside the tower, go through the first room and through the other door directly ahead, not the stairs. In this room, there are two conduits and 3 slots for them. If both conduits are placed, a Pound pillar pops up, which you can use to pop the conduits out. To reach the conduits, you'll need to use Hover on two different spots. To get the Jupiter Djinni, Whorl, push the straight conduit into the lower right slot and the other one into the lower left slot. Then use Hover and float to the Djinni (you'll have to fight it first). Then, pop the pillars out and push the straight one into the upper slot and the other into the slot the straight one was in before (I hope I didn't confuse you). In the next room, you have a VERY tedious puzzle. The Hover conduit also serves as a means of readjusting the pillars here, but only one at a time. You can solve a puzzle for Water of Life, but it isn't worth the time. Just push the pillars so the look like this:

P = Pillar on Hover pad
O = Hover Pad
| or - = Hover line

```
|  
O-POP-PO  
| | ||  
| P-OO-|  
| | | |  
P-P--O-O
```

After this, push the Hover conduit back into the slot and hop across to the next room. Push the pillar onto a switch to make a shortcut and go up the stairs. Just go through the next room; there is nothing to do in it. In the next room, follow this path to make it to the final room:

All the way to the left wall from the entrance
Down 2 spaces

Right 3 spaces

Down 1 space

Right 2 spaces

Down 3 spaces, past the whirlwind statue (don't get blown away)

Left 2 spaces, across a cracked tile

Down 1 space

Left 2 more spaces

Down 3 spaces, let this statue blow you across

Up 1 space

Right 2 spaces

Down, left and to the next stairs

That was boring, wasn't it? The final puzzle room is filled with Hover pads and is rather tricky. Use Hover on the one you are standing on and Hover to the left. You won't fall because of the Hover pads below you. To get past the first whirlwind statue on the left, just run past it on the leftmost row of Hover pads. The next one is harder. On the row of pads 2 spaces down from the lightning rods, run northwest onto the cracked tiles. If you are over these, the statue will miss you. Get back onto the Hover pads as soon as you pass the lightning rods. Open the chest here to receive the powerful Phaeton's Blade. Now return to the center pad and go to the right. Get past the first statue on the right just like the first on the left. The final one is trickier. When you reach the row of lightning rods, go right onto the cracked tiles and run up. If you get back onto the hover pads a split second too early, you're blown away by the statue. Too late, and you run out of Hover time. I have found that the precise moment to turn to the northwest, back onto the Hover padded ground, is right as the whirlwind from the statue is crossing onto the rightmost Hover tile. With practice, you should be able to get this maneuver every time like me. Once you get past the final statue, Hover to the stairs and climb them. Go down the last hallway to the top of the right tower. Activate the statue here just like you did the other one to raise the plug on the aerie high enough for you to go through the Jupiter Star in. Now Retreat to the beginning and make your way back to the door where you first went outside, near the Cyclone portal leading to the opened Red Door. Before you go through the next door, give all your Water of Life to Piers and put 6 Mercury, 4 Venus, 6 Jupiter, and 2 Mars Djinn on standby.

As you exit the Lighthouse, you hear your old Golden Sun party! Mia has apparently fallen somewhere up ahead and Gareth is trying to save her! You hear something falling with a crash. Ivan and Isaac call out to them (yes, Isaac. He apparently transferred his mute virus to Felix during their Venus Lighthouse encounter, and is now quite a chatterbox). Your party starts talking about whether you're on the same side and if you should help them. You run up and see Gareth dangling from a ledge, Mia trying to save him. It looks like Isaac or Ivan unwittingly triggered the trapdoor you saw earlier and sent Mia and Gareth falling down to a precarious platform. Mia tries to pull Gareth up and isn't strong enough. As Isaac tells himself he has to save Gareth fast, Agatio appears and says he won't be. Obviously he's accompanied by Karst. Isaac tells them to go away if they aren't going to help, but they tell him about Karst's grudge against Isaac. For the first time, Karst reveals where the Fire Clan is located: the town of Prox, far to the north. Agatio says that Prox is in dire trouble because of the seal on Alchemy; this must be why the pair wants the Lighthouses lit. After they tell of their plans for after Prox is restored, Ivan asks if they think his party would let them after that. Isaac asks if you were trying to help them, and they reply they don't know why you want the Lighthouses lit, but they don't care whether you or them light the Lighthouse. Isaac and Ivan tell them to get out of the way so they can stop you and add a small threat. Agatio and Karst ask if they would leave their friends "hanging". They must have triggered the trapdoor. As they start winding up to a fight, Ivan says he hopes they don't mind a fair, two-on-two fight. Karst tells him that Alex is with them, expecting him to take his cue and appear. But, he

doesn't. Agatio gets mad and reveals that he wanted to get rid of Alex all along (he does seem like a "weak link" to me, with his "sneering smile"). They then get into a fight, which looks pretty funny (it has all the battle sound effects, but they don't enter the battle screen).

Your party starts talking about the fight and Garet's position. You all decide to help Isaac, so after you get control, so go through the door behind you and go back to the ledge they are fighting on. As you approach the door to the ledge, Alex appears (literally) and asks if you are going to light the beacon. He then asks if you're sure that's ALL you're going to do. He saw you watch Isaac's party fight Agatio and Karst. He knows that you will regret it if you leave them behind; you can't leave people who have served their purpose behind like he can. He encourages you to go and help them, then fully heals your party! Maybe Alex isn't so bad after all... As you go outside, you see Ivan being downed. The battle screen appears and Agatio finishes Isaac off with the cool-looking Rising Dragon. As the two talk about their victory, Isaac stirs. They are amazed he is still alive and prepare to finish him. Kraden warns Isaac of the danger and follows you to the battle. As Kraden asks what they are doing, Karst tells you to be grateful for their "favor". They get mad that you haven't lit the beacon yet and tell you to hurry up. Sheba says they will, but won't leave Isaac and co. behind. Karst gets mad at your betrayal and once again prepares to finish Isaac off. Jenna defends Isaac and says Agatio and Karst will have to fight your party first. Karst, realizing how tired they are from fighting Isaac and Ivan, decides to do as you say and leave. Agatio tells her to stay and asks why she isn't mad about her sister's death. They decide to leave, but only if you light the beacon immediately and take Isaac's Mars Star. Kraden, amazed, asks how they knew about the Mars Star. Isaac says he trusts you and gives you the Mars Star. Agatio and Karst then leave and head for the aerie. As you leave to follow them, Piers comes with you, not trusting the pair. Now return to the aerie. As you arrive, Agatio and Karst get mad that you're late and order you to light the beacon. After you do so, Piers tells them to let you go. Agatio and Karst refuse and say they can't trust you after you betrayed them. Now that Jupiter Lighthouse is lit, they have no use for you. Karst explains this by telling you Mars Lighthouse is close to their hometown, Prox! Before you can comprehend this, she steals your Mars Star! Piers asks what will happen to Felix's parents after all the beacons are lit. Agatio confirms he'll keep his promise and release them, even if you're not there to take them home to Vale. They then fight you. It's time to die, Felix!

BOSS BATTLE: AGATIO AND KARST

Because only Piers joined you on your ascent, you'll have to start the battle two-on-two. Begin by having Felix Summon Judgement and Piers using Diamond Dust. Because Felix should have Revive and Piers will have Water of Life, they can revive each other if needed. Now, onto the enemy's description. Karst, the weaker of the two, has two unique attacks. Her Death Scythe does a good amount of damage to one character and has a chance of felling them instantly. She also has Djinnfest, which creates a song that puts one Djinni from each of your characters on recovery mode. Agatio, the physically stronger of them, has some extremely deadly attacks. His Stun Muscle does several hundred points of damage to one character and may stun them. His Rising Dragon attack, which you saw him finish Isaac off with, does even more damage with no special effects. His Rolling Flame Psynergy does several hundred points of damage to several of your characters; it's very deadly. And lastly, Agatio has one of the strongest attacks in the game, Meteor Blow, which deals massive damage to all of your party and may even be enough to fell a party member in one hit. It is similar to a Summon in that it does more damage to characters with higher HP. Because Karst has less HP than Agatio and the Death Scythe attack, you should concentrate your strongest Psynergy and attacks on her. After two turns, Jenna appears and asks what's taking so long. Piers explains what's happened and

Jenna joins the fray! Use her two Mars Djinni to Summon Ulysses and take advantage of her Aura spells for healing. After another two turns, Sheba joins up. You can now Summon Eclipse on the dastardly duo twice! This battle is really only difficult because you start out with half your party, despite Agatio's devastating attacks. After Sheba joins you, you should have no problem winning. Also, note that this is the only Boss Battle in the game you don't have to win; the storyline progresses regardless of the outcome. Winning is still recommended, however; you get the rare, forgeable Dark Matter when you win.

After you defeat them, Agatio tells you to finish them off. Karst asks you what would happen to your parents if they, Saturos, and Menardi didn't return to Prox. Jenna doesn't believe they are implying their parents would be killed, so Agatio once again tells you to finish them off. After you reply, Alex appears. He warns you that Karst's threat may be true and to not kill them. He then proceeds to revive the two! He shows you that they are still weak and tells them to leave. Sheba asks how he will get past Kraden and Isaac's party, who are coming up. He says they'll take the... elevator? If you played Golden Sun, you'll remember the two elevators on each side of every Lighthouse aerie. As Kraden appears, they get on the elevator and descend. Garet, who came with Kraden and the others, is mad that they got away. How typical... Ivan says that you should head back to Contigo and rest and Kraden agrees. Isaac leaves on the other elevator and you take the one Agatio and Karst used, which just came back up. After you get back down, climb down the ladder below and exit the Lighthouse. Return to Contigo now to reunite with Isaac.

r. Contigo Revisited to Gondowan Settlement (Corgs)

CONTIGO

You can now learn that the giant crater next to Contigo is where the Anemos civilization stood before it lifted off into the sky and became Weyard's moon! Wait, didn't you hear that Sheba fell from the sky when she was young? Could Sheba be an Anemos? Because Jupiter Lighthouse was lit, the prophecy of the Anemos was fulfilled and most of the citizens have left to take the remaining wing to your boat!

!!!IMPORTANT NOTE!!!

NOTE: IF YOU WANT ALL 72 DJINN AND THE ULTIMATE SUMMON, MAKE SURE THAT THE GS1 PARTY YOU'RE TRANSFERRING BY LINK CABLE OR YOUR PASSWORD HAS ALL 28 ORIGINAL DJINN AND THE ORB OF FORCE BEFORE CONTINUING!!!!!! IF NOT, YOU CAN USE MY OWN PASSWORD IN THE FAQ SECTION!!!!!!

!!!IMPORTANT NOTE!!!

Now, go to the house to the northmost part of the town, the one that was empty before. Isaac and his party greet you (oh, and get used to the music that's playing; it's the new World Map theme). You debate on whether Isaac's party should trust yours and agree that you are allies. Ivan also makes a comment about Isaac worrying all the time about Jenna since she was kidnapped at Sol Sanctum. Hmm... Could they... You then talk about why you and your party avoided Isaac. Ivan asks why you helped Saturos and Menardi. Naturally, you say nothing. You start talking about the night Sol Sanctum was invaded by Saturos and Menardi and the storm that followed. Jenna says that she was relieved to find that Felix survived the boulder 3 years ago. Kraden adds that everyone survived the boulder. Does this mean Isaac's father Kyle is alive? After this, Kraden explains why you want the Lighthouses lit: to save Weyard. You are faced with the conundrum of whether you should light the beacons and risk the World's destruction immediately or let it die for certain more slowly. What a choice... Isaac says he would have helped you before if he had known, but Kraden tells him that would have violated the teaching of Vale. Suddenly, the most unlikely

person imaginable enters: Master Hamma! What is she doing so far away from Xian Temple!? She tells you that she is a descendent of the Anemos and Ivan's sister! She tells you not to worry about that now and says that the elements are unbalanced with only 3 beacons lit. Weyard is slowly freezing because the Mars beacon has not been lit yet. Jenna tells her Agatio is going to light it, but Hamma doubts he will be able to. She senses a powerful force that doesn't want to see the beacon relit. You will have to combine your powers if you want to succeed. Hamma says that she also has a gift for you, in Atteka Inlet. After a little more talking, both your parties join up! Before you leave Atteka, use Force (you did give Isaac the Force Gem in your password, right?) on the stump just southwest of the house you joined up in. A Mars Djinni, Shine, pops out. You don't even have to fight it! Now, leave for Atteka Inlet.

ATTEKA INLET

In the southwestern part of the area you enter Atteka Inlet in, use your new Lift Psynergy to lift the boulder and then use Cyclone on the weed to unearth the strongest attack Djinni in the game, Geode! Like Shine, you don't have to fight it. Go to the area with your boat for a surprise: the wings have been attached to your boat! As you go to the gangplank, Hamma greets you and shows you're your ship. Using the Hover Psynergy, your boat can now fly! If you rescued Hammet in Golden Sun, a messenger from Vault will bring a chest containing rare Orihalcon as you leave. Try out your new wings to fly over the small rocks blocking your way out. As you fly, everyone but Sheba is happy about the wings. Sheba finally reveals why she is on her quest. She thought that if she went to Jupiter Lighthouse, she would learn who she was. Sadly, she didn't find any answers with Felix's party. After talking some more, Kraden says he is like Sheba in that he can barely remember the poor family he was born into. When he was 4, Babi adopted Kraden and took him to study as a scholar. He never got to know the comforts of a true family. How sad... Anyway, use your new wings to get a Rusty weapon from inside a reef west of the Inlet. Now sail to an islet southwest of Atteka: the SW Atteka Islet (what else?)

SW ATTEKA ISLET

This tiny settlement teeters precariously over Gaia Falls. To get a Dragon Skin, climb down the vines below the tent and push the pillar into the water. Climb back up and push the box off the left part of the island into a small waterfall. It should fall over but be stopped by the pillar. You can now hop to the Dragon Skin. Also, Lift a boulder and hop over to a Jupiter Djinni if you didn't have all of them in your transferred party. Now you can return to your boat. Then return to Yallam (you can fly over a land shortcut near Mikasalla).

YALLAM

First, forge anything you might have and visit the shops to sell excess items. Then go to the upright log outside the blacksmith's house. If you have the Force Orb, use Force on the log to knock it over and hop across it to a weed patch. Use Cyclone to reveal a ladder. Climb down it and go through the cave, then take the powerful Masamune sword at the end. Now, leave Yallam and return to the Western Sea. On the southern tip of Atteka you'll see a seemingly unreachable cave. Well, not anymore. Go to a beach northeast of the cave on the east side of Atteka. It's the left side of a river delta. Fly your ship down through the trees to the cave and enter.

SW ATTEKA CAVE

To get the Summon Tablet in here, go to the right side of the cavern and use Parch on the water from as close as you can get. Then climb a ladder up to a high ledge and to, then climb up from the empty pool to the Summon Tablet,

Coalticue! Leave the cave and return to Shaman Village Cave in Hesperia.

SHAMAN VILLAGE CAVE

As you enter the cave, 3 gladiators enter looking for Isaac. He apparently beat them in the Colosso Tournament before (you did win Colosso in GS1, right?) and they want revenge. They think his use of Psynergy was cheating. They then fight you again. They are not too hard; just use Psynergy, Summons, and Djinn on them. Also keep in mind that Azart seems to be the weakest of the 3. After you beat them, forgive them for accusing Isaac and they give you the useful Golden Shirt! Now go through the center door at the fork. In the next room, Lift the 1st, 3rd, and 4th boulders from the left. Use Frost under the puddle behind the first and then Whirlwind the leaves on the ladder on the top of the room. Climb the ladder and hop over the ice pillar. Hop to the ledge right of the one the ice pillar was next to, the one with the Mercury Djinni on it. It will hop over to the next platform. Follow it; because of the pillars you lifted, it will be trapped. Battle Eddy and make it join your party, then continue on to Shaman Village. After you've gotten reacquainted with everyone, reenter Trial Road.

TRIAL ROAD

Go all the way to the top of Trial Mountain to where you got Hover. Use it on the Hover pad left of the left-hand exit from the Road. Hover to the left and enter the cave.

TRIAL CAVE

Use Lift on the boulder near the entrance and go down the long stairs to the exit. There is a Mad Plant in the weeds left of the exit to the cave. Then, go to the bottom right pool. There is a Jupiter Djinni that flies around the pool and always stays opposite of you. Use Reveal (notice the symbol) and hop across the hidden platform. The Jupiter Djinni gets stunned in confusion. Go up to Gasp and battle it to get it to join you. After that, go back through Trial Road and Shaman Village Cave. Get back on your boat and sail southeast to Gondowan. Southwest of Kibombo is a small river between two sandbars. Sail up it to a very wide, long river. Keep going up until a rock blocks the way further. Get out on the left side and go north across the bridge. Up ahead, you'll see a red mountain. This is Magma Rock, but don't go there yet. Go along a path to the west and up to Gondowan Settlement.

GONDOWAN SETTLEMENT

Gondowan Settlement looks similar to Kibombo in terms of decor, but it is much smaller. Only 3 people live here in one family, and they are all afraid of Magma Rock. You'll be traveling there despite their warnings, but first climb some stairs behind their house and go down to some gravestones of their ancestors. Use Reveal and take the Lucky Medal hidden on one. Then go to the southwest part of the Settlement and use Cyclone on the weed on the left side of the fence. Down the revealed ladder you will find some Star Dust. Now leave the Settlement and return to Magma Rock.

s. Magma Rock (Magro)

MAGMA ROCK

Use Lift to get the large boulder on the ground out of the way. Don't bother Bursting the pillars up ahead or entering the rock yet, but look at the statues shooting fireballs at each other. Climb up the ladder around the door and climb up the ladder to the right. Use Burst from behind the tiki head and it will shoot a fireball at a pillar, which blows up. Go back and climb up the ladder

the pillar was blocking. Push the other pillar out of the way and climb up. Slide down the ledge to the left and use Burst of the statue here. It doesn't spit fire; instead, it starts flashing. Climb up the nearby ladder and jump on top of it before it blows its top and you'll be lifted up to another ledge. Make your way from here around two more ladders. Push another pillar and climb to the next area. You can climb down the ladder to the right of this area to get an Oil Drop. Then use Growth on the plant next to the ladder you came up on first, then climb up the one to the right. Use Growth on the two other plants and Burst on the statue. Climb up the right-hand plant you grew and go left to a ledge. Slide down it and use Burst on this tiki statue, then slide down another chute and climb up the first vine you grew. Use Burst on this statue and get on it. Prepare for liftoff! Jump off when it rockets you up and push the nearby pillar left onto the plate. Go over to the left and you'll have a choice of 4 chutes to slide down. Slide down the second and take the coins from the chest. Slide down more and use the statue to the right to get back up. Take the third chute now and Lash the rope. Climb it and use Burst on the tiki head. Quickly slide down the left chute below the tiki and hop the gap to the right. Climb up the ladder and jump onto the tiki head before it explodes. Climb up the ladder after you go up and over to another pillar. Push it and climb over it (don't go up to the next area yet). Go to the next area with the right-hand ladder.

One of the two ladder paths is blocked by a Burst pillar. Hop over the gap above the other ladder and climb another ladder under a tightrope. Use Move to move a pillar across a rock away from you and return across the gap. Climb two short ladders and hop across the two Burst pillars and normal pillar to the left so that you collapse the second Burst pillar. Use Burst on the tiki and go across the tightrope. Slide down and climb to where the pillar you blew up was. Push one more pillar and go right, up a ladder. You can climb up a ladder ahead, but instead go down a ladder. Go down another one, then get the Salamander Tail and push the pillar. Go back up and climb the ladder you saw earlier. Use timing to get past the fighting tiki heads without getting knocked off by a fireball. Once you reach the top, walk right to another ladder. On the higher ledge, pass the first ladder and use the tiki at the bottom of the second. It strikes the large fire stone and makes it explode, blowing a hole in the side of Magma Rock. Return to the first ladder down and enter the rock.

Go through the first room in here and the next one too. Go around the large wall and back into the previous room. Hop over the gap and use the small tiki statue to hit the large one with Burst, which fills the room with lava. If you missed at least one Mars Djinni in Golden Sun, you can find one in the bottom of this large room, near what looks like a floodgate. Anyway, return to the last room and use the moving platform to reach the next hall. Just go through the empty hallway and enter the door below this one. Take the Lucky Medal from the chest and go back. Go down to the bottom of the room and use the button near the floodgate to open it and drain the room. Return to where you entered the room and climb down the ladder into the lava bed. Push a large pillar into the indentation so it aligns with 6 circular pillars and makes a convenient shortcut. Then enter the tall doorway near the small tiki statue. In the lava bed in the next room, enter the stairs with the blue diamond above them to reach the next lava area.

Before filling the room, climb down to the floor of this series of rooms and go through a large door under a tightrope. You now have a choice of two tall doors to go through. Go through the top one first and push the square pillar down into the pit. Go back to the last room and take the bottom door. Go to the left side of this long room and climb the ladder to a Mars Djinni! Defeat and capture Fury, then go back and fill the lava room. Exit the room into the door southwest of the large tiki head. Use the moving platform to reach a Mist Potion, then jump across the pillar you just pushed and go down to the next

room. Go right and use the moving platform here to exit through the rightmost door. Use Burst on the pillar ahead and also on the one after that. Now go back to the room above and drain it with the floodgate. Return to the room below through the wide door under the tightrope and climb up a ladder where a cracked pillar was. Climb down a ladder to the right and go down the stairs with a blue diamond over them.

Climb down the ladder and go through the room below, then back through the first room and up to the lava pool room. Hop over a gap and fill the room as usual. Use the moving platforms to get to the other side of the large room and go through the southwest door. Ignore the chains in here for now; just go down to the bottom room. Now use the floodgate to drain the lava and return to the previous room. Swing across the chains like the vine in Gaia Rock and descend the ladder. Then go to the upper room through a tall doorway. Climb a ladder to the right and take another Salamander Tail, then go up again to the drained lava room. Push the 3 square pillars you'll see so that they align in their indentations. Now go to the tall doorway you first hopped past to fill the lava room. Enter it and take the forgeable Golem Core from the chest. Go to the lower door in the large lava room you didn't enter through, entering the lowest level of the room you first entered this floor on. Push the pillar next to the door into the indentation and climb up. Go back up and refill the rooms. You can now use the 3 pillars you aligned before to get into the other side of the chain room. Go through to the next room and use the two moving platforms to cross over. In this revisited room, you are in a position to push a pillar left into the lava. Drain the lava and return to this room. Climb down the now reachable ladder and down one more flight of stairs.

You'll be in the room right inside the entrance of Magma Rock you passed earlier. Push the blocking pillar off the ledge to the left and climb down. Fight the Mimic inside the treasure chest to win an Apple and enter the door on the left. You can't get past the pillar here yet. As you hop onto the series of scattered platforms, flaming rocks shoot out from the center of the lava. Pay special note to the glowing, not flaming rock the camera centers on. Anyway, hop to the top center door and enter. Go up to a large chamber with a strangely familiar door on it. Enter the door. You'll see some platforms floating on an endless sea of lava. Hop to the far platform. Like in Air's Rock, the platforms disappear behind you. Examine the tablet at the end of the platforms. Jenna will touch the tablet and learn the Blaze Psynergy! Try it out on the stone platform on the way back to the previous room (don't Retreat yet). Use Blaze facing the unlit torch from behind the lit one to shoot a stream of flame and make the pillar blocking you sink down! Hmm... Where else have you seen a pillar like this? Return to the room filled with scattered platforms and use Blaze on a flaming rock near the entrance you first used to light the nearest torch. Then use the lit torch to light the other one and pass through the exposed door. Go along the path in this room and hop over to the glowing rock after you reenter a different part of the platform room. Examine it and somehow reach inside the glowing rock. You'll receive the Magma Ball! Now Retreat from Magma Rock and get back on your ship. Sail around to a town on the western coast of Angara, roughly north of Magma Rock and southeast of Hesperia.

t. Loho to Prox (Lotpr)

LOHO

Loho is a recently established mining camp filled with dwarves. It is built over ruins of an ancient civilization, and the dwarves are trying to reach the quarry the stone for the buildings was mined from. Unfortunately, a solid wall blocks the way. They have a cannon, but no ammunition. Solve this problem by using your Magma Ball on the cannon. The cannon fires and blows the wall to bits. In gratitude for your opening up more digging space, the dwarves carry

the cannon off to your ship. Enter the space behind the wall. Use Scoop to dig up a partially buried Golem Core and another one under a Lifiable rock. Also, dig around in the ruins for 2 Game Tickets. Climb the ladder in the back of this space and go over to the roof of the Sanctum. The Jupiter Djinni there, Lull, will join you without a fight. Also, before you leave, visit the all-purpose shop and dig up some rare Mythril Silver behind a wall in the southwest corner of the town. It is between two small rocks and the eastern part of the wall. Once you're done in this town, exit to the world map. The dwarves tell you they attached the cannon to your ship with no problems. They return to town to excavate the new area. Get back on and return to Yallam to forge the new items (if you want to go all the way back, which isn't recommended-you'll soon get a new Psynergy to get there in the blink of an eye), then go to a beach north of Loho. Keep going north to a cave (you can actually see Vale and Sol Sanctum across the mountains near the cave!).

ANGARA CAVERN

At the bottom of the stairs, the Combo Tablet Haures can be yours if you solve a small Carry puzzle. First push the block on the ground one space to the right, then climb the ladder and push the upper block to the ledge. Use Carry to get it down, then go back down and Move it left so it aligns with the other block. Carry the lower block on top of the other one and jump across the stacked blocks to the Summon Tablet. Now exit the cave and sail to a snowy island northwest of the cave.

KALT ISLAND

Only an old couple lives here. They used to trade with Agatio and Karst's hometown of Prox to the far north, but because the Mars Beacon has not been lit, the sea has frozen over. You'll need your Magma Ball to get through to the north. Could this mean you're going to Prox? Anyway, if you have the Catch Beads, you can use them to grab an Apple on a tree outside (how does it grow in the cold?) by sliding out onto the frozen pond and down. To reach the Mercury Djinni you saw earlier, slide right from where you got the Apple, up, left, up, right, up, left, up, right, up, left (kind of boring, no?), down, and left. Climb the ladder, use Lash on the rope, and go over and get Gel without a fight. Now leave Kalt Island and sail north to an opening in the sea of rocks surrounding the...

NORTHERN REACHES

Weave through the maze of rocks here to reach some icebergs. As you go up through them, Jenna notices a huge wall of ice blocking the way. Kraden and Sheba agree that you should use your new cannon to blast the wall down. Get between the two small icebergs in front of the wall and fire! After the wall is gone, sail north to a blizzard-swept landscape so far north it doesn't even seem to be on the map. Get out of your boat and enter...

PROX

Wow... I can sure see why Agatio and Karst say Prox is in danger. If it doesn't get eroded away, it will be frozen solid! Because the northernmost part of Weyard is all land, a bottomless rift replaces Gaia Falls at the end of the world. Amazingly, the people here welcome you BACK; Felix must have traveled here with Saturos and Menardi! The Proxians here agree with King Hydros in that Mars Lighthouse must be lit, or else Prox and all of Weyard will be destroyed! Prox was forgotten by everyone as it slowly died after its nearby beacon was extinguished long ago. Prox sent elders to the center of the beacon-dimming operation, Vale, but they wouldn't listen and drove the messengers out. Agatio and Karst have already gone to Mars Lighthouse, but haven't returned. The

village elders and leaders have become worried about them and are waiting for them on the northern edge of town. You probably remembered the deal that your parents would be freed when you returned to Prox. No deal! They somehow vanished without a trace from the house they were kept in. Could they have gone to the Lighthouse, too? After checking out the Inn and Store, go to the southern part of the town near where you entered and use Lift to get rid of the boulder. Walk along the pond to some buried Dark Matter. Use Scoop to dig it out like you did the other forgeable items in Loho. Then get onto the snowy pond near the top of this area of Prox and walk along on it to the next one. Slide over to the Venus Djinni and it will slide into a far wall and get covered in snow. Slide up and use Scoop to dig it out. Even if you did push it into a snow bank, Mold still joins you without a fight. Also, check for a random Mercury Djinni from Golden Sun in the house your parents were in if you missed at least one in the first game.

After you're ready, go to the northernmost part of town to where the village elders are waiting for Agatio and Karst. Puella, the village leader, is getting impatient for Agatio and Karst's return. They start debating on whom will go to the Lighthouse to search for the two. The village elder says that none of them will be going; it's too dangerous. Walk up to the village elder (in between a rock and a Proxian soldier) and you'll introduce yourselves. They are slightly surprised to see Isaac, who killed Saturos and Menardi at Venus Lighthouse. Isaac explains why he had to fight them and what they had done in Vale. Your party eventually decides to go to Mars Lighthouse to search for Agatio and Karst and light the beacon. They tell you to get the Mars Star from Agatio and Karst, and then send you off. Back on the world map, go north around a mountain to the final Lighthouse, just below Gaia Rift.

u. Mars Lighthouse and Ending (Mrlhe)

MARS LIGHTHOUSE

First, climb a ladder right of the entrance to the Lighthouse and grab an Apple below one of the elevator shafts, then enter the door below. In the Lighthouse lobby, climb the right-hand stairs and fight the Mimic behind the Pound pillar for a Cookie. Then enter the door right of the stairs at the top of the room. Ignore the large ice block and exit the other door. From this door, exit the lobby from the leftmost door. Go around through this hallway to the stairs. Up ahead, use Pound to get through the pipe and enter the next room. You can't get the Mars Djinni in here for a while, but you can Grind the block of ice (this is the top of the ice slab you saw on the lower floor). This makes a huge crack in it below. Return to that room and finish the ice off with Burst, then go through the door. You'll see a large, ornate circle in here, but you can't do anything with it yet. Go off to the left hallway and climb the short stairs. Enter the door at their top. This room gets kind of frustrating, so save often to avoid having to start all over. Basically, you must use Move to get the dragon-shaped statue to the other side of the room. The dragon statue blocks any jets of flame from the dragon heads that are on the top wall. Unfortunately, when Moving it farther to the right, you must briefly relinquish your cover. Only Move the statue when the dragon head it's in front of is far away, quickly get behind it again, and save often so you don't have to start over if you mess up. Once you get it into the indentation in front of the stationary dragon head to the right, go down the next staircase.

In here, first go left onto the frozen pool. From the ground, go left, up, right, down, left. Then go down into the door and through the hall. Use Blaze to light the unlit torch and fire the dragon head. This cracks a large block of ice. Return to the ice pool room and use the door you didn't already. Go down the stairs below and use Burst to break apart the cracked ice. Don't enter it, take the unused doorway back up the short stairs. Once again, use Blaze to fire

a dragon head and go through the exposed door. You'll be in an ornate hallway. Go through the middle of the 3 doors and take the precious Orihalcon from the chest. Then take the right door to a long hallway. Every few seconds, a dragon's head at the top of the hall shoots a massive fireball down the central corridor. Go up the paths on both sides of this central corridor and Pound down all the pillars in the small "nooks" on either side. Then use these nooks to avoid the fireballs as you make your way to the door. At the end of a long hall, you'll arrive at a large ice pool. Use Move on the dragon statue directly left of the door to move it left across a small piece of ice. Then, get onto the ice rink and go: down, left, down, left, up, right, up, left, down, left, and down to a Mercury Djinni. Defeat Balm and have it join you, then go back up and go up the stairs. You'll arrive above another circle. Time to get a new Psynergy: slide down the chute and take the Teleport Lapis from the chest! Try it out on the Teleport circle to teleport to the one you saw earlier. Return through the hall to the left and down the stairs. On this floor, return to the door you defrosted but skipped. It seems empty, but look at the blocks. Use Reveal, then Teleport to get to a ledge above the Orihalcon chest (hopefully empty).

Enter the staircase to reach a very tricky room. Before you attempt the gauntlet here, go down the short stairs and walk all the way to the left, checking out the Pound course in the corridor and the looming dragon head at the end. Take the powerful Valkyrie Mail from the chest above the dragon's head. Return to where you entered the room. You now have two options after you slide down the chute. You'll trigger a glowing dragon head to start moving along a track as you land. This head is heading straight for the large dragon head you saw on the other side of the room. When it gets there, it will shoot a huge fireball down the corridor! Your first option is to race the head down. This is entirely possible; just run all the way and set Pound to L or R. If you don't want to risk getting hit by the fireball, wait on the button you landed on for a while until the flame passes safely by. This not only gives you twice the time to reach the far door, it also clears out all the obstacles from the path. Once you exit this room, don't use the Teleport circle yet. Go up through the hall ahead to find out what would have happened if you had used it. You would have appeared right in front of a loaded dragon head! Use Move to get a statue in front of the torch controlling the dragon head to disable it. Return to the Teleport circle and use it now. Climb the ladder and go through another hall. When you reach the next room, you'll probably see the chest and think "oh, another Nut. Oh well." Well, DON'T IGNORE THE CHEST! It contains the most powerful weapon in the game, the Sol Blade! It can only be equipped to Isaac of Felix, but it has a huge attack bonus and the best unleash in the game, which can easily deal over 1000 damage to many enemies! To reach it, you'll have to do a new pillar hopping puzzle. Some of the platforms have ice on them. You must avoid jumping so that you slide down to the floor below. It still isn't too hard to reach the insanely powerful Sol Blade, though. After you get it, slide down to the floor below, re-climb the stairs, and hop across to the next room.

Follow the series of hallways, stairs, and doors until you reach a larger room. At the end of a walkway above a frozen pool, you'll see two dragons encased in a huge slab of ice. Standby all the Djinn you'll need for Summons; there's a Boss Battle coming up. When you're ready, use Blaze to light the unlit torch, then Burst the cracked ice slab. The dragons thaw and attack you!

BOSS BATTLE: FLAME DRAGONS

These bosses are not all that hard if you set enough Djinni to standby. Remember to Summon Haures and Eclipse often and concentrate on one dragon. After you've Summoned all you can, finish off the dragon you weakened most with Psynergy and the Sol Blade. Then repeat for the other one. Remember to leave

enough Set Djinni on at least one party member so they can have the Wish series of Psynergy. You'll notice something strange in the fight. The Flame Dragons have many of the same attacks as Agatio and Karst, like Rolling Flame, Meteor Blow, Djinnfest, and Stun Muscle. Rising Dragon is supplemented with Flame Breath, but their movesets are very similar-could there be a connection?

After you defeat the Dragons and get a Psy Crystal, they transform into, you guessed it... Agatio and Karst! They obviously don't know what happened when they were transformed into the Flame Dragons. They start to remember their mission. They wandered around lost because the Lighthouse was frozen, unable to find the aerie. Now that you've beaten them, they are too drained to finish their mission! They even feel cold, which the Fire Clan is supposed to be immune to. They start to think they're going to die up here in the Lighthouse. Agatio suddenly remembers something else. An eye told them they don't have the will to go further... was this "eye" an illusion? Do you even remember ever seeing an eye on your journeys? You should if you played Golden Sun. Could the eye have turned them into dragons? They start to remember their fight against you. Agatio suddenly notices you standing next to him. Because they are too weak to even stand, Agatio and Karst beg you to finish their quest and give you the Mars Star. Go up to the dragon head behind the other two that helped defrost the dragons and give it the Mars Star (it's in Felix's Mythril Bag). This doesn't light the Lighthouse, but it definitely warms it up. The Lighthouse glows red and once again fills with lava. Now Retreat and enter the lobby again.

Climb up the left stairs and use Blaze to fire the dragon head at the ice on the right side of the room. Use Burst to blow it up, then go through the door and make your way to the Mars Djinni you saw earlier, Fugue. Defeat it, then return to the lobby and go up the stairs in the center of the room. On this floor, hop over the platforms on the lava and go up more stairs. The large dragon head in this room will tell you telepathically that to scale the heavens and reach the aerie, you must light the 4 symbols. It doesn't mean the 4 symbols in this room, though. It does open 4 new paths. Walk in front of each symbol to reveal a path you can take to one of the 4 towers on the top of Mars Lighthouse. I'll start with the fish symbol.

Go through the hallway to outside the Lighthouse. Get across the freezing bridge and enter the tower. Go through another hall to an ice pond. To reach the top door, go left, down, right, up, left, up. Go down the stairs to a puzzle room. In here, there are 2 puddles and 3 pushable sections of pipe. Push the middle section up first, and then Freeze both puddles. Roll the top pillar to the right and the middle pillar back down, and then roll the bottom pillar up. This will light a torch in the previous room. Return to that room and slide down to a pit on the bottom of the room. Climb back up to the normal level and go to the ladder (the directions are like before only the second to last step is right, not left). Use Blaze to ignite the steam the small dragon head is shooting, which activates the big one and clears a path. From the right side of the room, go left, down, right, down, and left. Enter the next hall and exit through the bottom door to emerge at the top of the tower. Use Blaze on the blue torch facing the top wall of the enclosure to make a burning fish symbol appear. Now use Retreat and return to the symbol room. The blue torch around the dragon head will be lit.

Now enter the bird symbol. Go through the hallways until you reach a choice of two Cyclone portals. Take the left one and you'll be at another choice. Take the left one again and use Move of the dragon statue to the right to move it in front of a fire-breathing dragon head. Slide down the slope and climb the ladder to the right. Go through the two Cyclone portals to be at the first room and take the left one again. This time take the right portal at the second fork and walk up. Climb down the ladder and go to the right to 6 blocks in the

Reveal symbol. Use Reveal, then Cyclone. Go through the next Cyclone portal and to the northwest. Use Move to get the Hover conduit into place when the nearby dragon head is up near the ceiling. Then let it push you over the ledge. Return to the ladder and use Hover to get over the other moving dragon head, to another Cyclone portal. Prepare yourself as you use it; you'll appear right in front of a loaded dragon head! Quickly dash off to the left and take the Psy Crystal, then run down the corridor as soon as it spits fire again. Use Reveal at the 6 platforms and hop out of the path of the fireballs. Go down and through another door to the top. Light the bird symbol like you did the fish symbol and then return to the symbol room. Take the dragon door this time.

After the usual hallway and bridge, don't enter the tower yet. On the right side of the ledge around it, take Alastor's Hood from the chest. Then enter the tower. Use Burst on the two cracked walls in this chamber and enter the left one. Hop to a button in the upper left corner of the room and press it to make a dragon head light a torch. Then hop from the right doorway and use Blaze to make the dragon head in the center of the room crack the center wall in the room before. Burst this one open and hop to the next doorway. Go around a bend in a pipeline here and push a pipe upward into place. Go down through the way the pipe was blocking and you'll have a choice of two stairs leading under pipe to choose from. Take the bottom one first (notice the dragon head blocking the path) and use Move to get the dragon statue left, closer to the dragon head. Take the other stairs and Move the statue in front of the head. Go up the way it was blocking and through a longer tunnel on top of the room. Push the pipe you pushed up earlier back down and return to before the last stairs, to the other fire-spitting head. Go through the way it was preventing you from taking and through the bottom doorway to the dragon symbol room. Light it like you did the others and return to the symbol room. Now take the final door: the human.

Once you reach the inside of this tower, you'll have a choice of 3 statues to move aside. One contains a door; the other two have fire-spitting dragon heads. Move aside the right-hand statue and go through. You now have 4 statues to choose from. A doorway has already been revealed. Move aside the far left statue and enter. Take the stairs up to the main room. You'll have to solve a Carry puzzle. Don't push the block on the ledge into either of the slots; fill those with the blocks on the ground and push the higher one across to block a dragon head. Walk over a tightrope and push a statue right onto the ground to open a shortcut past the Carry puzzle. Save before attempting the next part. Because glass is made of sand, you can somehow use Sand on the two glass squares to the left. Use Sand to get past the two dragon heads and exit the room through the bottom. Finally, light the human symbol and return to the symbol room. The dragon head will make a Teleport circle appear. Save, adjust your party, and put your Djinn on standby according to my Doom Dragon FAQ. That's right: you're almost to the final boss! Before you engage the Doom Dragon, however, you are strongly recommended to go on the 4 sidequests in the following chapters to make your final battle much easier. Anyway, once you've done those and returned with all the powerful Summon attacks, prepare yourself to Teleport on the new circle.

!!!IMPORTANT NOTE!!!

ATTENTION: DO NOTNOTNOT SAVE YOUR GAME ON THE FILE YOU'VE BEEN USING FROM THIS POINT ON IF YOU WANT TO KEEP PLAYING AFTER BEATING THE GAME!!!

!!!IMPORTANT NOTE!!!

As you approach the aerie, a voice calling you "betrayers" welcomes you. You can't see the speaker through the strong winds, but you decide to throw the Mars Star in before it's too late. The voice asks if you still want to light the beacon and seems to recognize Isaac and Garet. It tells you to search your heart, and Garet, somehow acting smart, realizes it's the Wise One from the beginning of Golden Sun! What's he doing here, and why does he still think the

Lighthouses shouldn't be lit? He must have been the one who turned Agatio and Karst into dragons! You start talking about the Wise One's power and how he held back the eruption at Mt. Aleph. The Wise One asks why you have come to light Mars Lighthouse after he gave you the task of preventing just that. Jenna tells it that Prox will be destroyed if they don't, but the Wise One says you should leave them to the fate they deserve after trying to light the Lighthouses. You try to convince it of the danger the world is in without Alchemy. The Wise One seems to hold many of the same views Conservato did and has the same stubbornness. The Wise One says that the end of the world by mankind's hand will come sooner than you think if you light the beacon. The Wise One tells you that your "friend" Alex is climbing Mt. Aleph right now. Jenna asks what Alex is doing there (but now how he got there when you can't) and the Wise One replies that he knows more about what will happen when Alchemy is released than you do. The power of the Lighthouses will all gather at Sol Sanctum and merge into the Golden Sun (you were wondering how the series got its name, weren't you?). The Golden Sun is the pure power of Alchemy finally made real and is what forms the Stone of Sages. The Wise One says that this has been Alex's objective for all these years: to act weaker than he is and manipulate people into lighting all the Beacons, and then receive the power of Alchemy at Sol Sanctum!

Even if you are risking giving Alex infinite power, Isaac decides that you must still light the beacon to save Prox. The Wise One says he can't interfere with your actions. Jenna says that he can't stop you from lighting the beacon if this is true. As you try to light it, the Wise One blocks you! He says that he cannot hold you off from lighting the beacon. But what if a miracle were to suddenly occur, one that stopped you from lighting Mars Lighthouse? Obviously the Wise One is up to something; he says you can only light the beacon if you can defeat a miracle. Suddenly, miraculously true to his word, a 3-headed dragon swoops down from the sky and lands in front of you! Garet comments that he and Isaac already beat a two-headed dragon on Venus Lighthouse; how much harder could this one be? As you move to fight the beast, Kraden, remembering who the Fusion Dragon really was, realizes who this dragon really is and cries out to you not to fight it. Too late, though. You're already in battle with the...

FINAL BOSS: DOOM DRAGON

Difficulty: 5/10

Location: Mars Lighthouse Aerie

HP: 16000

PP: 150+

ATK: 470

DEF: 155

Agility: 200

Exp: N/A

Coins: N/A

Weakness: Jupiter

The Doom Dragon is the final boss of GS2. He has 3 heads. Every time you take away 1/3 of his HP, a head will disappear. The Doom Dragon may seem intimidating, but you should be able to beat him easily using my strategy from GameFAQs.

DarthMarth's Doom Dragon Strategy

First, the DD's attacks of note (he attacks 4 times a turn):

=Djinn Blast/Djinn Storm=

These can both seriously mess up your strategy. Djinn Blast puts all the Djinn of a character on recovery, and Djinn Storm puts ALL your current party's Djinn

on recovery. Luckily, he only replaces Blast with Storm when he is down to one head. (see below) The best thing to do is try to cope with Djinn Blast when it happens (he doesn't use it often). Once he is down to one head, kamikaze him with Summons before he uses Djinn Storm.

=Cruel Ruin=

This is the new version of Outer Space. Once again, it does lots O' damage to your party. It looks cooler, though. :)

=Haunt=

You may want to make sure you have a way of removing evil spirits caused by this.

=Curse=

Make sure at least two of your characters can revive.

=Guard Aura=

This is Doom Dragon's version of Flash. It pretty much just makes you waste a turn.

All right, here is my way of beating the Doom Dragon easily. Here is my team setup:

---Main Team---

Isaac: 4 Mars, 5 Jupiter, all set, has Sol Blade, Hyper Boots, Mythril Helm, Riot Gloves and Valkyrie Mail

Ivan: 4 Venus, 5 Mercury, including Shade, all set, has Psychic Circlet and Iris Robe

Mia: 2 Mercury, 7 Mars, including Flash and Tonic, all set, has some Waters of Life

Garet: 5 Venus, 4 Jupiter, including Granite, all set

---Backup Team---

Sheba: 9 Jupiter, all but one on standby

Felix: 9 Venus

Jenna: 7 Mars, 2 Mercury, both Mercury and 5 Mars on standby

Piers: 9 Mercury, all but one on standby

Here goes: with Isaac, start attacking (he should unleash Megiddo every time) from the start. You may also want to consider Death Leap/Plunge because of the DD's Jupiter weakness. Never stop using Death Leap/Plunge or attacks with him, ever. Constantly alternate Flash and Granite with Mia and Garet, switching to Ivan's Shade if either of them has to do something else. Because of his PP restoring items, Ivan can cast even Pure Wish every turn. Use Revive or Water of Life if a character is downed (like by Spirit of Death). If an evil spirit grips a character, use Tonic. If Ivan doesn't need to heal during a turn, have him use a Plasma series attack. Keep doing this, trying to regulate yours and the DD's pattern as much as possible (just try to cope if it uses Djinn draining attacks, or restart if you wish), until it kills your first party. It should have one head (BTW, it loses heads as you do damage to it) and sustained lots of further damage by now. If not, you're screwed. Anyway, once your backup GS2 party is staring the weakened, one-headed DD in the face, have them let their summons rip it apart. Especially use Jupiter Summons like Eclipse and Catastrophe. This barrage should kill the Doom Dragon. I hope this strategy helps!

As you fight it, I'll let you do some guesswork on whom the Doom Dragon really is. Here are some hints: first, what 3 characters do you think could have merged to form this monstrosity? Could the color of the Doom Dragon's heads be the answer? Maybe its two yellow heads and one red head mean it's made out of 2 Venus Adepts and 1 Mars Adept. And also, what 3 characters would be free to come up here and fuse? In other words, which 3 Adepts could have gone to the Mars Lighthouse without you noticing them before?

MAJOR SPOILERS

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Everyone wonders why the Wise One would try to save people from the Lighthouses and the power of Alchemy if he's so evil. Master Hamma starts talking to you and says that although the Wise One looks evil, he is really caring. Everyone asks what's so caring about making you kill your own parents. Hamma asks if the Wise One is really so evil if he was warning people away from the Lighthouses to save them. She warns you to get off Mars Lighthouse fast, and then is gone. Just as you are deciding if you'll take your parents along, the beacon changes to an evil black and yellow-the Golden Sun is forming! As you talk about what is happening and your escape, Gareth suddenly thinks he's being grabbed by someone. This is never explained in The Lost Age, but it soon ends. As you try to escape with your parents, a bright flight flares up as the scene ends.

PROX

You are in the town hall here. The Prox elder and leader are congratulating you on lighting the Lighthouse and saving Weyard. But did your parents make it out? Anyway, the Proxians describe the sight of the beacon being lit and the Golden Sun appearing over Vale. You start to say your goodbyes, but you then find out that the Proxians brought your parents back from the brink of death! Somehow, the fire Psynergy from Mars Lighthouse recharged them (you found that Earth and Fire have a symbiotic relationship when this same thing happened on Venus Lighthouse) and rekindled their life. Jenna comes in and says that everyone else is ready to go and that you should hurry up. After saying goodbye again, you regain control. Once you're ready, go to the entrance area of Prox. Your parents are waiting for you! You discuss the fate of Vale and your trip back home, and then your parents, Mia, Sheba, and Piers leave. Gareth asks Kraden if he thinks Vale will be all right when they arrive. Kraden says he doesn't know, but Gareth's parents will definitely be safe because of the Wise One's warning. Before Isaac, Kraden, and you leave, Kraden guesses why the Wise One made you fight your parents. He must have been testing you to see if you would sacrifice your parents to save the world and thus be worthy of Alchemy. You probably passed that test! As the credits roll, you see Alex climbing Mt. Aleph, just like the Wise One said. He is hurrying to reach the summit before the Golden Sun rises. You also see the Lighthouses sending their beams to Sol Sanctum. After the credits finish, you see Alex standing on Mt. Aleph with his arms outstretched. A huge beam shines on him. When it ends, he is excited by his new power and tests it by creating a storm over Vale. But, nothing happens. He tries again, but still nothing. The Wise One flies up to him and asks if he wants limitless power. Alex says he already has it and shows the Wise One his new strength by pushing it backwards when it says his power is not as limitless as he thinks. The Wise One demonstrates the limits of Alex's power by slamming him on the peak of Mt. Aleph and stunning you. When Alex demands to know why he isn't invincible, the Wise One tells him he put some of the Golden Sun's power in the Mars Star, which transferred it to Isaac. An earthquake starts. Alex, unable to get up, falls into the earth as Mt. Aleph is swallowed.

The screen changes to black on black as your party and family approaches Vale. Isaac and you decide to go ahead to see if anything has happened. In his most amazing feat since Trial Road, Felix manages to speak a near-complete sentence! In more famous words, "I'm sorry, Jenna, but... Vale... Mt. Aleph... They're gone!" Isaac, Kyle (his dad) and Gareth mourn the loss of their families. Felix amazingly talks more, telling them to go to nearby Vault to rest and think. Gareth says that would be easy for someone who isn't all alone in the world to think. Now Sheba utters one of the strangest quotes in the game: "Aw... Poor baby..." This leads Mia to think Sheba and Gareth... You can guess what she is thinking even if she doesn't say it. As Gareth is getting mad at everyone laughing, someone tells him to cheer up. A little kid also laughs and says he got to see his brother crying-it's Gareth's family! Isaac's mother also made it out of Vale! After a few touching images of everyone greeting each other, the game ends and you can save your clear data (MAKE SURE TO DO IT ON A DIFFERENT

SLOT IF YOU WANT TO PLAY AGAIN!). Great game, no?

v. Yampi Desert Cave (Yadec)

YAMPI DESERT

So, you are being smart and doing the sidequests first, huh? The first recommended one is in Yampi Desert Cave. You might think you've already explored the desert from top to bottom, but trust be, there is still a large cave left to see. Go to the final area with the Sand waterfalls and to the leftmost waterfall. Use Sand to get up it, past some rocks. Once you're on a previously unreachable ledge, surface and enter the cave up ahead. Take the Water of Life from the chest and then Teleport on the circle to enter the cave. To reach the door in the upper left corner of this cave, use Sand to get under some rocks and go left to a Burst pillar. Blow it up and go to the next room. Ignore the stairs; keep going on and push some pillars aside so you can go up. Push another pillar up and use Sand to get it to a door. If you go northwest to a dead end, you can Scoop up more Mythril Silver from the floor. Then go around another hallway to some stairs. Climb down the ahead ladder and use Sand to get past the rocks. Seal your path by Moving a pillar on top of it; it will be useful later. In the next room, take the Dark Matter from the chest and go through another door. You'll enter the most mind-bending pillar puzzle in the game. To make explaining this easier, I'll number the pillars. From the left, the first vertical pillar is 1, the second is 2, the first horizontal 3, and the second 4. Start by pushing 4 down. Push 3 up and then 4 back up also. Then push 2 to the left. Use Sand to get above 4 and push it back down. Do the same for 3. Use Sand again to get behind 1 and push it right, then go through the path 1 was blocking.

Climb the ladder and go through the top door first. Hop over the Pound pillar, climb down the ladder, and Move the pillar into the sandy indentation. Now return to the pillar room and take the other door. Get the Orihalcon from the chest and use Burst on the pillar. Hop across and take the stairs. You'll be back in the first room you Teleported into. Go under the rocks and to the second room you visited. Take the stairs above the left door and you'll be at a ladder above the pillar you Moved. Climb down and Pound the pillar you hopped across. You'll also notice a lump popping around the sand. Set Scoop to L or R and wait facing one of the tiles it appears on. When it pops up in front of you, quickly use Scoop to unearth Crystal, a powerful healing Venus Djinni. Battle Crystal and acquire it, then go on north to the next room. Move and push the pillar in this old room into the indent and go back a few rooms to the second room you went to. Take the door at the northeastern end of this room to the hall you dug up the Mythril Silver in. Go one more room ahead to where you covered a sand track. Hop over the now-placed pillar and go through the door. Hop over another pillar to the final room. Put enough Djinni on standby to Summon any combination of Eclipse and Haures, save your game, and go up to a boss.

BOSS BATTLE: VALUKAR

Difficulty: 6/10

Location: Yampi Desert Cave

HP: 12960

PP: 0

ATK: 550

DEF: 175

Agility: 206

Exp: 8702

Coins: 4980

Weakness: Mercury

The brutish beast Valukar is the fire Guardian of the Combo Tablet Daedalus. He would be a pretty average Boss fight normally, but there are a few twists that make him tougher. For one thing, he has an attack that will likely stun its target and do damage. Make sure you have a way of curing stun on at least two characters before battling Valukar. His most unique ability, however, is his ability to use your own Djinn against you! That's right, if you leave Djinn on standby after your turn, he'll most likely use them to Summon on one of his two attacks. He also has an attack called Djinn Stun that puts the first Djinn of each of your party members on standby. Make sure to take advantage of this by Summoning the spirits yourself if he doesn't (get ready for fun if he uses Djinn Stun twice in a row). Other than that, just use the standard strategy for most Bosses and you should win. When you defeat Valukar, you'll receive the level 7 Daedalus Summon!

w. Sea of Time Islet Cave (Sotic)

SEA OF TIME ISLET CAVE

For your next sidequest, return to the large pool room in the cave. Use Teleport on the circle you saw before when you got Meld and enter the door above. Following is a LONG hallway, consisting of 5 gradually darkening long rooms. There are only 3 things of interest. In the second hallway, use Tremor on the blue statue to find a Mercury Djinni, Serac. (Stand so that you're facing left and appear to be level with the statue) Be prepared to fight it. Second, the tough Cruel Dragons drop a very powerful blade, the Tisiphone Edge. See my RNG section to find the best way of getting some. Finally, the Wonder Bird enemies in the halls, like their Phoenix and Fire Bird counterparts, give a LOT of experience when beaten. If you kill one with a Mercury Djinni (time to try out Serac), it will give over 11,000 exp. points! On top of that, it gets better if you run into two. If you kill one at a time, the other will ideally use its Regen Dance to revive its partner. Keep killing off one at a time to hopefully get lots of experience! Be careful, though. Wonder Birds sometimes run and attack 3 times a turn with powerful Mars Psynergy like Supernova, Searing Beam, and Pyroclasm. Once you reach the end of the fifth hall, set enough Djinn on both parties on standby to Summon as many creatures as you can (try out your Daedalus Summon). Once you enter the last room, you'll see the next Boss.

BOSS BATTLE: THE SENTINEL

Difficulty: 5/10

Location: Sea of Time Islet Cave

HP: 8736

PP: 780

ATK 608

DEF: 216

Agility: 171

Exp: 10538

Coins: 6144

Weakness: Venus

Like the previous two Tablet-guarding Bosses, the Sentinel has something unique that makes it very tough to beat. This time, it's Psynergy immunity. Uh-huh, the Sentinel is immune to ALL Psynergy. You'll have to use Summons (as usual, use your strongest ones at first), Djinn, and regular attacks to beat it. He also recovers 200 HP a turn. Ouch... If you have the Sol Blade from Mars Lighthouse, make sure one of your battling characters has it. Meggido and its Venus element work well against the Sentinel. After you have let loose all your Summons, just attack normally (or use Djinn to prepare to Summon). Make sure

you keep your party well healed; the Sentinel attacks 3 times a turn with a variety of powerful Psynergies. You may want to use the Flash-Granite-Healing Combo described in the Star Magician strategy. I've also received this Sentinel strategy from Raider-1.

Sentinel strategy- by Raider-1

a. For those of you who have read my SM strategy & think it's too dangerous... Maybe it is. Maybe I just got lucky. Maybe blah blah blah blah..... Well, this is a lot "safer."

b. preparations

GS1 party IN FRONT, Isaac has Sol Blade, 7 Venus Djinn, GRANITE IS NOT ON HIM, and possibly 1 Jupiter Djinn (all on standby). This is because Ivan has Granite, and you may have to trade Djinn to get it on him. Granite is on STANDBY. Flash and lots of other Mars Djinn on Gareth, all set. A bunch on Mercury Djinn on Mia, SHADE IS ONE OF THEM. As for your GS2 party, 8 of Felix's Venus Djinn on standby. All other Djinn set.

c. Round 1

1st turn- Isaac summons Judgement
Garet unleashes Flash
Ivan attacks
Mia attacks

2nd turn-

Isaac summons Judgement
Garet sets Flash
Ivan attacks
Mia unleashes Shade

Let's hope Sentinel didn't cast break, so the second Judgement does 2000 damage!

d. Round 2

1st turn- SWITCH ISAAC WITH FELIX
Felix summons Judgement
Garet unleashes Flash
Ivan attacks
Mia sets Shade

2nd turn-

Felix summons Judgement (again, let's hope Sentinel didn't cast Break)
Garet sets Flash
Ivan unleashes Granite (It should have recovered by now)
Mia casts Wish Well (even though you were using Guardian Djinn, you should need it.)

e. Round 3- Switch Mia with Isaac

Isaac unleashes an attack Djinni like Flint or Geode (if one hasn't recovered yet, have him attack & hopefully unleash Megiddo)
Garet unleashes Flash
Ivan sets Granite
Felix unleashes a Venus Djinn

It keeps going until Sentinel dies. Every time you have 4 Venus Djinn on standby, summon Judgement. Sometimes, you will want to switch Mia with Felix so

she can heal. Hopefully he doesn't last too long. He shouldn't, though.

Oh yeah, although Catastrophe isn't the most powerful summon, it's the coolest looking! ;-)

-Raider-1

Once you win, you get the cool-looking and powerful Catastrophe Summon.

x. Treasure Isle (Treis)

To reach Treasure Isle, sail to the island in the middle of some rocks on the northern part of the Eastern Sea.

TREASURE ISLE

Obviously, Treasure Isle is filled with many rare items. It is also the place Briggs found the jewels for Champa. When you enter, you'll see 3 doors, two of which have pillars pushed aside from them, on the left. The first two doors are empty; only enter the left one to get a Lucky Medal and 161 coins. Then go to the top of the first room. From the pillar pushed aside from the door, it looks like Briggs came here too. In the next room, the easily reachable chests are obviously empty. As you step on a button after the first two treasure platforms, you'll trigger the trap that stopped Briggs. Several large rocks rise from the water around you. You can make them recede with Grind, but some double as platforms. Grind the rock to the right and hop to the next chamber. In here, hop around to an enclosure with another trap button and a pillar. Press the button and push the pillar to the right of the button against the rock wall of the enclosure. Grind the rock that rose and go back to the outside of the enclosure. Use Move to get the pillar back on the button. Now you can climb a ladder to the left and hop across the rock. Through the next door, press the button and Grind down the right-hand rock. Jump up and left to a pillar on a 3-tile platform. Move it away from you and push it into the indent. Go back and climb a ladder, then walk a tightrope and jump over the two remaining rocks to get the Jester's Armlet. Go back to the pillar platform and go up to the top of the room and the door. At the choice of paths, go down and then left. Along a wall you will find a Mimic to fight. After you kill it, go south and through the door to an old room. You can Move another pillar into an indent and reach the 6 treasure chests to the left by hopping over the rock you didn't Grind. These hold 911 coins (the phone number of the date?), a Cookie, a Psynergy Star, a Sylph Feather, Rusty Axe, and Star Dust. G to the hall you entered from and take the stairs near the Mimic.

Use Lift on the boulder ahead and go to the left to find the powerful Iris Robe. Go down and around another tunnel. Lift a boulder and go to a Lift puzzle room like in Shaman Village Cave. To get the treasure chest and Jupiter Djinni, lift the center and left bottom boulders. Go up the center path, climb the ladder, jump to the left, and walk down the tightrope to the trapped Djinni, Gale (you need to battle it). Then go across the tightrope to the right over to a chest containing the Fire Brand, a good sword for Garet. Leave the room and reenter, then Lift the bottom left, top left, and top right boulders. You can now reach the exit ladder. In the next room, you'll come to a fork. If you missed at least one Venus Djinni from Golden Sun, take the left path to find a random one. Then, take the right path. You're having a Boss Battle in the next room, but don't standby any Djinn. Keep them all Set and Save, then enter the final room. Hop over to the...

BOSS BATTLE: STAR MAGICIAN (and Thunder, Anger, Guardian, and Refresh Spheres)

Difficulty: 8/10

Location: Treasure Isle

HP: 7486 (Star Magician), 360 (Guardian and Refresh Spheres), 460 (Anger Sphere), 520 (Thunder Sphere)

PP: 560 (Star Magician), 43 (Spheres)

ATK: 460 (Star Magician), 317 (Thunder, Guardian, and Refresh Spheres), 357 (Anger Sphere)

DEF: 139 (Star Magician), 127 (Thunder Sphere), 125 (Anger Sphere), 124 (Refresh and Guardian Spheres)

Agility: 268 (Star Magician), 292 (Thunder Sphere), 136 (Refresh and Guardian Spheres), 173 (Anger Spheres)

Exp: 7866 (Star Magician), 439 (Thunder Sphere), 448 (Refresh and Guardian Sphere), 387 (Anger Sphere)

Coins: 5566 (Star Magician), 289 (Thunder Sphere), 278 (Refresh and Guardian Spheres), 30 (Anger Sphere)

Weakness: Mars (Star Magician and Refresh Sphere), Jupiter (Thunder Sphere), Venus (Guardian Sphere), Mercury (Anger Sphere)

The Star Magician is the Mercury counterpart of a series of 4 difficult bosses guarding powerful Combo Summon Tablets. Although the Magician, attacking twice a turn with powerful Mercury and Jupiter Psynergy like Spark Plasma or Freeze Prism, is not so hard, he summons Spheres (I refuse to call them balls) to aid him. Besides attacking, each Sphere has a special ability:

Guardian: The green Spheres can project a shield around the SM to drastically reduce the damage done to him for a turn.

Refresh: The blue Spheres can use a healing Psynergy called Earnest Ply on the SM, which heals him for at least 1000 HP.

Anger: These red Spheres detonate themselves on your party with explosive force, killing themselves but doing lots of damage to your party.

Thunder: The purple Spheres attack with level 2 Jupiter Psynergy like Shine Plasma, Flash Bolt, and Storm Ray.

For once, don't even standby your Djinn before this battle. Have one party member keep your party healed while the others attack all the non-Thunder Spheres. You may also want to have two of them alternate barrier Djinn (like Flash and Granite), a third heal (preferably with the Iris or Mysterious Robe and Psychic Circlet so they can cast Pure Wish every turn), and the fourth attack. Though this is slower, it is virtually impossible to lose this way. Anyway, once you have gotten the SM to have 4 Thunder Spheres out (Anger Spheres will also do, but they may use Angry Bomb and be replaced with Refresh or Guardian Spheres), start attacking him. Don't hurt the Spheres, though. Although you will take a lot of damage from various Psynergies this way, the battle will still be much easier than it would be otherwise. Just keep your party healed and attack the SM (not his Spheres) until he goes down. A single turn of ferocious Psynergies should then take the Thunder Spheres down.

I also have an alternate kamikaze strategy from Raider-1:

Star Magician Strategy- by Raider-1

a. preparations

I recommend having the Sol Blade AND at least having beaten Valukar so that you know you are not too weak to do this.

GS2 party should be in front, (Felix DOES have the Sol Blade?) all Djinn set. GS1 party in back, I recommend giving the Burning Sword to Isaac. Djinn to summon all your best (Eclipse, Daedalus, etc.) are on STANDBY. YOU HEAR ME, STANDBY!

b. Round 1

Felix, only Felix attacks the Guardian Sphere. The others (except Jenna; She casts Cool Aura every turn) attack the Refresh Sphere. Have only Felix attack pesky Guardian Spheres. If he unleashes Megiddo, which he should, then he will kill any sphere in one hit. Try to not let any Refresh Spheres heal Star Magician, or this plan might not work.

c. Round 2

By the time your GS2 party is dead, the Star Magician should only have 3000-4000 hp left. Have your GS1 party DESTROY Star Magician w/ Haures & Eclipse. :-)

If he is still alive, you're in trouble. If you die, start over but I only had to do it once!

When you finally beat SM, you'll receive the level 7 Azul Summon!

y. Anemos Sanctum (Anesa)

You've already been to Anemos Sanctum to get a Dragon Skin, but you haven't been into the Inner Sanctum to get the two strongest Summon attack in the game. Also, note that you can't get anywhere without all 72 Djinn in your possession. To reach the Sanctum of the moon, Teleport from the circle in the middle of nearby Contigo.

ANEMOS INNER SANCTUM

In this mystical room, step on all 4 of the large circles containing elemental Symbols. You will release the power of your Djinn. If you have all 72, the door on top of the room will open. Go through it. Hop over the platforms and take the free Summon Tablet up ahead for Charon, the second strongest Summon in the game! Continue on through the next room. In this hall, go to the left and up to a door. Hop across the left pit in the next room and through a door to an interesting puzzle room. The statue with a figure painted on it will mirror your movements. You have to guide it across the room to a switch without it falling down a pit. This first room is easy and shouldn't take very long after you get used to controlling the mirrored statue. If it falls, exit and reenter the room. Once you open the door, go right and down. Push a pillar near the door to an indent to open a shortcut past the statue room and go through the doorway. You can't do anything up the stairs yet, so just enter an elevator room. Step on all the black tiles to turn them white and activate the elevator. Step on it and ascend to the next floor. Push a pillar to the left here to open an unneeded shortcut and go to some stairs. Go down another flight of stairs and down even more stairs ahead. Take the treasure in this chamber (Dark Matter) and go back up. You can't do the sand path yet. Go through another doorway to a slightly harder elevator room. This isn't as easy as the first one, obviously; it's as hard as any game of Othello because of the cracked tiles. From the entrance door, go left to the upper left corner, all the way down, all the way right, up, left, up, right, up, right, down, right, up, and to the elevator. Save before attempting this just in case. If you didn't get it before, you may want to fall to get the Dark Matter.

Go down the stairs above the elevator and open the sand shortcut to the left, then enter the right door. Lift the pillar here and go down to a hallway. Go the long way around here to another mirror statue room. In here, get the statue to be over the block above it and then walk down one space. The statue should try to follow but be unable because of the block. You can now get it onto the switch. Back in the room with the boulder. Jump over to between the second and

third of 3 pillars. Move the third pillar into one of the two indents and go back through the statue room and hallway. Lift the boulder again and go straight up to a small chamber. Hop over a gap and reemerge in the top right corner of the boulder room. Hop down between the first and second pillars and push the second into the unused indent. Go back through the small chamber and Lift the boulder one last time. Go down the path below the boulder and Move the first pillar right. Push it farther right and hop up to the pillar to the right of the boulder. Move and push it onto the switch to the left and enter the door you opened.

Take more stairs down and go through another hallway to the toughest statue room yet. Here are the directions for this tough puzzle:

Up 2
Right 2
Up 2
Right 1
Up 2
Left 1
Down 2
Right 1
Up 2
Left 1
Up 2
Left 3

This should open the door. Go through the door directly ahead of you and take the Orihalcon in the chest ahead. Go back and through the other door. You'll be at a 3 by 3 square of cracked tiles. Carefully make your way from the bottom to the left, leaving a path to go from top to right. Go around the hallways to just above the right path from the square and Move a pillar blocking a Sand track to the right. Now go back to the top path and use it to get to the right. Use the Sand track and push the pillar the rest of the way out. Go up and left, push one more pillar into an indent for one last shortcut, and go up to the final room. In this room, push the 6 blocks to form the spider-like symbol you saw on the arch in Atteka Inlet. When you do, the spider's abdomen lights up and turns into a Hover pad. You're about to fight the toughest Boss in the game (at least without a good strategy), so save and do the preparations in Boris Badenov's Dullahan strategy (just below here in the Boss guide) before using Hover on the pad. The whole 6 blocks float together to an indentation that seems to be waiting for them... You land in front of a headless, caped figure, also known as...

BOSS BATTLE: DULLAHAN

Difficulty: 4/10
Location: Anemos Inner Sanctum
HP: 16000
PP: 200+
ATK: 676
DEF: 269
Agility: 241
Exp: 15600
Coins: 6775
Weakness: Jupiter

You didn't think you'd get the ultimate Summon that easily, did you? Dullahan is, statistically, one of the toughest Bosses in RPG history. Here are his moves of note (so you know, he attacks 3 times per turn and recovers 200 HP and 30 PP every turn):

=Formina Sage=

This attack does a massive amount of damage to a single party member and will

likely kill him/her in one hit.

=True Collide=

This attack does about 250 damage to up to 3 party members and heals the damage dealt from Dullahan.

=Charon=

Yes, Dullahan seems to have a copy of the very same Summon you acquired earlier in the dungeon, with an increased chance of instant kills.

=Djinn Storm=

Like Doom Dragon, Dullahan has the deadly Djinn-wrecking attack.

Scared yet? Well, don't be. With this great strategy from Boris Badenov, you're virtually guaranteed to beat no-goodnik Dullahan.

-By Boris Badenov-

I came up with a super awesome happy fun time Dullahan strategy

If you have beaten Jupiter Lighthouse and gotten the other 3 elemental super summons as well as Charon at the start of THIS dungeon, you will be fine to beat Dullahan with little problems using this technique

It should work for a party of the following horrible levels:

40ish for Felix, Jenna, Sheba and Pierce

36ish for Isaac, Garet, Ivan and Mia

You'll need 'em both for this but you'll be able to win with even such paltry levels as this. If you got Teleport and the other 3 elemental summons you outta be around here anyway.

Here's the super awesome happy fun time Dullahan strategy:

Start with Felix, Jenna, Sheba and Pierce

Djinn are as so:

9 Venus Djinn on Felix, ONE is set, the other 8 on standby. Make sure Granite is NOT one of the 9 on him, you'll need Granite for your backup team

9 Mars Djinn on Jenna, one of them is Flash. Flash is SET, the other 8 Mars are on standby

9 Jupiter Djinn are on Sheba, all 9 are on standby

9 more Jupiter Djinn are on Pierce, Kite and Haze are two of them. Those two, KITE and HAZE are SET to PIERCE, the other 7 Jupiter Djinn on him are on standby

Don't worry about how many Djinn you have free, if you do exactly as I say the numbers will work perfectly ;)

The battle will work like this

Round 1:

Felix Casts Charon

Jenna Uses Flash

Sheba casts Catastrophe

Pierce uses Kite on Felix

Flash makes it so nothing hurts you at all, even though a few attacks should have knocked your underleveled ass out of the water, you're safe for this turn

;)

The set Djinn on Felix gives him a little more defense (he's the one you really don't want killed) and also helps Charon do a bit more damage

You'll see what Kite was for in a second

Sheba's catastrophe was just straight out damage, you

Felix's wind power was raised a bit due to Charon. Now it's all on Felix. Next round goes like so:

Felix summons Catastrophe

Felix summons Catastrophe (you used kite on him, he goes twice, member?)

Sheba does who cares

Jenna does whatever

Pierce uses HAZE on FELIX

Haze on Felix to ensure he casts those two catastrophes. It doesn't matter what Sheba and Jenna do, dollars to donuts they and pierce will die with flash no longer in effect. Only haze will save Felix. So Felix casts those two catastrophes and that's pretty much the round. His already raised wind Power raises much higher from his first catastrophe, making the second one a real doosy! Dullahan should be quite about dead by now

Do whatever with Felix this round, cast Jupiter if you like so that last Djinn doesn't go to waste. It don't matter if Felix dies before he can cast it though, he's done his part.

Now onto round 2, the backup gang. They do have horrid levels don't they? Not to worry, you'll do fine ;)

Djinn are as follows:

8 Venus and 1 random mercury Djinn on Isaac, one random Venus Djinn is SET, the other 7 and the mercury are on standby

9 Mars Djinn are on Garet, one SET to him, the rest on standby.

8 Mercury Djinn and 1 Venus on Ivan. The Venus on Ivan is GRANITE, that's important, and one of the Mercuries on him is SHADE, also important. You did listen when I told you not to use Granite on Felix, right? GRANITE AND SHADE ARE SET TO IVAN, the other 7 mercury are on standby.

9 Mercury Djinn on Mia. AAAALL Set. She's gonna be a strong 'un :)

The 1 Djinn set to Isaac and Garet are to increase their attack power, as are the 8 set to Mia

Round 1 goes like so:

Isaac summons Judgement

Garet summons Meteor

Ivan casts GRANITE that's important. not shade, GRANITE, we need to free him up for next turn

Mia summons Boreas

Granite keeps your party alive, they wouldn't be otherwise at that level methinks o_O. Isaac Garet and Mia gain heavy elemental strength from these summons. So next round should do even more damage...

Round 2:

Isaac summons Judgement
Garet summons Meteor
Ivan casts SHADE
Mia summons Boreas

Dullahan shouldn't survive this. You win, you lazy underleveled wretch :P

There's only 2 things that can screw this up: Dullahan doing that auto-death thing to Felix in the very first round to kill him, or Djinn storm. If he ever does Djinn storm during these 4 attack rounds, you won't win. But since you only have to attack for 4 rounds, you won't need to try too many times to get a battle where he doesn't use it ;) Even if Dullahan uses that instant kill thing on one of your second group members, you'll probably be able to kill him with only 3 doing their 4-cast summons. And if not, you can always just retry until he DOESN'T auto-death them. Heck, you only gotta last 4 rounds...

After you beat Dullahan, you can get the most powerful Combo Summon in the game, Iris!

5. The Boss Guide (Bossg)

CHESTBEATERS (X3)

Difficulty: 2/10
Location: Kandorean Temple
HP: 155 each
PP: 0
ATK: 44
DEF: 11
Agility: 20
Exp: 40
Coins: 20
Weakness: Mars

This trio of big blue apes will be your first Boss Battle. They are not all that hard and barely put up more of a fight than a large group of normal enemies. They have only 150 Health each and are weak to fire. Jenna's area-effect fire attacks like Flare work very well against them. To increase your number of attackers, give Sheba the Mysterious Card you picked up give her the fire-based Juggle Psynergy. While the two girls attack the Chestbeaters, have Felix heal with Cure and attack if necessary.

KING SCORPION

Difficulty: 2/10
Location: Yampi Desert
HP: 1064
PP: 0
ATK: 101
DEF: 32
Agility: 39
Exp: 440
Coins: 228
Weakness: Mars

If anything, this guy is even easier than the Chestbeaters. True, he is quite tough with over 1000 Health, but his pathetic attacks only did about 10 damage each! Since you should have quite a collection of Djinn by now, enter battle with them on standby so that you can unleash your most powerful Summons on him as the battle starts. Especially try to use fire Summons and Synergies; like

the Chestbeaters, KS is weak to fire. Because his attacks are so weak, it is harder to lose against King Scorpion than to win.

BRIGGS (and Sea Fighters)

Difficulty: 4/10

Location: Alhafra Port

HP: 984 (Briggs), 197 (Sea Fighter)

PP: 0

ATK: 129 (Briggs), 119 (Sea Fighter)

DEF: 29 (Briggs), 28 (Sea Fighter)

Agility: 76 (Briggs), 61 (Sea Fighter)

Exp: 333 (Briggs), 89 (Sea Fighter)

Coins: 891 (Briggs), 130 (Sea Fighter)

Weakness: Everything

Your first remotely challenging Boss fight. Although Briggs the pirate and his crew are weak to every element, Briggs can summon more Sea Fighters when to down some of them. He is also much tougher than his underlings are. Because destroying his minions initially is futile, concentrate your strongest attacks on Briggs. Remember to pull off your strongest Summons at the start of the battle (concentrating them on Briggs). Since you're fighting 3 opponents instead of one, remember to keep your party well healed. After Briggs goes down, the battle becomes an easy process as you mop up his Sea Fighters.

AQUA HYDRA

Difficulty: 3/10

Location: Piers' Ship

HP: 2276

PP: 70

ATK: 173

DEF: 38

Agility: 63

Exp: 963

Coins: 1612

Weakness: Mars

This will be a pretty normal, straightforward battle. As usual, concentrate on using your strongest Summons as the battle starts (especially Mars element ones). If you want, keep your Mars Djinn Set so that Jenna can heal with Aura spells. The Aqua Hydra is not likely to down any of your characters, so don't worry too much about healing. Just keep attacking the beast relentlessly and healing until it goes down.

SERPENT

Difficulty: 5/10

Location: Gaia Rock

HP: 3536

PP: 160

ATK: 249

DEF: 76

Agility: 135

Exp: 1995

Coins: 2898

Weakness: Jupiter

The Serpent is your toughest Boss yet, but still not too hard. However, note that unless you have reflected all 4 beams of light on it, the Serpent CANNOT

BE DEFEATED. Using his powers of darkness, the Serpent will fully heal itself every turn. Anyway, lead with Summons as usual, especially Jupiter ones. Also, note that the Serpent attacks twice every turn. Keep Jenna healing with Aura spells the whole battle, and make sure to have some Water of Life.

AVIMANDER

Difficulty: 1/10

Location: Champa

HP: 3792

PP: 87

ATK: 281

DEF: 89

Agility: 94

Exp: 2176

Coins: 1330

Weakness: Mercury

Come on, Camelot, you have to be able to do better than this! Your fight with the Avimander should be no longer or harder than a normal battle. As usual, have everyone lead with strong Summons. Have Piers Standby two extra Mercury Djinn and Jenna Standby two Mars Djinn so she can Summon Ulysses and still heal. The next turn, just attack the Avimander with your strongest Psynergy and he should go down.

POSEIDON

Difficulty: 6/10

Location: Sea of Time

HP: 4905

PP: 162

ATK: 302

DEF: 100

Agility: 185

Exp: 2930

Coins: 3762

Weakness: Mars

Unlike your previous boss fights, Poseidon actually won't be easy! First, you can't even inflict damage to him through his forcefield. The only way to break it is to strike with the Trident Briggs' Grandma forged for you (you DO have it, right?). Give the Trident to your fastest character so that all the others can attack with Summons once Poseidon's forcefield goes down. You should keep using the Trident the entire battle; it is a reliable source of damage to the king of the sea. Also, have another character concentrate of healing; Poseidon attacks several times each turn with powerful Mercury Psynergy. As long as you break his shield and keep your party strong, you should be able to beat him. And if you don't, try again.

MOAPA (and Knights)

Difficulty: 7/10

Location: Trial Road

HP: 3042 (Moapa), 1954 (Knights)

PP: 0

ATK: 354 (Moapa), 321 (Knights)

DEF: 219 (Moapa), 151 (Knights)

Agility: 181 (Moapa), 143 (Knights)

Exp: 1670 (Moapa), 835 (Knights)

Coins: 2460 (Moapa), 205 (Knights)

Weakness: Everything

Your battle with Chief Moapa and his Knights (since when do Indian chiefs call their warriors knights?) will be your second Boss battle against humans. Like Briggs and his crew, this battle will face you against a main boss and two of his underlings. Unlike with Briggs, Moapa doesn't have the ability to summon more Knights (thankfully). The only thing making the battle hard, besides the toughness of Moapa, is his party's love of attack items (namely Bramble Seeds and Crystal Powder). If all 3 of his party members use items on you, it could seriously damage or even fell some of your party members. Remember to lead with powerful Summons, leaving Jenna free to heal. Have all your other party member concentrate on Moapa; after he goes down, his Knights are easy.

AGATIO & KARST

Difficulty: 8/10

Location: Jupiter Lighthouse Aerie

HP: 4248 (Agatio), 3186 (Karst)

PP: 280 (Agatio), 320 (Karst)

ATK: 377 (Agatio), 354 (Karst)

DEF: 114 (Agatio), 107 (Karst)

Agility: 178 (Agatio), 235 (Karst)

Exp: 3000 (Agatio), 2813 (Karst)

Coins: 3740 (Agatio), 5280 (Karst)

Weakness: Mercury

Your next Boss Battle will put you up against two very tough enemies. The main thing making this battle hard, however, is the fact that you only start out with Felix and Piers. Every few turns, Jenna, then Sheba, will join the battle. Fortunately, this is also the only battle you don't have to win. You can continue the game even if you are defeated. You will have to be very careful during the turns when this battle is two-on-two. With no healer, play very conservatively (hopefully Felix or Piers has a healing item). As usual, begins with powerful Summons (Ulysses for Jenna so she can heal). When Summoning and attacking concentrate all your attacks on Karst; she is weaker and will go down first. The battle steadily gets easier as the turns wear on and more party members join the fray. It will also be much easier after Karst is gone. An attack you really have to worry about, however, is Meteor Blow, possibly the strongest Psynergy in the game. It can deal about 400-500 damage to each of your party members on average!

FLAME DRAGONS (1 and 2)

Difficulty: 4/10

Location: Mars Lighthouse

HP: 5348 (1), 5724 (2)

PP: 320 (1), 250 (2)

ATK: 389 (1), 400 (2)

DEF: 134 (1), 137 (2)

Agility: 215 (1), 158 (2)

Exp: 2502

Coins: 1872 (1), 1521 (2)

Weakness: Mercury

Though the 2 Flame Dragons are really Agatio and Karst transformed, none of you know it at the moment. They are not quite as hard as real bosses and should not take too long to defeat. As usual, Summon at the start of the battle; focus on Mercury Summons. If you went to Treasure Isle and got Azul, great; use it to inflict massive damage on the 2 Dragons. Be careful about them inflicting massive damage on you with Meteor Blow, though. Remember to focus on healing

and attacking one of the dragons at a time.

DOOM DRAGON

Difficulty: 5/10

Location: Mars Lighthouse Aerie

HP: 16000

PP: 150+

ATK: 470

DEF: 155

Agility: 200

Exp: N/A

Coins: N/A

Weakness: Jupiter

The Doom Dragon is the final boss of GS2. He has 3 heads. Every time you take away 1/3 of his HP, a head will disappear. The Doom Dragon may seem intimidating, but you should be able to beat him easily using my strategy from GameFAQs.

DarthMarth's Doom Dragon Strategy

First, the DD's attacks of note (he attacks 4 times a turn):

=Djinn Blast/Djinn Storm=

These can both seriously mess up your strategy. Djinn Blast puts all the Djinn of a character on recovery, and Djinn Storm puts ALL your current party's Djinn on recovery. Luckily, he only replaces Blast with Storm when he is down to one head. (see below) The best thing to do is try to cope with Djinn Blast when it happens (he doesn't use it often). Once he is down to one head, kamikaze him with Summons before he uses Djinn Storm.

=Cruel Ruin=

This is the new version of Outer Space. Once again, it does lots O' damage to your party. It looks cooler, though. :)

=Haunt=

You may want to make sure you have a way of removing evil spirits caused by this.

=Curse=

Make sure at least two of your characters can revive.

=Guard Aura=

This is Doom Dragon's version of Flash. It pretty much just makes you waste a turn.

All right, here is my way of beating the Doom Dragon easily. Here is my team setup:

---Main Team---

Isaac: 4 Mars, 5 Jupiter, all set, has Sol Blade, Hyper Boots, Mythril Helm, Riot Gloves and Valkyrie Mail

Ivan: 4 Venus, 5 Mercury, including Shade, all set, has Psychic Circlet and Iris Robe

Mia: 2 Mercury, 7 Mars, including Flash and Tonic, all set, has some Waters of Life

Garet: 5 Venus, 4 Jupiter, including Granite, all set

---Backup Team---

Sheba: 9 Jupiter, all but one on standby

Felix: 9 Venus

Jenna: 7 Mars, 2 Mercury, both Mercury and 5 Mars on standby

Piers: 9 Mercury, all but one on standby

Here goes: with Isaac, start attacking (he should unleash Megiddo every time) from the start. You may also want to consider Death Leap/Plunge because of the

DD's Jupiter weakness. Never stop using Death Leap/Plunge or attacks with him, ever. Constantly alternate Flash and Granite with Mia and Garet, switching to Ivan's Shade if either of them has to do something else. Because of his PP restoring items, Ivan can cast even Pure Wish every turn. Use Revive or Water of Life if a character is downed (like by Spirit of Death). If an evil spirit grips a character, use Tonic. If Ivan doesn't need to heal during a turn, have him use a Plasma series attack. Keep doing this, trying to regulate yours and the DD's pattern as much as possible (just try to cope if it uses Djinn draining attacks, or restart if you wish), until it kills your first party. It should have one head (BTW, it loses heads as you do damage to it) and sustained lots of further damage by now. If not, you're screwed. Anyway, once your backup GS2 party is staring the weakened, one-headed DD in the face, have them let their summons rip it apart. Especially use Jupiter Summons like Eclipse and Catastrophe. This barrage should kill the Doom Dragon. I hope this strategy helps!

STAR MAGICIAN (and Thunder, Anger, Guardian, and Refresh Spheres)

Difficulty: 8/10

Location: Treasure Isle

HP: 7486 (Star Magician), 360 (Guardian and Refresh Spheres), 460 (Anger Sphere), 520 (Thunder Sphere)

PP: 560 (Star Magician), 43 (Spheres)

ATK: 460 (Star Magician), 317 (Thunder, Guardian, and Refresh Spheres), 357 (Anger Sphere)

DEF: 139 (Star Magician), 127 (Thunder Sphere), 125 (Anger Sphere), 124 (Refresh and Guardian Spheres)

Agility: 268 (Star Magician), 292 (Thunder Sphere), 136 (Refresh and Guardian Spheres), 173 (Anger Spheres)

Exp: 7866 (Star Magician), 439 (Thunder Sphere), 448 (Refresh and Guardian Sphere), 387 (Anger Sphere)

Coins: 5566 (Star Magician), 289 (Thunder Sphere), 278 (Refresh and Guardian Spheres), 30 (Anger Sphere)

Weakness: Mars (Star Magician and Refresh Sphere), Jupiter (Thunder Sphere), Venus (Guardian Sphere), Mercury (Anger Sphere)

The Star Magician is the Mercury counterpart of a series of 4 difficult bosses guarding powerful Combo Summon Tablets. Although the Magician, attacking twice a turn with powerful Mercury and Jupiter Psynergy like Spark Plasma or Freeze Prism, is not so hard, he summons Spheres (I refuse to call them balls) to aid him. Besides attacking, each Sphere has a special ability:

Guardian: The green Spheres can project a shield around the SM to drastically reduce the damage done to him for a turn.

Refresh: The blue Spheres can use a healing Psynergy called Earnest Ply on the SM, which heals him for at least 1000 HP.

Anger: These red Spheres detonate themselves on your party with explosive force, killing themselves but doing lots of damage to your party.

Thunder: The purple Spheres attack with level 2 Jupiter Psynergy like Shine Plasma, Flash Bolt, and Storm Ray.

For once, don't even standby your Djinn before this battle. Have one party member keep your party healed while the others attack all the non-Thunder Spheres. You may also want to have two of them alternate barrier Djinn (like Flash and Granite), a third heal (preferably with the Iris or Mysterious Robe and Psychic Circlet so they can cast Pure Wish every turn), and the fourth attack. Though this is slower, it is virtually impossible to lose this way. Anyway, once you have gotten the SM to have 4 Thunder Spheres out (Anger Spheres will also do, but they may use Angry Bomb and be replaced with Refresh or Guardian Spheres), start attacking him. Don't hurt the Spheres, though.

Although you will take a lot of damage from various Psynergies this way, the battle will still be much easier than it would be otherwise. Just keep your party healed and attack the SM (not his Spheres) until he goes down. A single turn of ferocious Psynergies should then take the Thunder Spheres down.

I also have an alternate kamikaze strategy from Raider-1:

Star Magician Strategy- by Raider-1

a. preparations

I recommend having the Sol Blade AND at least having beaten Valukar so that you know you are not too weak to do this.

GS2 party should be in front, (Felix DOES have the Sol Blade?) all Djinn set. GS1 party in back, I recommend giving the Burning Sword to Isaac. Djinn to summon all your best (Eclipse, Daedalus, etc.) are on STANDBY. YOU HEAR ME, STANDBY!

b. Round 1

Felix, only Felix attacks the Guardian Sphere. The others (except Jenna; She casts Cool Aura every turn) attack the Refresh Sphere. Have only Felix attack pesky Guardian Spheres. If he unleashes Megiddo, which he should, then he will kill any sphere in one hit. Try to not let any Refresh Spheres heal Star Magician, or this plan might not work.

c. Round 2

By the time your GS2 party is dead, the Star Magician should only have 3000-4000 hp left. Have your GS1 party DESTROY Star Magician w/ Haures & Eclipse. :-)

If he is still alive, you're in trouble. If you die, start over but I only had to do it once!

VALUKAR

Difficulty: 6/10

Location: Yampi Desert Cave

HP: 12960

PP: 0

ATK: 550

DEF: 175

Agility: 206

Exp: 8702

Coins: 4980

Weakness: Mercury

The brutish beast Valukar is the fire Guardian of the Combo Tablet Daedalus. He would be a pretty average Boss fight normally, but there are a few twists that make him tougher. For one thing, he has an attack that will likely stun it target and do damage. Make sure you have a way of curing stun on at least two characters before battling Valukar. His most unique ability, however, is his ability to use your own Djinn against you! That's right, if you leave Djinn on standby after your turn, he'll most likely use them to Summon on one of his two attacks. He also has an attack called Djinn Stun that puts the first Djinn of each of your party members on standby. Make sure to take advantage of this by Summoning the spirits yourself if he doesn't (get ready for fun if he uses Djinn Stun twice in a row). Other than that, just use the standard strategy for

most Bosses and you should win.

SENTINEL

Difficulty: 5/10

Location: Sea of Time Islet Cave

HP: 8736

PP: 780

ATK 608

DEF: 216

Agility: 171

Exp: 10538

Coins: 6144

Weakness: Venus

Like the previous two Tablet-guarding Bosses, the Sentinel has something unique that makes it very tough to beat. This time, it's Psynergy immunity. Uh-huh, the Sentinel is immune to ALL Psynergy. You'll have to use Summons (as usual, use your strongest ones at first), Djinn, and regular attacks to beat it. He also recovers 200 HP a turn. Ouch... If you have the Sol Blade from Mars Lighthouse, make sure one of your battling characters has it. Meggido and its Venus element work well against the Sentinel. After you have let loose all your Summons, just attack normally (or use Djinn to prepare to Summon). Make sure you keep your party well healed; the Sentinel attacks 3 times a turn with a variety of powerful Psynergies. You may want to use the Flash-Granite-Healing Combo described in the Star Magician strategy. I've also received this Sentinel strategy from Raider-1.

Sentinel strategy- by Raider-1

a. For those of you who have read my SM strategy & think it's too dangerous... Maybe it is. Maybe I just got lucky. Maybe blah blah blah blah..... Well, this is a lot "safer."

b. preparations

GS1 party IN FRONT, Isaac has Sol Blade, 7 Venus Djinn, GRANITE IS NOT ON HIM, and possibly 1 Jupiter Djinn (all on standby). This is because Ivan has Granite, and you may have to trade Djinn to get it on him. Granite is on STANDBY. Flash and lots of other Mars Djinn on Gareth, all set. A bunch on Mercury Djinn on Mia, SHADE IS ONE OF THEM. As for your GS2 party, 8 of Felix's Venus Djinn on standby. All other Djinn set.

c. Round 1

1st turn- Isaac summons Judgement

Garet unleashes Flash

Ivan attacks

Mia attacks

2nd turn-

Isaac summons Judgement

Garet sets Flash

Ivan attacks

Mia unleashes Shade

Let's hope Sentinel didn't cast break, so the second Judgement does 2000 damage!

d. Round 2

1st turn- SWITCH ISAAC WITH FELIX

Felix summons Judgement

Garet unleashes Flash

Ivan attacks

Mia sets Shade

2nd turn-

Felix summons Judgement (again, let's hope Sentinel didn't cast Break)

Garet sets Flash

Ivan unleashes Granite (It should have recovered by now)

Mia casts Wish Well (even though you were using Guardian Djinn, you should need it.)

e. Round 3- Switch Mia with Isaac

Isaac unleashes an attack Djinni like Flint or Geode (if one hasn't recovered yet, have him attack & hopefully unleash Megiddo)

Garet unleashes Flash

Ivan sets Granite

Felix unleashes a Venus Djinn

It keeps going until Sentinel dies. Every time you have 4 Venus Djinn on standby, summon Judgement. Sometimes, you will want to switch Mia with Felix so she can heal. Hopefully he doesn't last too long. He shouldn't, though.

Oh yeah, although Catastrophe isn't the most powerful summon, it's the coolest looking! ;-)

-Raider-1

DULLAHAN

Difficulty: 4/10

Location: Anemos Inner Sanctum

HP: 16000

PP: 200+

ATK: 676

DEF: 269

Agility: 241

Exp: 15600

Coins: 6775

Weakness: Jupiter

You didn't think you'd get the ultimate Summon that easily, did you? Dullahan is, statistically, one of the toughest Bosses in RPG history. Here are his moves of note (so you know, he attacks 3 times per turn and recovers 200 HP and 30 PP every turn):

=Formina Sage=

This attack does a massive amount of damage to a single party member and will likely kill him/her in one hit.

=True Collide=

This attack does about 250 damage to up to 3 party members and heals the damage dealt from Dullahan.

=Charon=

Yes, Dullahan seems to have a copy of the very same Summon you acquired earlier in the dungeon, with an increased chance of instant kills.

=Djinn Storm=

Like Doom Dragon, Dullahan has the deadly Djinn-wrecking attack.

Scared yet? Well, don't be. With this great strategy from Boris Badenov, you're

virtually guaranteed to beat no-goodnik Dullahan.

-By Boris Badenov-

I came up with a super awesome happy fun time Dullahan strategy

If you have beaten Jupiter Lighthouse and gotten the other 3 elemental super summons as well as Charon at the start of THIS dungeon, you will be fine to beat Dullahan with little problems using this technique

It should work for a party of the following horrible levels:

40ish for Felix, Jenna, Sheba and Pierce

36ish for Isaac, Garet, Ivan and Mia

You'll need 'em both for this but you'll be able to win with even such paltry levels as this. If you got Teleport and the other 3 elemental summons you outta be around here anyway.

Here's the super awesome happy fun time Dullahan strategy:

Start with Felix, Jenna, Sheba and Pierce

Djinn are as so:

9 Venus Djinn on Felix, ONE is set, the other 8 on standby. Make sure Granite is NOT one of the 9 on him, you'll need Granite for your backup team
9 Mars Djinn on Jenna, one of them is Flash. Flash is SET, the other 8 Mars are on standby
9 Jupiter Djinn are on Sheba, all 9 are on standby
9 more Jupiter Djinn are on Pierce, Kite and Haze are two of them. Those two, KITE and HAZE are SET to PIERCE, the other 7 Jupiter Djinn on him are on standby

Don't worry about how many Djinn you have free, if you do exactly as I say the numbers will work perfectly ;)

The battle will work like this

Round 1:

Felix Casts Charon
Jenna Uses Flash
Sheba casts Catastrophe
Pierce uses Kite on Felix

Flash makes it so nothing hurts you at all, even though a few attacks should have knocked your underleveled ass out of the water, you're safe for this turn ;)

The set Djinn on Felix gives him a little more defense (he's the one you really don't want killed) and also helps Charon do a bit more damage

You'll see what Kite was for in a second

Sheba's catastrophe was just straight out damage, you

Felix's wind power was raised a bit due to Charon. Now it's all on Felix. Next round goes like so:

Felix summons Catastrophe

Felix summons Catastrophe (you used kite on him, he goes twice, member?)

Sheba does who cares

Jenna does whatever

Pierce uses HAZE on FELIX

Haze on Felix to ensure he casts those two catastrophes. It doesn't matter what sheba and Jenna do, dollars to donuts they and pierce will die with flash no longer in effect. Only haze will save Felix. So Felix casts those two catastrophes and that's pretty much the round. His already raised wind Power raises much higher from his first catastrophe, making the second one a real doozy! Dullahan should be quite about dead by now

Do whatever with Felix this round, cast Jupiter if you like so that last Djinn doesn't go to waste. It don't matter if Felix dies before he can cast it though, he's done his part.

Now onto round 2, the backup gang. They do have horrid levels don't they? Not to worry, you'll do fine ;)

Djinn are as follows:

8 Venus and 1 random mercury Djinn on Isaac, one random Venus Djinn is SET, the other 7 and the mercury are on standby

9 Mars Djinn are on Garet, one SET to him, the rest on standby.

8 Mercury Djinn and 1 Venus on Ivan. The Venus on Ivan is GRANITE, that's important, and one of the Mercuries on him is SHADE, also important. You did listen when I told you not to use Granite on Felix, right? GRANITE AND SHADE ARE SET TO IVAN, the other 7 mercury are on standby.

9 Mercury Djinn on Mia. AAAALL Set. She's gonna be a strong 'un :)

The 1 djinn set to Isaac and Garet are to increase their attack power, as are the 8 set to Mia

Round 1 goes like so:

Isaac summons Judgement

Garet summons Meteor

Ivan casts GRANITE that's important. not shade, GRANITE, we need to free him up for next turn

Mia summons Boreas

Granite keeps your party alive, they wouldn't be otherwise at that level methinks o_o. Isaac Garet and Mia gain heavy elemental strength from these summons. So next round should do even more damage...

Round 2:

Isaac summons Judgement

Garet summons Meteor

Ivan casts SHADE

Mia summons Boreas

Dullahan shouldn't survive this. You win, you lazy underleveled wretch :P

There's only 2 things that can screw this up: Dullahan doing that auto-death thing to Felix in the very first round to kill him, or djinn storm. If he ever does Djinn storm during these 4 attack rounds, you won't win. But since you only have to attack for 4 rounds, you won't need to try too many times to get a

battle where he doesn't use it ;) Even if Dullahan uses that instant kill thing on one of your second group members, you'll probably be able to kill him with only 3 doing their 4-cast summons. And if not, you can always just retry until he DOESN'T auto-death them. Heck, you only gotta last 4 rounds...

6. Djinn Guide (Djigu)

FAQ: What are the 3 stages of Djinn?

A: When Djinn are set, they can be unleashed in battle or changed to standby out of battle. Also, they will contribute to changing your character's class when set. On standby, Djinn do not change classes but can be used to Summon various spirits. Once used to Summon, Djinn switch to recovery mode. After a while, they automatically switch back to Set mode.

New to my latest update, the guide now contains the Djinn from GS1 to help you get them all!

-THE GS1 VENUS DJINN-

FLINT

Description: Strike a blow that can cleave stone.

Bonuses: 8 HP, 4 PP, 3 ATK

Location: Right outside of Vale; it's impossible to miss.

Battle?: No

Rating: 5/5 Flint has no added effect, but does great damage, making it very useful for attack.

GRANITE

Description: Create a mighty earthen barrier.

Bonuses: 9 HP, 2 DEF, 2 AGL, 1 LCK

Location: Kolima (enter back of house next to Djinni and go through cave)

Battle?: No

Rating: 4/5 Granite creates a shield that halves the damage your party takes for a turn, making it very good. It's even better when combined with Flash.

QUARTZ

Description: Revive a downed ally.

Bonuses: 10 HP, 3 PP, 3 AGL

Location: Mogall Forest (after short log puzzle)

Battle?: Yes

Rating: 1/5 Quartz may sound powerful, but its effect will often fail. Stick with more reliable Water of Life or Revive.

VINE

Description: Tangle a foe to drop its agility.

Bonuses: 12 HP, 4 PP, 3 DEF, 1 LCK

Location: Island just west of exit from Lamakan Desert

Battle?: Yes (random)

Rating: 2/5 Since your party is agile enough most of the time, Vine is fairly useless.

SAP

Description: Attack a foe and steal its HP.

Bonuses: 10 HP, 3 ATK, 1 LCK

Location: Vault (ring bell, then find Vault Cave with Reveal near dog and go

through it)

Battle?: Yes

Rating: 4/5 Sap is fairly powerful, and its effect is great if you're hurt. Otherwise, stick with Flint.

GROUND

Description: Use gravity to hold a foe.

Bonuses: 9 HP, 3 PP, 3 AGL

Location: Kalay Docks (after sailing across sea, enter from the north)

Battle?: No

Rating: 4/5 Ground's effect doesn't sound too good, but it almost always works (even on bosses) and makes them lose one or two turns guaranteed. Note that on enemies that move many times per turn, it may not hold them the whole turn.

BANE

Description: Attack with nature's venom.

Bonuses: 12 HP, 4 ATK

Location: Crossbone Isle (6th level)

Battle?: Yes

Rating: 4/5 Bane's attack isn't too strong, but the poison can do massive damage if it works.

-THE GS2 VENUS DJINN

ECHO

Description: Attack with a double strike.

Bonuses: 9 HP, 3 PP, 3 ATK

Location: Right outside of Daila; it's impossible to miss.

Battle?: No

Rating: 5/5 Echo is a very useful Djinn. It does great damage, and while it has no added effect, it can often fell enemies instantly, especially if Felix unleashes it.

IRON

Description: Bolster the party's defense.

Bonuses: 9 HP, 2 DEF, 2 Agility, 1 Luck

Location: Found in a random battle in the forest southwest of Madra.

Battle?: Yes (random)

Rating: 2/5 I never really liked stat-raising Djinn; only use this one if you're getting hurt by physical attacks. Most battles are over before it's worthwhile.

STEEL

Description: Siphon a foe's HP with a kiss.

Bonuses: 9 HP, 4 ATK, 2 DEF, 1 Luck

Location: Gabomba Statue. Go over the left pink gear rotating next to a cliff on the third floor (walk down onto it). You'll land right next to Steel.

Battle?: Yes

Rating: 4/5 Like Sap, this Djinni is fairly powerful, yet slightly situational. Unless you're hurt, stick with Echo or Geode.

MUD

Description: Slow a foe with sticky mud.

Bonuses: 10 HP, 4 PP, 3 Agility

Location: Gabomba Catacombs (Cyclone required). Climb down the ladder next to where you got Piers' Black Orb. Use Cyclone on the patch of weeds just left of where you climbed down to be transported near Mud.

Battle?: Yes

Rating: 1/5 Talk about useless. You should already be faster than most enemies, so lowering agility does nothing.

FLOWER

Description: Refresh allies and restore HP.

Bonuses: 12 HP, 4 PP

Location: Taopo Swamp Cave. Plug up the hole just to the right of Flower with a pillar to make a wind gust blow Flower down to the basement. Walk in front of the wind gust right of the one you plugged up and hop over to Flower.

Battle?: Yes

Rating: 4/5 This Djinni is great for healing. Use it instead of Psynergy whenever possible.

MELD

Description: Launch a powerful team strike.

Bonuses: 9 HP, 4 Agility, 1 Luck

Location: Sea of Time Islet. Solve a basic log-rolling puzzle, Teleport not required.

Battle?: Yes

Rating: 3/5 For an attack involving two characters, Meld is surprisingly weak.

PETRA

Description: Turn a foe to stone.

Bonuses: 12 HP, 5 PP

Location: On Hesperia, sail up the left river whose mouth is between 2 sandbars. Once you get to a fork, take the right path and got out just above a small mountain northeast of Shaman Village. Walk around in the forest here until Petra appears.

Battle?: Yes (random)

Rating: 3/5 Petra is good for stalling a strong enemy, but its real virtue is how fun it is to use.

SALT

Description: Restore allies' stats to normal.

Bonuses: 9 HP, 5 PP, 1 Luck

Location: In Contigo, look for a weed patch east of the entrance. Don't use Cyclone on it; use Scoop on the only clear spot to unearth Salt.

Battle?: No

Rating: 2/5 Most enemies don't mess with your stats too much; this Djinn is worthless except in boss battles.

GEODE

Description: Strike with a clod of Earth.

Bonuses: 12 HP, 6 ATK, 1 Luck

Location: Once Isaac and co. join your party, go to Atteka Inlet. Use Lift on a boulder to the left, then cast Cyclone where the boulder was to find Geode.

Battle?: No

Rating: 5/5 This Djinni is the strongest attack Djinni in the game. And it looks freakin' awesome.

MOLD

Description: Strike a foe.

Bonuses: 8 HP, 4 ATK, 2 Agility, 1 Luck

Location: When you slide into Mold on the icy pond in Prox, it will slide off and hit a cliff. Slide after it and Scoop it out of the snow.

Battle?: No

Rating: 5/5 This hilarious Djinni's un-descriptive name doesn't reveal its power at all. If you're up against 1 enemy, it attacks itself with the power of Mold. ("Dullahan, stop hitting yourself!") If you're fighting multiple enemies, the target attacks another enemy. The attack does excellent damage.

CRYSTAL

Description: Restore HP to all allies.

Bonuses: 10 HP, 5 PP, 2 DEF

Location: Yampi Desert Cave, Scoop required. In a room just north of the one with the large pillar rolling puzzle (not the one with a chest containing Dark Matter), a lump is coming out of the Sand at various points. Use Scoop when it appears in front of you to unearth Crystal.

Battle?: Yes

Rating: 5/5 Crystal is a stronger version of Flower; as usual, try to save PP by using it.

RANDOM GOLDEN SUN VENUS DJINNI

Description: ??? If you missed at least one Venus Djinn in Golden Sun, you can find a random Venus Djinn here.

Bonuses: ???

Location: Treasure Isle, on the other side of the rock barrier leading to Star Magician's lair.

-THE GS1 MARS DJINN-

FORGE

Description: Boost party's attack with flame's fury.

Bonuses: 10 HP, 2 ATK, 2 AGL, 2 LCK

Location: Goma Cave

Battle?: Yes

Rating: 3/5 Boosting attack is nice, but battles usually end too soon for it to be useful.

FEVER

Description: Wrap a foe in feverish delusion.

Bonuses: 8 HP, 3 ATK, 2AGL

Location: Imil (slide on ice to cave in back after dropping snowman)

Battle?: No

Rating: 3/5 With its average effect, Fever is only good until you get the next attack Djinni.

CORONA

Description: Boost party defense with a heat aura.

Bonuses: 12 HP, 3 PP, 3 DEF, 1 LCK

Location: On island just south of Kolima on world map

Battle?: Yes (random)

Rating: 2/5 If you want to raise stats, Forge is probably better.

SCORCH

Description: Stun a foe with a blast attack

Bonuses: 8 HP, 3 ATK

Location: Kalay Sewers (push statue in front of waterfall)

Battle?: No

Rating: 5/5 Scorch does excellent damage, and its effect is one of the best.

EMBER

Description: Restore party PP with passion's flames.

Bonuses: 9 HP, 4 PP, 2 DEF, 2 AGL

Location: Tolbi (go right from city gate and use Growth on plant, then climb and use Frost to be able to reach it)

Battle?: No

Rating: 5/5 The ability to get back PP is very, very useful indeed, even if it's only 7 percent of the maximum. Unfortunately, unless you change things around, you'll have trouble unleashing it near the beginning of the turn. (It's easy if you make Isaac a Ninja)

FLASH

Description: Block damage to party with a firewall.

Bonuses: 14 HP, 3 PP, 2 DEF

Location: Suhalla Desert (in last area, cross the gap just above the Storm Lizard with Reveal and climb down to reach Flash)

Fight?: Yes

Rating: 5/5 Flash blocks 90 percent of the damage done to your party for a turn, making it all but invincible.

TORCH

Description: Penetrate defense with a melting blast.

Bonuses: 9 HP, 3 ATK, 1 LCK

Location: Lalivero (jump to wall from shop and walk around to rooftop with Torch)

Fight?: No

Rating: 5/5 Torch's base damage is low, but its ability to penetrate defense more than make up for this.

-THE GS2 MARS DJINN-

CANNON

Description: Strike with the power of Mars.

Bonuses: 9 HP, 3 DEF, 4 Agility

Location: Dehkan Plateau, Pound required. When the Mars Djinni is at a ledge with 2 different pillars behind it, Pound the one nearer to it to cut off its escape.

Battle?: Yes

Rating: 4/5 Cannon is a cool-looking, solid attack Djinni, but there are better choices.

SPARK

Description: Revive an ally with cheers of support.

Bonuses: 11 HP, 6 PP

Location: Use Scoop near the sheep in Mikasalla and follow the tunnel you uncover to Spark.

Battle?: No

Rating: 2/5 As with all revival Djinn, this one may not always work. Stick with

the Revive Psynergy or Water of Life.

KINDLE

Description: Increases all allies' attack.

Bonuses: 8 HP, 5 ATK, 1 Luck

Location: Gondowan Cliffs. Climb up some vines to the highest part of the cliffs to find it.

Battle?: Yes

Rating: 3/5 Kindle works just like Forge. It's only worth it in boss battles, like most status Djinn.

CHAR

Description: Paralyze foes with a strong blow.

Bonuses: 9 HP, 2 ATK, 2 Agility, 1 Luck

Location: In Madra, give an old couple in a large house south of the shops the Healing Fungus you found on Gondowan Cliffs.

Battle?: No

Rating: 5/5 Char does good damage with a strong effect; a powerful Djinni indeed.

REFLUX

Description: Counter an enemy's attack.

Bonuses: 9 HP, 3 DEF, 2 Luck

Location: Tundaria Tower. Fall off the stretch of ice on the 4th floor to the ice rink on the third. You can now push Reflux off the ice to solid ground and reach it.

Battle?: Yes

Rating: 3/5 Reflux is an interesting Djinni, but it's better to use an actual attack.

COAL

Description: Rally your allies to boost Agility.

Bonuses: 11 HP, 3 PP, 3 Agility

Location: Izumo; give Lady Uzume the Dancing Idol.

Battle?: No

Rating: 2/5 Since you're already faster than most enemies, you really shouldn't need extra agility.

TINDER

Description: Revive a downed ally.

Bonuses: 12 HP, 5 PP

Location: Hesperia Settlement; Growth required.

Battle?: No

Rating: 1/5 A second useless revival Djinni for Jenna? You have to be kidding.

CORE

Description: Strike through an enemy's defense.

Bonuses: 12 HP, 5 PP

Location: On Atteka, get off your boat at the northwesternmost beach. Head southeast as far as you can, to a "peninsula" in the river with a large forest. Walk around in this forest and Char should soon appear.

Battle?: Yes (random)

Rating: 4/5 Core is a powerful and cool-looking attack, doing extra damage with its ability to pierce defense.

SHINE

Description: Dazzle foes and strike decisively.

Bonuses: 9 HP, 5 PP, 1 Luck

Location: Use Force on the log right above the Inn in Contigo after Isaac joins your party.

Battle?: No

Rating: 5/5 Shine does great damage, and its effect is decent. (It may blind all enemies)

FURY

Description: Call wandering souls to attack.

Bonuses: 12 HP, 4 PP

Location: Magma Rock. In one of the lava rooms with the lava drained.

Battle? Yes

Rating: 5/5 Fury does the best damage of any Mars Djinni, though its effect is only mediocre.

FUGUE

Description: Fatigue foes to drop PP.

Bonuses: 11 HP, 4 PP, 2 DEF

Location: After warming up Mars Lighthouse, go to the entry room. Use Blaze to activate the dragon head on the left side of the room. Use Burst to finish off the cracked ice on the right side of the room and continue through. Fugue is a short distance ahead.

Battle?: Yes

Rating: 1/5 Wait, enemies have PP? It's useless to drop a stat enemies barely ever use and have plenty of.

RANDOM MARS DJINNI FROM GOLDEN SUN

Description: ??? If you missed at least one Mars Djinn in Golden Sun, you can find a random Mars Djinn here.

Bonuses: ???

Location: Near a floodgate in the first lava room of Magma Rock.

Battle?: No

-THE GS1 JUPITER DJINN-

GUST

Description: Attack with mighty wind gusts.

Bonuses: 9 HP, 2 ATK, 2 AGL

Location: Bilibin Cave (climb stairs to right of weapon shop in Bilibin, go around wooden barrier, and enter cave with Whirlwind, then Move the statue aside)

Battle?: No

Rating: 4/5 Gust is normally fairly weak, but it may do double damage and be one of the strongest attack Djinn.

BREEZE

Description: Boost elemental resistance of party.

Bonuses: 12 HP, 5 PP, 2 DEF, 1 LCK

Location: Tret Tree (on top right branch)

Battle?: Yes

Rating: 2/5 The only good part about Breeze is its stat bonuses.

ZEPHYR

Description: Boost party agility with a swift wind.

Bonuses: 11 HP, 3 PP, 2 AGL, 1 LCK

Location: Fuchin Temple Cave (in room to right of entry room)

Battle?: Yes

Rating: 1/5 As usual, your party is plenty fast. Don't bother unleashing this one.

SMOG

Description: Veil a foe's vision in smoke.

Bonuses: 9 HP, 3 ATK

Location: Lamakan Desert (in a circle just northeast of the center of the huge sand area; must be found with Reveal)

Battle?: No

Rating: 4/5 Smog has decent power, with a decent ability. It's debatable whether Gust is better.

KITE

Description: Attack twice next round.

Bonuses: 8 HP, 4 PP, 3 AGL

Location: Vale Cave (get Halt Gem, then Halt Djinni when it flees behind some rocks)

Battle?: No

Rating: 5/5 Kite allows the target ally to take 2 turns instead of 1; the possibilities are endless.

SQUALL

Description: Paralyze a foe with a storm.

Bonuses: 10 HP, 5 ATK

Location: Altmiller Cave (in lit room, after short pillar puzzle)

Battle?: Yes

Rating: 5/5 Squall is the strongest Jupiter attack Djinni, and its effect is excellent.

LUFF

Description: Seal a foe's Psynergy.

Bonuses: 11 HP, 5 PP, 2 DEF, 1 LCK

Location: Babi Lighthouse (move pillars outside to get into a cave below and Move the pillars to let you jump across to another ladder; climb it and use Growth on the vine to reach the top part of the lighthouse and slide down the chute inside to land next to Luff)

Battle?: Yes

Rating: 1/5 Wait, enemies use Psynergy? I never would have guessed!

-THE GS2 JUPITER DJINN-

BREATH

Description: Restore HP quickly.

Bonuses: 9 HP, 3 DEF, 4 Agility

Location: Shrine of the Sea God. When you get to the loop and start chasing him around, fill the gap in the loop with the torch to prevent Breath from escaping.

Battle?: Yes

Rating: 4/5 Breath is useful for quick healing early on, when you want to save Felix's PP.

ETHER

Description: Focus will to restore PP (to one character).

Bonuses: 8 HP, 4 ATK, 3 Agility, 2 Luck

Location: Given as a gift by Master Maha after you finish talking with him in Garoh.

Battle?: No

Rating: 4/5 Ether can refill a lot of PP, and Sheba can usually unleash it first to ensure it's used.

BLITZ

Description: Numb a foe with a lightning strike.

Bonuses: 9 HP, 2 DEF, 2 Agility, 1 Luck

Location: Area in Yampi Desert. Be careful which pillars you pound! First, go and Pound the one to the rightmost part of the area. Then, go north, then west, Pound the first pillar you see, and climb up the ladder behind it. You can now hop to Blitz.

Battle?: Yes

Rating: Though its damage isn't the best, Blitz has an awesome effect that can disable an enemy for several turns, more than long enough to defeat them.

WAFT

Description: Calm a foe with soothing scents.

Bonuses: 11 HP, 4 ATK

Location: Kibombo Mountains, just before the Kibombo exit, Frost and Growth required.

Battle?: Yes

Rating: 4/5 It doesn't seem like it should even do damage, but Waft has a useful effect like Blitz. (Sleep, as its name doesn't imply)

WHEEZE

Description: Poison a foe as you strike.

Bonuses: 9 HP, 3 PP, 5 Agility

Location: In a random battle. On the fork just before Tundaria Tower, take the lower path instead. Walk around on the patch of light blue ice until Wheeze appears.

Battle?: Yes (random)

Rating: 4/5 Wheeze is the Jupiter version of Bane; the deadly poison can finish an enemy off if the powerful attack doesn't.

HAZE

Description: Hide away to avoid damage.

Bonuses: 10 HP, 2 DEF, 3 Agility, 2 Luck

Location: Apojii Islands on Gaia Falls, Sand required

Battle?: No

Rating: 4/5 Haze's interesting effect can be used to protect hurt characters as they're healed, and it a part of many strategies.

AROMA

Description: Restore everyone's PP.

Bonuses: 9 HP, 5 PP, 1 Luck

Location: Shaman Village; Lash from the door on the bottom of Chief Moapa's

house and follow the ledge to Aroma.

Battle?: No

Rating: 5/5 Aroma is stronger than Ember from GS1, making it perfect for staying healthy if you're using much Psynergy.

WHORL

Description: Take a deep breath and strike!

Bonuses: 8 HP, 4 PP, 3 ATK

Location: Jupiter Lighthouse; solve a Hover puzzle.

Battle?: Yes

Rating: 5/5 Whorl is a powerful attack Djinni, and its effect may fell enemies instantly.

GASP

Description: Call the Grim Reaper on your foes.

Bonuses: 12 HP, 5 PP

Location: Use Hover near where you fought Chief Moapa and enter the cave. In the clearing on the other side, use Reveal on the southeastern pond and hop across to stun Gasp.

Battle?: Yes

Rating: 2/5 Even if Gasp manages to start the countdown to demise, it's faster to fell the target normally instead.

LULL

Description: Negotiate a temporary cease-fire.

Bonuses: 11 HP, 6 PP

Location: Once you've fired the cannon in Loho, you can reach Lull on the rooftops of the city.

Battle?: No

Rating: 3/5 Lull ends the turn immediately, an ability that can be powerful, but unless you use agility-changing items or switch Djinn around, Sheba will end up skipping your party's turn as well as your enemies'.

GALE

Description: Blast enemies with a wind strike.

Bonuses: 12 HP, 4 PP

Location: Treasure Isle, solve a lift puzzle.

Battle?: Yes

Rating: 4/5 Gale is one of the strongest attack Djinn and may blow enemies out of the battle.

RANDOM JUPITER DJINNI FROM GOLDEN SUN

Description: ??? If you missed at least one Jupiter Djinn in Golden Sun, you can find a random Jupiter Djinn here.

Bonuses: ???

Location: SW Atteka Islet (Lift Required).

Battle?: No

-THE GS1 MERCURY DJINN-

FIZZ

Description: Restore HP with calming water.

Bonuses: 9 HP, 4 PP, 3 DEF

Location: With Mia when she joins your party.

Battle?: No

Rating: 4/5 As always, the ability to heal without using items or PP is useful. Fizz is the only Djinni of its kind in GS1.

SLEET

Description: Drench a foe to drop its attack.

Bonuses: 12 HP, 3 ATK, 1 LCK

Location: Mercury Lighthouse (behind third waterfall from left in room with 6 waterfalls)

Battle?: Yes

Rating: 3/5 Sleet is the first attacking Mercury Djinni, but its effect limits its usefulness once you get the better Mist.

MIST

Description: Lull a foe into a deep sleep.

Bonuses: 11 HP, 4 ATK

Location: Xian (talk to girl with water when she walks in front of the right-hand door, then use Frost on the water she drops)

Battle?: No

Rating: 5/5 Mist does pretty good damage, and its effect can fully incapacitate a foe.

SPRITZ

Description: Restore party's HP with soothing mist.

Bonuses: 8 HP, 4 PP, 3 AGL

Location: Altin Peak (near the entrance of a room in the lowest level; reroute the tracks and ride a mine car to it)

Battle?: Yes

Rating: 5/5 Spritz heals all your party members for a decent amount of HP, similar to Wish but for free. Use it whenever possible.

HAIL

Description: Freeze a foe to drop its defense.

Bonuses: 9 HP, 4 ATK, 1 LCK

Location: On world map (take the bridge west of Tolbi, go north and take another bridge, then walk around on the land south of this bridge)

Battle?: Yes (random)

Rating: 3/5 Hail's effect is one of the worst; you probably won't notice it.

TONIC

Description: Heal all party ailments.

Bonuses: 8 HP, 3 PP, 2 DEF, 2 LCK

Location: Lunpa Fortress (in room behind Donpa's room; reachable after beating Toadonpa)

Battle?: No

Rating: 4/5 Although Tonic can usually be replaced by Psynergy, it's invaluable when a party member is haunted.

DEW

Description: Revive a downed ally.

Bonuses: 13 HP, 4 PP, 4 AGL

Location: Suhalla Gate (in third area, take the third chute from the left)

Battle?: Yes

Rating: 1/5 Dew's effect is easily duplicated with more reliable Psynergy.

-THE GS2 MERCURY DJINN-

FOG

Description: Blind an enemy with fog.

Bonuses: 9 HP, 2 DEF, 2 Agility, 1 Luck

Location: Kandorean Temple; Lash required.

Battle?: Yes

Rating: 4/5 Fog's effect, as always, is fairly useful.

SOUR

Description: Reduce a foe's resistance.

Bonuses: 8 HP, 4 PP, 3 ATK

Location: On the lower-middle part of the dark green patch of grass northeast of Mikasalla, just above the triangular forest.

Battle?: Yes (random)

Rating: 5/5 Sour's effect is terrible, but it does good damage at higher levels, making it one of the best attack Djinn.

CHILL

Description: Strike to reduce a foe's Defense.

Bonuses: 10 HP, 3 PP, 2 DEF

Location: In a random battle in the forest on the southern tip of Gondowan.

Battle?: Yes (random)

Rating: 3/5 Chill's effect is only half-good, and the pause after the attack is annoyingly long.

SPRING

Description: Restore HP with healing herbs.

Bonuses: 11 HP, 5 PP

Location: With Piers when he joins your party.

Battle?: No

Rating: 4/5 Like Fizz or Breath, Spring is great for healing HP without using PP.

SHADE

Description: Create a watery shield.

Bonuses: 9 HP, 3 DEF, 2 Luck

Location: With Piers when he joins your party.

Battle?: No

Rating: 5/5 Shade's defensive power decreases damage for one turn by slightly more than Granite, but less than Flash. You're almost invincible if you can alternate defensive Djinn and heal.

STEAM

Description: Increase all allies' elemental strength. (actually, it increases everyone's Resistance)

Bonuses: 10 HP, 5 ATK

Location: In the long river room in Aqua Rock just right of the large room with the Aquarius Stone after learning Parch. Use it on the statue creating the river, then walk up the dried riverbed and get Steam.

Battle?: Yes

Rating: 1/5 Unless you're taking massive damage from Psynergy and the like, stay away. Far away.

RIME

Description: Seal a foe's Psynergy.

Bonuses: 10 HP, 2 DEF, 3 Agility, 2 Luck

Location: Ancient Lemuria, use Cyclone while standing in the southwestern corner of the area to uncover Rime.

Battle?: No

Rating: 1/5 Very few enemies even use Psynergy, limiting Rime's usefulness.

EDDY

Description: Speed up Djinn recover time.

Bonuses: 9 HP, 3 Agility, 2 Luck

Location: Shaman Village Cave; solve a Lift puzzle with Isaac's party.

Battle?: Yes

Rating: 3/5 Eddy makes 1 Djinn for each active party member recover instantly, great if you're using lots of Summons.

GEL

Description: Weaken a foe's Attack.

Bonuses: 9 HP, 5 ATK, 2 Agility

Location: Kalt Island; Lash required.

Battle?: No

Rating: 5/5 Gel ties Sour for the best Mercury attack Djinni, with a slightly better effect.

BALM

Description: Revive all downed allies.

Bonuses: 13 HP, 4 PP

Location: In Mars Lighthouse, on an ice puzzle, just after a long fire-avoiding hallway.

Battle?: Yes

Rating: 3/5 Despite the power of its effect, Balm is still not guaranteed to work.

SERAC

Description: Strike a chilling finishing blow.

Bonuses: 12 HP, 3 ATK

Location: On the second LONG hallway in Sea of Time Islet; use Tremor on the statue. (stand so you appear to be about level with it, facing left)

Battle?: Yes

Rating: 4/5 Serac is fairly powerful, and its effect can destroy an enemy instantly.

RANDOM MERCURY DJINNI FROM GOLDEN SUN

Description: ??? If you missed at least one Mercury Djinn in Golden Sun, you can find a random Mercury Djinn here.

Bonuses: ???

Location: In a house overlooking the ice pond in Prox with Mold.

Battle?: No

7. Summons FAQ (Sumfk)

FAQ: What are Summons?

A. Summons, as stated above, are the most powerful and visually impressive

attacks in the world of Golden Sun. Not only do they do large amounts of damage to all enemies, the Combo Summons have special effects that may occur after the Summon is completed.

FAQ: How is Summon damage calculated?

A. First, you have the Summon base damage. Then, 3% of the target's maximum HP times the number of Djinn used in the Summon is divided by 100 to get the damage of the Summon.

FAQ: My Summons seem to do more damage to tough Boss enemies than normal ones! What is happening?

A. A small percentage of the target's HP is added to the Summon damage. So, a Summon attack would do more damage to Poseidon than a Bat.

FAQ: My character's Elemental power rose after a Summon! Is this normal?

A. Yes.

FAQ: I can't use a Combo Summon, even though I have the right Djinn on standby! What's going on?

A. To use Combo Summons, you first need to find the corresponding Combo Tablets. A short description of how to find each Tablet is found in the Summon description.

The Single-Element Summons

---VENUS: THE ELEMENTAL POWER OF EARTH---

Djinn Required on Standby: 1 Venus

Raises Elemental Power By: 10

Appearance: A ghostly Venus Djinn appears above the fight. It flies around the enemy party, causing yellow geysers to shoot from the ground under the enemies.

Description: Venus is the basic Earth element Summon. Not too visually impressive (but still cool), it seldom does much more than 50 or 60 damage.

Like all Summons (except one), it hits all enemies and is useful in very early Boss fights.

---RAMSES: GUARDIAN OF AN IMPORTANT PHARAOH---

Djinn Required on Standby: 2 Venus

Raises Elemental Power By: 30

Appearance: The scene switches to a desert and a strange pyramid like creature appears in front of the enemy party. It swings its fist and slams the ground, causing rocks to fall onto all enemies.

Description: Ramses is the second earth Summon. It is roughly twice as powerful as Venus is.

---CYBELE: THE GREAT MOTHER OF THE EARTH---

Djinn Required on Standby: 3 Venus

Raises Elemental Power By: 60

Appearance: A large frog like creature with trees for eyebrows drops in front of the enemy. It spits out several seeds that sprout into huge vines, lifting the enemy high into the air, then disappearing, dropping it back down.

Description: Once again, Cybele doubles the power of its predecessor. Nothing much special.

---JUDGEMENT: THE MIGHT OF THE APOCALYPSE---

Djinn Required on Standby: 4 Venus

Raises Elemental Power By: 90

Appearance: The scene changes to a blue sky. A heavily armored angel with a horned helm, a sword in one hand, and a lion's-head cannon in the other swoops down. It charges its cannon with crackling blue energy, then fires straight down. The energy is seen exploding on the ground, then creating a massive blue shockwave. Several more scenes of the shockwave rampaging across the countryside before it hits all enemies with extreme force.

Description: Wow. Twice as powerful as Cybele and a whole lot cooler looking, Judgement is the ultimate Earth Summon.

---MARS: THE ELEMENTAL POWER OF FIRE---

Djinn Required on Standby: 1 Mars

Raises Elemental Power By: 10

Appearance: A ghostly Mars Djinn appears and flies straight at the enemy party. On impact, it creates a fiery explosion, with sparks flying upwards.

Description: Mars is the basic fire Summon. Same power as Venus, different element.

---KIRIN: A MYSTICAL BEAST CLOAKED IN FLAME---

Djinn Required on Standby: 2 Mars

Raises Elemental Power By: 30

Appearance: A portal opens in a forest and an orange horned beast with a rider shoots out, bouncing along at a very fast speed. It zooms past the enemies, dragging a huge wall of flame behind it.

Description: Kirin is the basic level 2 Fire Summon.

---TIAMAT: THE QUEEN OF ALL DRAGONS---

Djinn Required on Standby: 3 Mars

Raises Elemental Power By: 60

Appearance: Balls of fire rain from the sky. A huge dragon drops down from above and incinerates the target with yellow-hot fire breath.

Description: Once again, Tiamat is the fire version of Cybele.

---METEOR: A METEORITE FROM DEEP SPACE---

Djinn Required on Standby: 4 Mars

Raises Elemental Power By: 90

Appearance: The scene changes to a view of the far upper atmosphere. From the top, a huge flaming rock, surrounded by smaller meteorites, is falling towards earth. Back on the ground, the meteor is shown crashing on top of the enemy in a fiery explosion.

Description: Meteor was the strongest fire summon in Golden Sun and will be your strongest until you get Daedalus.

---MERCURY: THE ELEMENTAL POWER OF WATER---

Djinn Required on Standby: 1 Mercury

Raises Elemental Power By: 10

Appearance: A ghostly Mercury Djinn appears and flies up and down, shooting powerful jets of water at the enemies.

Description: Mercury is the basic water summon.

---NEREID: PRINCESS OF THE SEA SPIRITS---

Djinn Required on Standby: 2 Mercury

Raises Elemental Power By: 30

Appearance: A Japanese girl with a fan riding a turtle swims into view. She creates a massive water geyser under the enemies for several seconds, then disappears.

Description: The basic level 2 Mercury Summon.

---NEPTUNE: AN INCARNATION OF THE SEA KING---

Djinn Required on Standby: 3 Mercury

Raises Elemental Power By: 60

Appearance: A huge whale swims out of a body of water and crashes back in, making a huge splash. The whale charges up blue energy on its nose and fires a beamlike water cannon. The enemies are then seen getting pummeled by jets of water streaking down from above.

Description: The lord of the ocean makes his debut in the level 3 Mercury Summon.

---BOREAS: THE GOD OF THE NORTH WIND---

Djinn Required on Standby: 4 Mercury

Raises Elemental Power By: 90

Appearance: A huge object is frozen under a slab of ice. The ice breaks off in layers, revealing... a giant ice-grinding robot! A chunk of ice falls into the machine's top and the crank on its back turns, spitting out shards of ice. The ice sprays all over the enemy party, then a large bolt shatters it.

Description: Strangely enough, Boreas resembles a giant snow cone machine...

What was Camelot thinking? Nevertheless, Boreas is the second strongest Mercury Summon, so respect it.

---JUPITER: THE ELEMENTAL POWER OF WIND---

Djinn Required on Standby: 1 Jupiter

Raises Elemental Power By: 10

Appearance: A ghostly Jupiter Djinn appears. It flies around, shooting purple shockwaves at all enemies.

Description: Another basic Summon, this time Wind-aligned.

---ATALANTA: THE HEAVENLY HUNTRESS---

Djinn Required on Standby: 2 Jupiter

Raises Elemental Power By: 30

Appearance: A young maiden, somehow flying, swoops down into view. She circles around while creating green arrows and rapidly firing them down. These arrows barrage the enemy and remain in the ground before disappearing.

Description: How is she flying? 0_o Anyway, another level 2 Summon.

---PROCNE: A GODDESS IN BIRD FORM---

Djinn Required on Standby: 3 Jupiter

Raises Elemental Power By: 60

Appearance: A tall whirlwind lifts the enemy party into the air. While they are suspended, a graceful hawklike creature fires several short beams at the helpless foes before dropping them back down.

Description: Another level 3 Summon, but who is Procne? I've never heard of her.

---THOR: THE MIGHTY GOD OF THUNDER---

Djinn Required on Standby: 4 Jupiter

Raises Elemental Power By: 90

Appearance: A symbol traces itself out in a stormy sky. After the symbol is complete, it compresses into a beam fired at the ground. On impact, the beam turns into a bearded figure wearing a horned helm and holding a sledgehammer crackling with electricity. He zaps all enemies hard with his weapon, then disappears.

Description: Ho-hum. The Norse god has been turned into the most powerful Jupiter Summon (at least until Eclipse).

The Combo Summons

---ZAGAN: EARTH'S MIGHT ENFLAMED---

Djinn Required on Standby: 1 Mars, 1 Venus

Raises Elemental Power By: 10 Venus, 10 Mars

Appearance: The view is moving at high speed across a plain. A humanoid beast figure holding a large axe emerges from the right, flying fast towards the enemy party. When he reaches them, he swings his axe, creating a large explosion and shockwave.

Special Effect: May lower enemy's defense

Element: Venus

Location: Indra Cavern; Lash and Move required

Description: Your very first Combo Summon is a level 2. It is almost twice as strong as the basic level 1 Summons and has the added effect of lowering the

enemy's defense.

---FLORA: THE WIND RIDER, GODDESS OF FLOWERS---

Djinn Required on Standby: 2 Jupiter, 1 Venus

Raises Elemental Power By: 10 Venus, 30 Jupiter

Appearance: In the sky, some flower petals float past the view. An elflike girl floats onto the screen. She charges some energy onto her hand, then creates a portal that shoots out more petals. The petals shoot past the enemies at high speed, damaging them.

Special Effect: May put enemies to sleep

Element: Jupiter

Location: Air's Rock, after activating the Whirlwind Statues

Description: Flora is 2/3 as powerful as a level 3 Summon and has a chance of putting its targets to sleep.

---MEGAERA: THE GODDESS OF VENGEANCE---

Djinn Required on Standby: 1 Mars, 1 Jupiter

Raises Elemental Power By: 10 Mars, 10 Jupiter

Appearance: Two swords impale the ground on either side of the targets. A fiery whirlwind filled with explosions ensues between them. In one last burst, a fairy briefly flies away from the chaos holding two more of the swords.

Special Effect: May raise party attack

Element: Mars

Location: Osenia Cavern (northeast of Sour); Scoop required

Description: Megaera can be a very helpful Summon because of its ability to raise your party's attack.

---MOLOCH: THE SACRED ICE MONSTER---

Djinn Required on Standby: 2 Mercury, 1 Jupiter

Raises Elemental Power By: 30 Mercury, 10 Jupiter

Appearance: A heavy snowfall combines into a huge, ugly walrus-like creature. The creature breathes out white ice breath onto all enemies before disappearing.

Special Effect: Lowers enemy agility

Element: Mercury

Location: Madra Catacombs; Frost required

Description: He may be ugly, but Moloch packs a powerful punch. He is nearly as powerful as a level 3 Summon, over 3 times stronger than a level 1.

---ULYSSES: A LEGENDARY WANDERING MAGE---

Djinn Required on Standby: 2 Mars, 2 Mercury

Raises Elemental Power By: 30 Mars, 30 Mercury

Appearance: A small card drops down next to the enemies on a black background. It suddenly turns into a ghostly mage who summons more cards. Each card suddenly turns into a large set of snapping jaws.

Special Effect: Prevents target from moving for next action

Element: Mars

Location: Izumo Catacombs; Sand required

Description: Ulysses is your most powerful Summon yet, 4/3 as powerful as a level 3 Summon. I thought Ulysses was supposed to be a man, though. 0_o

---ECLIPSE: A DRAGON WHOSE WINGS SPAN THE SKIES---

Djinn Required on Standby: 3 Jupiter, 2 Mercury

Raises Elemental Power By: 60 Jupiter, 30 Mercury

Appearance: A huge tan dragon is seen flying in the Earth's upper atmosphere. It charges several then beams of blue light in its mouth, then fires one gigantic beam down. The beam is seen hitting the enemies and causing a huge shockwave originating from the same place as Judgement.

Special Effect: Lowers enemy attack

Element: Jupiter

Location: Lemuria (win Lucky Spring game)

Description: At level 5, Eclipse is more powerful and cool-looking than any basic Summon.

---HAURES: A BEAST THAT SUNDERS DARKNESS---

Djinn Required on Standby: 3 Venus, 2 Mars

Raises Elemental Power By: 60 Venus, 30 Mars

Appearance: Inside a dark cavern, a black pool of goo appears. A blue hand reaches out of the goo, making it glow red. As the beast connected to the hand is about to emerge, an ancient symbol appears, which is quickly shattered by the beast. It flies quickly through the cave Zagan-style and zooms past the enemy party, slashing them across twice and then making a huge beam.

Special Effect: May inflict Venom

Element: Venus

Location: Angara Cavern (Carry required)

Description: Although Haures is not as powerful as Eclipse, its ability can be far more devastating.

---COATLICUE: A GODDESS BEARING THE WATER OF LIFE---

Djinn Required on Standby: 3 Mercury, 3 Jupiter

Raises Elemental Power By: 60 Mercury, 60 Jupiter

Appearance: Underwater, several shimmering blue rings appear after one another. A mystic circle then appears, creating a woman with long brown hair and a rather strange outfit. She charges up several more circles above her, then shoots a jet of bubbling water straight up.

Special Effect: Causes every party member to regenerate 60% of his or her max HP every turn

Element: Mercury

Location: SW Atteka Cave; Parch required

Description: Coatlucue is the only non-damaging Summon in the game. Instead, she greatly heals you whole party and causes them to regenerate a large amount of health every turn after that.

---AZUL: AN AWAKENED DRAGON FROM THE DEEP---

Djinn Required on Standby: 3 Venus, 4 Mercury

Raises Elemental Power By: 96 Mercury, 60 Earth

Appearance: A long, snakelike dragon dives from the top of the screen, shattering the background and revealing an underwater scene. It then comes from the right, charging a huge glowing ball of blue energy. It fires the ball, encasing the enemy party within it. It comes up from below and pushes the ball to the surface, then detonates it, causing hundreds of bubbles to fly everywhere.

Special Effect: May stun enemies

Element: Mercury

Location: Treasure Isle (defeat Star Magician)

Description: Azul is the first of 4 heavily guarded Summons. This Summon is the most powerful Mercury one in the game, almost 3 times as strong as Neptune is.

---DAEDALUS: MASTER CRAFTSMAN OF ANCIENT TIMES---

Djinn Required on Standby: 3 Venus, 4 Mars

Raises Elemental Power By: 100 Mars, 60 Venus

Appearance: A huge, lumbering robot emerges from the treetops. Two panels on its shoulders open and it fires a barrage of missiles. Then, a chest panel opens and it fires one huge missile.

Special Effect: Hits target with a missile at the end of next turn

Element: Mars

Location: Yampi Desert Cave (defeat Valukar)

Description: Daedalus may seem weak at first, but wait until the end of the next turn. Then, the huge missile the robot fired will hit, doing even more damage.

---CATASTROPHE: THE EMBODIMENT OF DESTRUCTION---

Djinn Required on Standby: 3 Mars, 5 Jupiter

Raises Elemental Power By: 96 Jupiter, 60 Mars

Appearance: The scene switches to a stormy sky, with thunder and lightning crackling in the background. From above, a figure emerges. It has evil, batlike wings, a shield inscribed with an evil grin and a huge collection of pikes and axes in one hand, and a HUGE sword, at least twice its size, in the other. The figure is covered completely in dark, jagged armor and wears a red-horned helm. It brings its two arms together and charges its sword with electricity. At the tip of the huge weapon, a 4-sided pyramid made of mystic symbols and with a purple glowing sphere inside forms. It releases the pyramid, which crashes to the ground and unfolds, releasing the sphere. It detonates in an electrifying explosion that stretches for miles. The shockwave is then seen quickly expanding Judgement-style, laced with electricity and purple dragon clouds. As with Judgement, the shockwave crashes into the enemy party, doing even more massive damage.

Special Effect: May lower enemy PP

Element: Jupiter

Location: Islet Cave (defeat Sentinel)

Description: Quite possibly the coolest-looking Summon in the game, Catastrophe is also quite powerful, with over 150% the power of Thor.

---CHARON: THE FERRYMAN ON THE RIVER STYX---

Djinn Required on Standby: 8 Venus, 2 Jupiter

Raises Elemental Power By: 96 Venus, 30 Jupiter

Appearance: Over a red-tinged landscape, a light purple whirlwind appears. A runic circle appears on the ground, creating a dark purple shockwave in the middle of it. The shockwave soon turns into a small, cloaked figure, with ragged wings and long, thin fingers of bone. The figure creates another circle and charges another shockwave on it. It fires the rapidly expanding sphere directly at you. The sphere is then seen rampaging across the land (once again, Judgement style), and swallows the enemy targets on contact. It then collapses into a massive purple and black explosion.

Special Effect: May instantly fell targets

Element: Venus

Location: Anemos Sanctum (Teleport and all 72 Djinn required)

Description: Charon is the first of two Summons found in Anemos Sanctum. Doing over twice the damage of Judgement and with a chance to kill any enemy it touches, Charon is the second strongest Summon in the game.

---IRIS: GODDESS OF RAINBOWS, GUIDER OF SOULS---

Djinn Required on Standby: 9 Mars, 4 Mercury

Raises Elemental Power By: 100 Mars, 100 Mercury

Appearance: A small ball of light floats onto the screen. Several other short beams of light flow into it, illuminating the dark screen. After the ball is fully formed, it transforms into a young girl with a long pink and purple dress, arms outstretched. She creates several more large beams of light around her, she flies upward, taking the beams and all enemies with her. The view then changes to deep space, near the Sun. Two streams of white light are seen, but soon stop. The beams of light Iris took with her are seen flying straight towards the Sun. They create red shockwaves as they approach it and then a series of massive explosions and prominences on contact.

Special Effect: Fully heals and revives all 8 party members

Element: Mars

Location: Anemos Sanctum (defeat Dullahan)

Description: Iris is the most powerful Summon in the game. Doing over 3 times as much damage as Meteor, Iris can kill virtually anything in one hit. What makes her so great, though, is that when the Summon concludes, all 8 members of your party are fully healed and Revived.

8. Sound Test List (Sotli)

0. The Lucky Slots
1. Golden Sun Main Theme
1. The Main Menu
2. Lighthouse Theme
3. Hi-Lo Dice
4. Bustling City Theme
5. Champa/Kandorean Temple
6. Daila Drums
7. Tropical Paradise
8. Izumo Festivals
9. Izumo under the Serpent
10. Ending Song
11. The Kandorean Temple
12. Kibombo Ceremony
13. Akafubu's Ceremony
14. Peaceful Lemuria
15. Quiet City Theme
16. Kalt Island
17. Garoh
18. Yallam
19. Yepp's Song 1
20. Yepp's Song 2
21. Air's Rock
22. Aqua Rock
23. Islet Cave
24. GS: TLA Caves
25. Gaia Rock
26. Inside the Great Gabomba
27. Jupiter Lighthouse
28. Magma Rock
29. Mars Lighthouse
30. Tundaria Tower
31. Taopo Swamp
32. Ankohl Ruins
33. Karst and Agatio's Theme
34. Briggs!
35. Karst's Appearance
36. Shaman Village
37. Leaving Atteka
38. Trouble Brewing...
39. The Title Screen
40. Sailing
41. World Map 1
42. World Map 2
43. The Credits
44. Suspense
45. Trial Road/Colosso Battles
46. Jenna's Battle Theme
47. Felix's Battle Theme
48. Human Boss Battle
49. Boss Battle
50. Battle at Sea
51. Battle with Agatio and Karst
52. The Flame Dragons!
53. Doom Dragon Battle
54. Victory!
55. Game Over

56. Ivan's Theme
57. Villain Theme
58. Prox in Trouble...
59. Lighting the Beacons
60. The Doom Dragon Slain
61. Poseidon's Realm
62. The Golden Sun Rises
63. Entering your Password
64. Lighting the Mars Beacon
65. Garet's Family Returns
66. Happy End...?
67. The Golden Sun Sets...
68. Vale and Vault
69. Golden Sun City Theme
70. Sad Town Theme
71. Royal Castles
72. Flooded Altin
73. Lama Temple
74. Kalay Celebrations
75. Colosso 1
76. Colosso 2
77. Tolbi during Colosso
78. The Sanctums
79. Contigo/Kolima Forest
80. Secrets of Alchemy
81. Lunpa's Hideout
82. GS Cave Theme
83. Deserts
84. Imil/Suhalla
85. Babi's Lighthouse, Dehkan Plateau, Treasure Isle, Crossbone Isle
86. Tunnel Ruins
87. Babi's Theme
88. Tolbi-Bound Ship
89. Golden Sun World Map
90. Venus Lighthouse
91. Isaac's Battle Theme
92. Battle with Star Magician/Saturos
93. Valukar Battle
94. Sentinel/Deadbeard Battle
95. Fusion Dragon/Dullahan Battle

9. Forged Items Guide (Foigtg)

Orihalcon

Big Bang Gloves-15%
Cosmos Shield-15%
Excalibur-5%
Millenium Helm-20%
Nebula Wand-15%
Stellar Axe-10%
Xylion Armor-20%

Dark Matter

Darksword-10%
Demon Circlet-15%
Fear Helm-20%
Stealth Armor-30%
Terra Shield-25%

Golem Core

Chronos Mail-30%
Gaia's Axe-15%
Huge Sword-15%
Titan Gloves-25%
Tungsten Mace-15%

Dragon Skin

Dragon Boots-15%
Dragon Helm-25%
Dragon Mail-20%
Dragon Robe-15%
Dragon Shield-25%

Salamander Tail

Apollo's Axe-15%
Ardagh Robe-25%
Burning Soward-15%
Flame Shield-25%
Salamander Rod-20%

Mythril Silver

Levatine-10%
Mythril Armlet-20%
Mythril Blade-20%
Mythril Clothes-20%
Mythril Helm-15%
Psychic Circlet-15%

Stardust

Astral Circlet-20%
Comet Mace-20%
Luna Shield-20%
Planet Armor-20%
Stardust Ring-20%

Sylph Feather

Aerial Gloves-25%
Fairy Vest-25%
Floating Hat-25%
Slyph Rapier-25%

Tear Stone

Clear Bracelet-30%
Cloud Wand-25%
Pure Circlet-25%
Spirit Ring-20%

10. Item Guide (Itegu)

>Weapons<

AXES

Equippable by Isaac, Garet, Felix, and Piers

-Battle Axe-

Axe

Attack +24

Bought from shops

Buy for: 280

Sell for: 210

-Broad Axe-

Axe

Attack +50

Bought from shops

Buy for: 1400

Sell for: 1050

-Great Axe-

Axe

Attack +80

Bought From shops

Buy for: 5200

Sell for: 3900

-Apollo's Axe-

Artifact Axe; unleashes Flare Burst (Mars, heals 100% of damage as HP)

Attack +142

Forged from Salamander Tail

Buy for: 11900

Sell for: 8925

-Burning Axe-

Artifact Axe; unleashes Broil (Mars)

Attack +84

Transferred from first Golden Sun (won in Tolbi Springs)

Buy for: 7500

Sell for: 5625

-Captain's Axe-

Artifact Axe; can be used to boost defense

Attack +95

Found in the water as a Rusted Axes southeast of the Sea of Time

Buy for: 6800

Sell for: 5100

-Demon Axe-

Cursed Artifact Axe; unleashes Poison Cloud (Mars, may poison target)

Attack +132

Transferred from first Golden Sun (Crossbone Isle; 6th floor)

Buy for: 16000

Sell for: 12000

-Disk Axe-

Artifact Axe; unleashes Power Drive (Mars)

Attack +76

Found on Kibombo Mountains

Buy for: 4700

Sell for: 3525

-Dragon Axe-

Artifact Axe; unleashes Heat Mirage (Mars, may inflict Delusion)

Attack +100

Sold in Apojii Islands

Buy for: 10300

Sell for: 7725

-Gaia's Axe-

Artifact Axe; unleashes Mother Earth (Venus, may inflict Sleep)

Attack +163

Forged from Golem Core

Buy for: 16400

Sell for: 12300

-Giant Axe-

Artifact Axe; unleashes Meltdown (Mars, may lower target's defense)

Attack +114

Transferred from Golden Sun (dropped by Earth Golems in Suhalla Gate or lower Venus Lighthouse)

Buy for: 14000

Sell for: 10500

-Mighty Axe-

Artifact Axe; unleashes Heat Shatter (Mars, may lower target's resistance)

Attack +142

Won in Lemuria Springs

Buy for: 11900

Sell for: 8925

-Rusty Axes-

Axe; needs to be reforged

Attack +10 or +14

Found in Treasure Isle or spot east of Sea of Time Islet

Buy for: 340 or 550

Sell for: 225 or 412

-Stellar Axe-

Artifact Axe; unleashes Supernova (Jupiter, may inflict Stun)

Attack +171

Forged from Orihalcon

Buy for: 19700

Sell for: 14775

-Tartarus Axe-

Artifact Axe; unleashes Vein Tap (Venus, heal 100% damage as HP)

Attack +127

Dropped by Minotaurus in Ankohl Ruins (weakness Jupiter)

Buy for: 10800

Sell for: 8100

-Themis' Axe-

Artifact Axe; unleashes Stone Justice (Venus, may lower target's agility)

Attack +30

Found on Dehkan

Buy for: 1900

Sell for: 1425

-Viking Axe-

Artifact Axe; unleashes Stun Bolt (Jupiter, may inflict Stun)

Attack +137

Forged from Rusty Axe on Treasure Isle

Buy for: 11000
Sell for: 8250

-Vulcan Axe-

Artifact Axe; unleashes Barrage (Mars, may inflict Stun)
Attack +76
Transferred from Golden Sun (found in Lamakan Desert)
Buy for: 4600
Sell for: 3450

LIGHT BLADES

Equippable by Felix, Jenna, Piers, Isaac, Ivan, and Garet

-Short Sword-

Light Blade
Attack +8
Bought in Shops
Buy for: 120
Sell for: 90

-Hunter's Sword-

Light Blade
Attack + 28
Bought in Shops
Buy for: 520
Sell for: 390

-Battle Rapier-

Light Blade
Attack +58
Bought in Shops
Buy for: 2900
Sell for: 2175

-Master Rapier-

Light Blade
Attack +86
Bought in Shops
Buy for: 6800
Sell for: 5100

-Assassin Blade-

Artifact Light Blade; unleashes Mortal Danger (Venus, may down target)
Attack +90
Transferred from Golden Sun (won in Tolbi Springs)
Buy for: 7800
Sell for: 5850

-Bandit's Sword-

Artifact Light Blade; unleashes Rapid Smash (Jupiter, may do double damage)
Attack +12
Transferred from Golden Sun (won from Bandits in Vault)
Buy for: 700
Sell for: 525

-Burning Sword-

Artifact Light Blade; unleashes Blaze Rush (Mars, may lower target's defense)
Attack +157
Forged from Salamander Tail
Buy for: 14600

Sell for: 10950

-Corsair's Edge-

Artifact Light Blade; unleashes Lunar Slash (Jupiter, may lower target's resistance)

Attack +90

Forged from Rusty Sword in Lemuria

Buy for: 6300

Sell for: 4725

-Elven Rapier-

Artifact Light Blade; unleashes Vorpall Slash (Jupiter)

Attack +44

Transferred from Golden Sun (found in Bilibin Cave; use Growth to enter from outside)

Buy for: 2200

Sell for: 1650

-Hypnos' Sword-

Artifact Light Blade; unleashes Moon Air (Jupiter, may inflict Sleep)

Attack +49

Found in Garoh (during the morning)

Buy For: 2900

Sell For: 2175

-Kikuichimonji-

Artifact Light Blade; unleashes Asura (Jupiter, may pierce 50% of target's defense)

Attack +128

Transferred from Golden Sun (dropped by Fenrir in upper Venus Lighthouse)

Buy For: 13400

Sell For: 10050

-Masamune-

Artifact Light Blade; unleashes Rising Dragon (Mercury; sometimes does double damage)

Attack +161

Found in Yallam (Force required)

Buy For: 16400

Sell For: 12300

-Mist Sabre-

Artifact Light Blade; unleashes Searing Fog (Mercury, may inflict delusion)

Attack +110

Found in Aqua Rock

Buy For: 8600

Sell For: 6450

-Mystery Blade-

Artifact Light Blade; unleashes Life Nourish (Venus, heals 100% of damage as HP)

Attack +84

Transferred from Golden Sun

Buy For: 6400

Sell For: 4800

-Ninja Blade-

Artifact Light Blade; unleashes Cyclone Smash (Jupiter, may lower target's resistance)

Attack +94

Sold in Izumo
Buy For: 8800
Sell For: 6600

-Phaeton's Blade-

Artifact Light Blade; unleashes Light Surge (Jupiter, may inflict Delusion)
Attack +151
Found in Jupiter Lighthouse
Buy For: 13600
Sell For: 10200

-Pirate's Sabre-

Artifact Light Blade; unleashes Scorpionfish (Mars, inflict Venom)
Attack +136
Forged from Rusty Sword East of Tundaria Tower
Buy For: 10600
Sell For: 7950

-Pirate's Sword-

Artifact Light Blade; unleashes Dreamtide (Mercury; inflict Sleep)
Attack +34
Found in Osenia Cliffs
Buy For: 2000
Sell For: 1500

-Rusty Sword-

Light Blade; needs to be reforged
Attack +9 or +13
Found in Lemuria or East of Tundaria Tower
Buy For: 320 or 520
Sell For: 240 or 390

-Swift Sword-

Artifact Light Blade; unleashes Sonic Smash (Jupiter, may do triple damage)
Attack +104, Jupiter Power +10
Sold in Contigo
Buy For: 9400
Sell For: 7050

-Sylph Rapier-

Artifact Light Blade; unleashes Mad Zephyr (Jupiter, sometimes does double damage)
Attack +124
Forged from Sylph Feather
Buy For: 10100
Sell For: 7575

-Tisiphone Edge-

Artifact Light Blade; unleashes Vengeance (Venus, may do double or triple damage)
Attack +178
Dropped by Cruel Dragons
Buy For: 23000
Sell For: 17250

LONG SWORDS

Equippable by Isaac, Garet, Felix, and Piers

-Long Sword-

Long Sword

Attack +14
Bought in Shops
Buy For: 200
Sell For: 150

-Broad Sword-
Long Sword
Attack +40
Bought in Shops
Buy For: 1000
Sell For: 750

-Claymore-
Long Sword
Attack +70
Bought in Shops
Buy For: 4000
Sell For: 3000

-Great Sword-
Long Sword
Attack +90
Bought in Shops
Buy For: 7000
Sell For: 5250

-Arctic Blade-
Artifact Long Sword; unleashes Blizzard (Mercury, may lower target's attack)
Attack +55
Transferred from Golden Sun (found in Fuchin Cave)
Buy For: 2600
Sell For: 1950

-Cloud Brand-
Artifact Long Sword; unleashes Raiden's Wrath (Jupiter, pierces all of target's defense)
Attack +130
Found in Gaia Rock (next to the slain Serpent, Sand Required)
Buy For: 11800
Sell For: 8850

-Darksword-
Cursed Artifact Long Sword; unleashes Acheron's Grief (Venus, may inflict Venom)
Attack +210
Forged from Dark Matter
Buy For: 24200
Sell For: 18150

-Excalibur-
Artifact Long Sword; unleashes Legend (Jupiter, may do triple damage)
Attack +180
Forged from Orihalcon
Buy For: 39200
Sell For: 21900

-Fire Brand-
Artifact Long Sword; unleashes Purgatory (Mars, may inflict Sleep)
Attack +176
Found in Treasure Isle, Lift required

Buy For: 23400
Sell For: 17550

-Gaia Blade-

Artifact Long Sword; unleashes Titan Blade (Venus)
Attack +135, Venus Power and Resistance +20
Transferred from Golden Sun (found in sand river room in upper Venus
Lighthouse)
Buy For: 17000
Sell For: 12750

-Hestia Blade-

Artifact Long Sword; unleashes Crucible Fire (Mars, may lower target's agility)
Attack +145
Won in Lemuria Springs
Buy For: 12900
Sell For: 9675

-Huge Sword-

Artifact Long Sword; unleashes Heavy Divide (Venus, may lower target's defense)
Attack +155
Forged from Salamander Tail
Buy For: 14000
Sell For: 10500

-Levatine-

Artifact Long Sword; unleashes Radiant Fire (Mars, may pierce 50% of target's
defense)
Attack +173
Forged from Mythril Silver
Buy For: 19700
Sell For: 14775

-Lightning Sword-

Artifact Long Sword; unleashes Flash Edge (Jupiter, may inflict Delusion)
Attack +135
Found in Tundaria Tower
Buy For: 11400
Sell For: 8550

-Muramasa-

Cursed Artifact Long Sword; unleashes Demon Fire (Mars, may Haunt target)
Attack +126
Transferred from Golden Sun (found on ninth floor of Crossbone Isle)
Buy For: 13600
Sell For: 10200

-Mythril Blade-

Artifact Long Sword; unleashes Lethe Albion (Mercury, may inflict Psynergy
Seal)
Attack +160
Forged from Mythril Silver
Buy For: 14600
Sell For: 10950

-Robber's Blade-

Artifact Long Sword; unleashes Shred (Mars, may lower target's defense)
Attack +101
Forged from Rusty Sword in Aqua Rock
Buy For: 7600

Sell For: 5700

-Rune Blade-

Artifact Long Sword, unleashes Void Beam (Jupiter, may inflict Psynergy Seal)
Attack +162

Dropped by Lesser Demons in Magma Rock (weakness Jupiter)

Buy For: 15000

Sell For: 11250

-Rusty Sword-

Long Sword, needs to be reforged

Attack +10 or +14

Found in sea west of Atteka or in Aqua Rock

Buy For: 370 or 580

Sell For: 277 or 435

-Shamshir-

Artifact Long Sword; unleashes Acid Bath (Mars, may lower target's attack)

Attack +99

Sold in Izumo

Buy For: 10000

Sell For: 7500

-Silver Blade-

Artifact Long Sword; unleashes Aqua Sock (Mercury)

Attack +108

Sold in Shaman Village

Buy For: 12000

Sell For: 9000

-Sol Blade-

Artifact Long Sword; unleashes Megiddo (Venus, does 300% damage), only
equippable by Isaac and Felix

Attack +200

Found in Mars Lighthouse

Buy For: 31200

Sell For: 23400

-Soul Brand-

Artifact Long Sword; unleashes Soul Shatter (Mars, heals 10% of damage as PP)

Attack +141

Forged from Rusty Sword west of Atteka

Buy For: 11600

Sell For: 8700

-Storm Brand-

Artifact Long Blade; unleashes Hurricane (Mercury, may lower target's attack)

Attack +60

Found in on summit of Air's Rock

Buy For: 3900

Sell For: 2925

MACES

Equippable by Felix, Sheba, Piers, Isaac, Garet, and Mia

-Mace-

Mace

Attack +6

Bought in Shops

Buy For: 80

Sell For: 60

-Heavy Mace-

Mace

Attack +26

Bought in Shops

Buy For: 500

Sell For: 375

-Battle Mace-

Mace

Attack +56

Bought in Shops

Buy For: 2600

Sell For: 1950

-War Mace-

Mace

Attack +84

Bought in Shops

Buy For: 6200

Sell For: 4650

-Blessed Mace-

Artifact Mace; use to restore 200 HP

Attack +126, HP Regeneration +2

Dropped by Turtle Dragons in Western Sea (weakness Mars)

Buy For: 14500

Sell For: 10875

-Blow Mace-

Artifact Made; unleashes Boost Hack (Mars)

Attack +45

Found in Yampi Desert

Buy For: 2800

Sell For: 2100

-Comet Mace-

Artifact Mace; unleashes Ice Crush (Mercury, may lower target's defense)

Attack +105

Forged from Stardust

Buy For: 8000

Sell For: 6000

-Demon Mace-

Artifact Mace; unleashes Evil Eye (Venus, may inflict Delusion)

Attack +115

Forged from Rusty Mace in Gaia Rock

Buy For: 9200

Sell For: 6900

-Grievous Mace-

Artifact Mace; unleashes Terra Strike (Venus)

Attack +88

Transferred from Golden Sun (won in Tolbi Springs)

Buy For: 7000

Sell For: 5250

-Hagbone Mace-

Artifact Mace; unleashes Wyrd Curse (Venus, may inflict Haunt)

Attack +108
Forged from Rusty Mace East of Treasure Isle
Buy For: 8400
Sell For: 6300

-Righteous Mace-
Artifact Mace; unleashes Blinding Smog (Jupiter, may inflict Delusion)
Attack +112, HP Regeneration +3
Sold in Contigo
Buy For: 8400
Sell For: 6300

-Rising Mace-
Artifact Mace; unleashes High Vitals (heal 100% of damage as HP)
Attack +152
Dropped by Blue Dragons in Jupiter Lighthouse (weakness Mars)
Buy For: 13900
Sell For: 10425

-Rusty Mace-
Mace; needs to be reforged
Attack +11 or +12
Found in Gaia Rock or East of Treasure Isle
Buy For: 425 or 460
Sell For: 315 or 345

-Thanatos Mace-
Artifact Mace; unleashes Heartbreak (Venus, may Down target)
Attack +125
Found in Ankohl Ruins (Sand required)
Buy For: 10400
Sell For: 7800

-Tungsten Mace-
Artifact Mace; unleashes Hammersphere (Venus, may pierce 50% of target's defense)
Attack +159
Forged from Golem Core
Buy For: 14700
Sell For: 11025

-Wicked Mace-
Cursed Artifact Mace; unleashes Poison Death (Venus, inflict Venom)
Attack +130
Transferred from Golden Sun (found on seventh floor of Crossbone Isle)
Buy For: 13800
Sell For: 10350

STAFFS
Equippable by Ivan, Sheba, Mia, and Jenna

-Wooden Stick-
Staff
Attack +4
Bought in Shops
Buy For: 40
Sell For: 30

-Shaman's Rod-
Staff

Attack +10

Start with it

Buy For: CANNOT BE BOUGHT OR SOLD

Sell For: CANNOT BE BOUGHT OR SOLD

-Angelic Ankh-

Artifact Staff; unleashes Life Leech (Mercury; heal 100% of damage as HP)

Attack +83

Sold in Apojii Islands

Buy For: 6400

Sell For: 4800

-Atropos' Rod-

Artifact Staff; unleashes Life Shear (Mars, may Down target)

Attack +169

Dropped by Fire Dragons in Yampi Desert Cave (weakness Mercury)

Buy For: 18900

Sell For: 14175

-Blessed Ankh-

Artifact Staff; unleashes Psyphon Seal (Jupiter, inflict Psynergy Seal)

Attack +46

Sold in Mikasalla

Buy For: 1600

Sell For: 1200

-Clotho's Distaff-

Artifact Staff; use to restore 1000 HP

Attack +168

Dropped by Minos Warrior in Mars Lighthouse (weakness Jupiter)

Buy For: 17200

Sell For: 12900

-Cloud Wand-

Artifact Staff; unleashes Stun Cloud (Mercury, may inflict Stun)

Attack +98

Forged from Tear Stone

Buy For: 7000

Sell For: 5250

-Crystal Rod-

Artifact Staff; unleashes Drown (Mercury, may Down target)

Attack +106

Sold in Contigo

Buy For: 13400

Sell For: 10050

-Demonic Staff-

Cursed Artifact Staff; unleashes Bad Omen (Venus, may Haunt target)

Attack +92

Sold in Champa

Buy For: 10000

Sell For: 7500

-Dracomace-

Artifact Staff; unleashes Aging Gas (Jupiter, heal 100% damage as HP)

Attack +128

Forged from Rusty Staff in Sea of Time Islet Cave

Buy For: 10700

Sell For: 8025

-Fireman's Pole-

Artifact Staff; can be used to raise Elemental resistance

Attack +130

Won in Lemuria Springs

Buy For: 8200

Sell For:6150

-Frost Wand-

Artifact Staff; unleashes Frost Bite (Mercury, may inflict Stun)

Attack +76

Sold in Kibombo

Buy For: 5400

Sell For: 4050

-Glower Staff-

Artifact Staff; unleashes Flash Force (Jupiter, may inflict Psynergy Seal)

Attack +126

Forged from Rusty Staff in Shrine of the Sea God

Buy For: 10100

Sell For: 7575

-Goblin's Rod-

Artifact Staff; unleashes Sargasso (Mercury, may Down target)

Attack +134

Forged from Rusty Staff north of Hesperia

Buy For: 9800

Sell For: 7350

-Lachesis' Rule-

Artifact Staff; unleashes Apocalypse (Jupiter, may inflict Countdown)

Attack +177

Dropped by Mad Demons in Anemos Sanctum (weakness Jupiter)

Buy For: 21700

Sell For: 16275

-Magic Rod-

Artifact Staff; unleashes Murk (Jupiter, may inflict Sleep)

Attack +16

Sold in Madra

Buy For: 380

Sell For: 285

-Meditation Rod-

Artifact Staff; unleashes Nirvana (Jupiter, may heal 10% of damage as PP)

Attack +150

Found in Jupiter Lighthouse

Buy For: 13400

Sell For: 10050

-Nebula Wand-

Artifact Staff; unleashes Reverse Star (Mercury, may heal 10% of damage as PP)

Attack +165

Forged from Orihalcon

Buy For: 15200

Sell For: 11400

-Psynergy Rod-

Artifact Staff; unleashes Psy Leech (Mercury, may heal 10% of damage as PP)

Attack +64

Sold in Naribwe

Buy For: 3800

Sell For: 2850

-Rusty Staff-

Staff; needs to be reforged

Attack +11, +12, or +13

Found north of Hesperia, in Sea of Time Islet, or Shrine of the Sea God

Buy For: 480, 500, or 530

Sell For: 360, 375, 397

-Salamander Rod-

Artifact Staff; unleashes Fire Dance (Mars, may lower target's attack)

Attack +156

Forged from Salamander Tail

Buy For: 14300

Sell For: 10725

-Staff of Anubis-

Artifact Staff; unleashes Sarcophagus (Venus, may inflict Haunt)

Attack +83

Dropped by Red Demon in Gabomba Statue (weakness Jupiter)

Buy For: 5500

Sell For: 4125

-Witch's Wand-

Artifact Staff; unleashes Stun Voltage (Jupiter, may inflict Stun)

Attack +32

Sold in Garoh

Buy For: 860

Sell For: 645

-Zodiac Wand-

Artifact Staff; unleashes Shining Star (Jupiter, may inflict Delusion)

Attack +102

Transferred from Golden Sun (dropped by Grand Golems in upper Venus Lighthouse)

Buy For: 11400

Sell For: 8550

ARMOR

Equippable by Felix, Piers, Isaac, and Garet

-Leather Armor-

Armor

Defense +12

Bought in Shops

Buy For: 240

Sell For: 180

-Chain Mail-

Armor

Defense +25

Bought in Shops

Buy For: 2000

Sell For: 1500

-Armored Shell-

Armor

Defense +30

Bought in Shops

Buy For: 3600
Sell For: 2700

-Plate Mail-

Armor
Defense +33
Bought in Shops
Buy For: 4400
Sell For: 3300

-Steel Armor-

Armor
Defense +36
Bought in Shops
Buy For: 4900
Sell For: 3675

-Asura's Armor-

Artifact Armor; boosts attack and restores HP
Defense +42, Attack +5, HP Regeneration +8
Transferred from Golden Sun (in Tunnel Ruins, on right-hand path)
Buy For: 15000
Sell For: 11250

-Chronos Mail-

Artifact Armor; raises max HP
Defense +47, HP +20
Forged from Golem Core
Buy For: 13100
Sell For: 9825

-Demon Mail-

Cursed Artifact Armor; lowers Wind resistance
Defense +50, Jupiter Resistance -10
Transferred from Golden Sun (found on cursed ship in Crossbone Isle, after defeating Deadbeard)
Buy For: 17000
Sell For: 12750

-Dragon Mail-

Artifact Armor; resists water and fire
Defense +44, Mercury and Mars Resistance +15
Forged from Dragon Skin
Buy For: 9700
Sell For: 7275

-Erebus Armor-

Artifact Armor; restores HP
Defense +43, HP Regeneration +6
Won in Lemuria Springs
Buy For: 9000
Sell For: 6750

-Ixion Mail-

Artifact Armor; resists wind and water
Defense +26, Mercury and Jupiter Resistance +20
Found in Alhafra Cave
Buy For: 1300
Sell For: 975

-Phantasmal Mail-

Artifact Armor; use to delude enemy
Defense +38, Luck +7
Found in Izumo Catacombs
Buy For: 5800
Sell For: 4350

-Planet Armor-

Artifact Armor; Raises wind power
Defense +36, Jupiter Power +10
Forged from Stardust
Buy For: 4800
Sell For: 3600

-Psynergy Armor-

Artifact Armor; boosts max PP
Defense +21, PP +20
Sold in Mikasalla
Buy For: 1000
Sell For: 750

-Spiked Armor-

Artifact Armor; boosts attack and critical hits
Defense +34, Attack +10, Critical Hits +6%
Transferred from Golden Sun (dropped by Chimera Magi in Babi Lighthouse, Tunnel Ruins, and upper Venus Lighthouse)
Buy For: 14000
Sell For: 10500

-Spirit Armor-

Artifact Armor; resists all elements
Defense +32, Venus, Mars, Mercury, and Jupiter Resistance +15
Transferred from Golden Sun (won in Tolbi Springs)
Buy For: 4000
Sell For: 3000

-Stealth Armor-

Cursed Artifact Armor; weak against earth
Defense +48, Venus Resistance -10
Forged from Dark Matter
Buy For: 14000
Sell For: 10500

-Valkyrie Mail-

Artifact Armor; raises critical hits
Defense +53, critical hits +20%
Found in Mars Lighthouse
Buy For: 25500
Sell For: 19125

-Xylion Armor-

Artifact Armor; raises attack
Defense +50, Attack +12
Forged from Orihalcon
Buy For: 22500
Sell For: 16875

BOOTS

Equippable by everyone

-Leather Boots-

Boots

Defense +6

Bought in Shops

Buy For: 270

Sell For: 202

-Dragon Boots-

Artifact Boots; raises earth, fire, and water resistance

Defense +13, Venus, Mars, and Mercury Resistance +10

Forged from Dragon Skin

Buy For: 4200

Sell For: 3150

-Fur Boots-

Artifact Boots; raises water resistance

Defense +2, Mercury Resistance +15

Won in the Contigo Slots

Buy For: 1200

Sell For: 900

-Golden Boots-

Artifact Boots; raises agility

Defense +15, agility +30

Given by Bandits outside Madra after meeting Karst (must have triggered GS1 event)

Buy For: 4400

Sell For: 3300

-Hyper Boots-

Artifact Boots; raises critical hits

Defense +4, critical hits +12%

Won in Contigo Slots

Buy For: 2400

Sell For: 1800

-Quick Boots-

Artifact Boots; raises agility

Defense +3, agility +20

Won in Contigo Slots

Buy For: 2100

Sell For: 1575

-Safety Boots-

Artifact Boots; lowers agility

Defense +12, agility -30%

Sold in Garoh

Buy For: 700

Sell For: 525

-Turtle Boots-

Artifact Boots; halves agility

Defense +3, agility -50%

Found in Treasure Isle

Buy For: 600

Sell For: 450

BRACELETS

Equippable by Jenna, Sheba, Ivan, and Mia

-Leather Armlet-
Bracelet
Defense +7
Bought in shops
Buy For: 180
Sell For: 135

-Armlet-
Bracelet
Defense +17
Bought in Shops
Buy For: 900
Sell For: 675

-Heavy Armlet-
Bracelet
Defense +25
Bought in shops
Buy For: 2000
Sell For: 1500

-Silver Armlet-
Bracelet
Defense +30
Bought in shops
Buy For: 4000
Sell For: 3000

-Bone Armlet-
Artifact Bracelet; can be used to haunt a foe
Defense +30
Found in beginning of Gabomba Statue
Buy For: 3000
Sell For: 2250

-Clear Bracelet-
Artifact Bracelet; raises water power
Defense +32, Mercury Power +25
Forged from Tear Stone
Buy For: 3500
Sell For: 2625

-Guardian Armlet-
Artifact Bracelet; can be used to boost defense
Defense +27
Transferred from Golden Sun (won in Tolbi Springs)
Buy For: 2600
Sell For: 1950

-Jester's Armlet-
Artifact Bracelet, raises max PP
Defense +39, PP +30
Found in Treasure Isle
Buy For: 5100
Sell For: 3835

-Leda's Bracelet-
Artifact Bracelet; raises wind power
Defense +38, Jupiter Power +30
Won in Lemuria Springs

Buy For: 5800
Sell For: 4350

-Mythril Armlet-
Artifact Bracelet; increases critical hits
Defense +46, critical hits +10%
Forged from Mythril Silver
Buy For: 9700
Sell For: 7275

-Spirit Armlet-
Artifact Bracelet; use to cure ailments
Defense +38, Venus and Mercury Power +10
Transferred from Golden Sun (sold in Lalivero)
Buy For: 9000
Sell For: 6750

-Virtuous Armlet-
Artifact Bracelet; use to restore 100 HP
Defense +35, Mercury Power +10, Mars Power +30
Transferred from Golden Sun (found in Suhalla Desert; go right after entering
and get past whirlwind)
Buy For: 7000
Sell For: 5250

CIRCLETS

Equippable by Jenna, Sheba, Ivan, and Mia

-Circlet-
Circlet
Defense +6
Bought in shops
Buy For: 120
Sell For: 90

-Silver Circlet-
Circlet
Defense +16
Bought in shops
Buy For: 1300
Sell For: 975

-Guardian Circlet-
Circlet
Defense +25
Bought in shops
Buy For: 3400
Sell For: 2550

-Platinum Circlet-
Circlet
Defense +29
Bought in shops
Buy For: 4200
Sell For: 3150

-Astral Circlet-
Artifact Circlet; raises Max PP
Defense +32, PP +15
Forged from Stardust

Buy For: 4600
Sell For: 3450

-Berserker Band-

Artifact Circlet; raises attack
Defense +46, attack +15
Dropped by Druj in Islet Cave (weakness Mars)
Buy For: 13700
Sell For: 10275

-Brilliant Circlet-

Artifact Circlet; raises Luck
Defense +36, Luck +10
Won in Lemuria Springs
Buy For: 6100
Sell For: 4575

-Clarity Circlet-

Artifact Circlet; raises wind power
Defense +15, Jupiter Power +15
Found in Air's Rock
Buy For: 1500
Sell For: 1125

-Demon Circlet-

Cursed Artifact Circlet; raises critical hit rate
Defense +50, critical hits +15%
Forged from Dark Matter
Buy For: 15800
Sell For: 11850

-Glittering Tiara-

Artifact Circlet; prevents Delusion, can be used to inflict Delusion
Defense +27
Transferred from Golden Sun (won in Tolbi Springs)
Buy For: 3600
Sell For: 2700

-Mythril Circlet-

Artifact Circlet; recovers PP
Defense +34, PP Regeneration +3
Transferred from Golden Sun (found in Lunpa Fortress)
Buy For: 7000
Sell For: 5250

-Psychic Circlet-

Artifact Circlet; recovers PP
Defense +39, PP Regeneration +12
Forged from Mythril Silver
Buy For: 8800
Sell For: 6600

-Pure Circlet-

Artifact Circlet; raises water power
Defense +29, Mercury Power +20
Forged from Tear Stone
Buy For: 3700
Sell For: 2775

CLOTHING

Equippable by everyone

-Cotton Shirt-

Clothing

Defense +3

Bought in shops

Buy For: 20

Sell For: 15

-Travel Vest-

Clothing

Defense +7

Bought in shops

Buy For: 50

Sell For: 37

-Full Metal Vest-

Clothing

Defense +21

Found on Dehkan Plateau

Buy For: 1100

Sell For: 825

-Silver Vest-

Clothing

Defense +28

Bought in shops

Buy For: 3200

Sell For: 2400

-Adept's Clothes-

Artifact Clothing; boosts Max PP

Defense +18, PP +8

Sold in Naribwe and Kibombo

Buy For: 850

Sell For: 637

-Elven Shirt-

Artifact Clothing; boosts agility

Defense +22, agility +50%

Transferred from Golden Sun (in Mogall Forest; after room with Psynergy Stone, go left)

Buy For: 1700

Sell For: 1275

-Erinyes Tunic-

Artifact Clothing, boosts attack and critical hit rate

Defense +45, attack +5, critical hits +10%

Found in Jupiter Lighthouse

Buy For: 10400

Sell For: 7800

-Faery Vest-

Artifact Clothing; use to restore 200 HP

Defense +38

Forged from Sylph Feather

Buy For: 6900

Sell For: 5175

-Festival Coat-

Artifact Clothing; increases Luck

Defense +28; Luck +10

Found in Izumo

Buy For: 2800

Sell For: 2100

-Floral Dress-

Artifact Clothing; use to put enemy to sleep

Defense +38

Won in Lemuria Springs

Buy For: 6600

Sell For: 4950

-Fur Coat-

Artifact Clothing; resists water

Defense +16, Mercury Resistance +20

Transferred from Golden Sun (in log puzzle room in Kolima Forest; can't be bought back if sold)

Buy For: 400

Sell For: 300

-Kimono-

Artifact Clothing; boosts agility and resists fire

Defense +25, agility +10, Mars Resistance +10

Transferred from Golden Sun (on in Tolbi Springs)

Buy For: 2800

Sell For: 2100

-Mythril Clothes-

Artifact Clothing; raises critical hit rate

Defense +49, critical hits +15%

Forged from Mythril Silver

Buy For: 14900

Sell For: 11175

-Ninja Garb-

Artifact Clothing; resists wind, boosts agility

Defense +36, agility +30, Jupiter Resistance +10

Transferred from Golden Sun (found on fifth floor of Crossbone Isle)

Buy For: 6900

Sell For: 5175

-Storm Gear-

Artifact Clothing; resists water, fire, and wind

Defense +42, Jupiter, Mars, and Mercury Resistance +30

Transferred from Golden Sun (found on fourth floor of Crossbone Isle Cave)

Buy For: 9800

Sell For: 7350

-Triton's Ward-

Artifact Clothing Raises water power and resistance

Defense +47, Mercury Power +30, Mercury Resistance +70

Dropped by Ocean Dragon in Treasure Isle (weakness Mars)

Buy For: 16200

Sell For: 12150

-Water Jacket-

Artifact Clothing; resists water and fire

Defense +30, Mercury Resistance +30, Mars Resistance +20

Transferred from Golden Sun *found in treasure chest in Hammet's palace)

Buy For: 3000
Sell For: 2250

-Wild Coat-
Artifact Clothing; boosts agility
Defense +37, agility +40
Won in Lemuria Springs
Buy For: 4000
Sell For: 3000

CROWNS
Equippable by everyone

-Crown of Glory-
Artifact Crown; increases PP regeneration
Defense +40, PP Regeneration +8
Won in Lemuria Springs
Buy For: 7400
Sell For: 5550

-Jeweled Crown-
Artifact Crown; boosts Luck
Defense +35, Luck +5
Sold in Contigo
Buy For: 4000
Sell For: 3000

-Lucky Cap-
Artifact Crown; boosts critical hit rate, increases PP recovery
Defense +33, critical hits +8%, PP Regeneration +3
Transferred from Golden Sun (found in lower Venus Lighthouse)
Buy For: 5200
Sell For: 3900

-Thorn Crown-
Artifact Crown; raises attack
Defense +28, attack +8
Found in Naribwe (Lash required)
Buy For: 3300
Sell For: 2475

-Thunder Crown-
Cursed Artifact Crown; increases PP recovery
Defense +40, PP Regeneration +4
Transferred from Golden Sun (found in upper Venus Lighthouse)
Buy For: 7500
Sell For: 5625

GLOVES
Equippable by everyone

-Padded Gloves-
Gloves
Defense +2
Bought in shops
Buy For: 10
Sell For: 7

-Leather Gloves-
Gloves

Defense +10
Bought in shops
Buy For: 220
Sell For: 165

-Gauntlets-

Gloves
Defense +23
Bought in shops
Buy For: 1600
Sell For: 1200

-Aerial Gloves-

Artifact Gloves; increases agility and wind power
Defense +37, agility +30, Jupiter Power +20
Forged from Sylph Feather
Buy For: 5400
Sell For: 4050

-Aura Gloves-

Artifact Gloves; use to raise elemental resistance
Defense +36
Transferred from Golden Sun (dropped by Magicores in Suhalla Desert)
Buy For: 6500
Sell For: 4875

-Battle Gloves-

Artifact Gloves; raises attack
Defense +26, attack +8
Transferred from Golden Sun (won in Tolbi Springs)
Buy For: 2100
Sell For: 1575

-Big Bang Gloves-

Artifact Gloves; raises fire power
Defense +47, Mars Power +40
Forged from Orihalcon
Buy For: 10200
Sell For: 7650

-Crafted Gloves-

Artifact Gloves; raises attack
Defense +35, attack +5
Won in Lemuria Springs
Buy For: 4600
Sell For: 3450

-Riot Gloves-

Artifact Gloves; raises attack and critical hit rate
Defense +45, attack +15, critical hits +20%
Dropped by Minos Knights in Yampi Desert Cave (weakness Jupiter)
Buy For: 10400
Sell For: 7800

-Spirit Gloves-

Artifact Gloves; raises elemental power
Defense +34, Mars, Venus, Jupiter, Mercury Power +5
Transferred from Golden Sun (found in Kalay sewers, accessible after saving Hammet)
Buy For: 5200

Sell For: 3900

-Spirit Gloves-

Artifact Gloves; raises Max PP

Defense +40, PP +20

Found in Shaman Village (Growth required)

Buy For: 7200

Sell For: 5400

-Titan Gloves-

Artifact Gloves; raises Max HP

Defense +43, HP +30

Forged from Golem Core

Buy For: 8100

Sell For: 6075

-Vambrace-

Artifact Gloves, boosts attack

Defense +27, attack +5

Transferred from Golden Sun (found in Vault Cave)

Buy For: 1800

Sell For: 1350

-War Gloves-

Artifact Gloves; raises attack

Defense +32, attack +10

Sold in Izumo

Buy For: 4000

Sell For: 3000

HATS

Equippable by everyone

-Leather Cap-

Hat

Defense +3

Bought in shops

Buy For: 30

Sell For: 22

-Wooden Cap-

Hat

Defense +10

Bought in shops

Buy For: 400

Sell For: 300

-Mail Cap-

Hat

Defense +23

Bought in shops

Buy For: 2000

Sell For: 1500

-Alastor's Hood-

Artifact Hat; use to haunt a foe

Defense +47

Found in Mars Lighthouse (Dragon path)

Buy For: 11800

Sell For: 8850

-Floating Hat-

Artifact Hat; raises Luck, resists wind
Defense +34, Jupiter Resistance +20, Luck +20%
Forged from Sylph Feather
Buy For: 5700
Sell For: 4275

-Lure Cap-

Artifact Hat; increases random battles
Defense +20
Transferred from Golden Sun (given by Babi after winning Colosso)
Buy For: 3000
Sell For: 2250

-Ninja Hood-

Artifact Hat; boosts agility
Defense +28, agility +20
Transferred from Golden Sun (won in Tolbi Springs)
Buy For: 2800
Sell For: 2100

-Nurse's Cap-

Artifact Hat; use to heal a party member
Defense +18
Found in Madra
Buy For: 1200
Sell For: 900

-Prophet's Hat-

Artifact Hat; use to inflict Countdown
Defense +30
Dropped by Dread Hounds in Gaia Rock (weakness Mercury)
Buy For: 4600
Sell For: 3450

HELMS

Equippable by Felix, Piers, Isaac, and Garet

-Open Helm-

Helm
Defense +9
Bought in shops
Buy For: 180
Sell For: 135

-Bronze Helm-

Helm
Defense +14
Bought in shops
Buy For: 600
Sell For: 450

-Iron Helm-

Helm
Defense +20
Bought in shops
Buy For: 1600
Sell For: 1200

-Steel Helm-
Helm
Defense +27
Bought in shops
Buy For: 3100
Sell For: 2325

-Silver Helm-
Helm
Defense +30
Bought in shops
Buy For: 3900
Sell For: 2925

-Knight's Helm-
Helm
Defense +33
Bought in shops
Buy For: 4600
Sell For: 3450

-Adept's Helm-
Artifact Helm; boosts Max PP
Defense +29, PP +20%
Transferred from Golden Sun (won in Tolbi Springs)
Buy For: 3700
Sell For: 2775

-Dragon Helm-
Artifact Helm; resists water and fire
Defense +42, Mercury and Mars resistance +20
Forged from Dragon Skin
Buy For: 8900
Sell For: 6675

-Fear Helm-
Cursed Artifact Helm; raises attack
Defense +48, attack +10
Forged from Dark Matter
Buy For: 12800
Sell For: 9600

-Gloria Helm-
Artifact Helm; restores HP
Defense +49, HP Regeneration +10
Dropped by Aka Manah in Mars Lighthouse (weakness Mars)
Buy For: 13800
Sell For: 10350

-Millenium Helm-
Artifact Helm, increases Max HP
Defense +45, HP +20
Forged from Orihalcon
Buy For: 11400
Sell For: 8550

-Minerva Helm-
Artifact Helm; raises Max PP
Defense +43, PP +20
Won in Lemuria Springs

Buy For: 8700
Sell For: 6525

-Mythril Helm-
Artifact Helm; raises critical hit rate
Defense +44, critical hits +12%
Forged from Mythril Silver
Buy For: 11400
Sell For: 8550

-Viking Helm-
Artifact Helm; resists water
Defense + 30, Mercury Resistance +30
Found in Champa (Reveal required)
Buy For: 4000
Sell For: 3000

-Warrior's Helm-
Artifact Helm; raises earth power and critical hit rate
Defense +35, Venus Power +10, critical hits +10%
Transferred from Golden Sun (found in Lalivero; climb to wall from Sheba's house and walk around to a vine)
Buy For: 10000
Sell For: 7500

MASKS

Equippable by everyone

-Hiotoko Mask-
Artifact Mask; use to release Fire Breath; only equippable by boys
Defense +33
Dropped by Little Death in Magma Rock (weakness Jupiter)
Buy For: 6600
Sell For: 4950

-Otafuku Mask-
Artifact Mask; use to release Water Breath; only equippable by girls
Defense +31
Dropped by Gressil in Gaia Rock/Izumo Catacombs (weakness Jupiter)
Buy For: 3900
Sell For: 2925

RINGS

Equippable by everyone

-Adept's Ring-
Artifact Ring; can be used to restore 7 PP
No stat effects
Won in Contigo Slots
Buy For: 3100
Sell For: 2325

-Cleric's Ring-
Artifact Ring; prevents immobilization from Curses
No stat effects
Transferred from Golden Sun (found on eighth floor of Crossbone Isle)
Buy For: 6400
Sell For: 4800

-Fairy Ring-

Artifact Ring; can be used like an Elixir

No stat effects

Transferred from Golden Sun (found on third floor of Crossbone Isle)

Buy For: 2900

Sell For: 2175

-Golden Ring-

Artifact Ring; can be used to raise Elemental resistance

No stat effects

Given by Feizhi in Champa (must have rescued Hsu in Golden Sun)

Buy For: 4000

Sell For: 3000

-Guardian Ring-

Artifact Ring; increases defense and Max HP

Defense +4, HP +20

Found in Yampi Desert (Pound required)

Buy For: 1700

Sell For: 1275

-Healing Ring-

Artifact Ring; use to restore 70 HP to a party member

No stat effects

Dropped by Nightmare in Shaman Village Cave (weakness Venus)

Buy For: 800

Sell For: 600

-Sleep Ring-

Artifact Ring; use to put enemies to sleep

No stat effects

Won in Contigo Slots

Buy For: 1400

Sell For: 1050

-Spirit Ring-

Artifact Ring; use to restore 160 HP to party

No stat effects

Forged from Tear Stone

Buy For: 3600

Sell For: 2700

-Stardust Ring-

Artifact Ring; use to seal a foe's Psynergy

No stat effects

Forged from Stardust

Buy For: 2500

Sell For: 1875

-Unicorn Ring-

Artifact Ring; use to cure poison

No stat effects

Found in Naribwe (Reveal required)

Buy For: 1100

Sell For: 825

-War Ring-

Artifact Ring; use to boost attack

No stat effects

Won in Contigo Slots

Buy For: 2600

Sell For: 1950

ROBES

Equippable by Ivan, Mia, Jenna, and Sheba

-One-Piece Dress-

Robe

Defense +4

Bought in shops

Buy For: 25

Sell For: 18

-Travel Robe-

Robe

Defense +10

Bought in shops

Buy For: 200

Sell For: 150

-Silk Robe-

Robe

Defense +20

Bought in shops

Buy For: 1400

Sell For: 1050

-Jerkin-

Robe

Defense +26

Bought in shops

Buy For: 2400

Sell For: 1800

-Aeolian Cassock-

Artifact Robe; raises wind power and resistance

Defense +46, Jupiter Power +15, Jupiter Resistance +50

Dropped by Wyvern in Jupiter Lighthouse

Buy For: 11400

Sell For: 8550

-Ardagh Robe-

Artifact Robe; raises fire power and resistance

Defense +44, Mars Power +20, Mars Resistance +40

Forged from Salamander Tail

Buy For: 9900

Sell For: 7425

-Blessed Robe-

Artifact Robe; increases HP recovery

Defense +36, HP Regeneration +5

Sold in Champa

Buy For: 7000

Sell For: 5250

-China Dress-

Artifact Robe; can be used to drop enemy's attack, only equippable by Mia, Sheba, or Jenna

Defense +19

Transferred from Golden Sun (sold in Xian)

Buy For: 1600

Sell For: 1200

-Cocktail Dress-

Artifact Robe; increases Max PP, only equippable by Mia, Sheba, or Jenna
Defense +29, PP +15

Transferred from Golden Sun (won in Tolbi Springs)

Buy For: 4000

Sell For: 3000

-Dragon Robe-

Artifact Robe; resists fire and water

Defense +42, Mars and Mercury resistance +18

Forged from Dragon Skin

Buy For: 8900

Sell For: 6675

-Feathered Robe-

Artifact Robe; increases wind power and resistance and agility

Defense +45, Jupiter Power +20, Jupiter Resistance +30, agility +30

Transferred from Golden Sun (dropped by Wild Gryphons in Babi Lighthouse,
Tunnel Ruins, and upper Venus Lighthouse)

Buy For: 1400

Sell For: 10500

-Iris Robe-

Artifact Robe; increases fire resistance, Luck, and PP Recovery

Defense +47, Luck +15, Mars Resistance +30, PP Regeneration +12

Found in Treasure Isle

Buy For: 16600

Sell For: 12450

-Magical Cassock-

Artifact Robe; increases PP recovery

Defense +39, PP Regeneration +2

Transferred from Golden Sun (sold in Lalivero)

Buy For: 9000

Sell For: 6750

-Muni Robe-

Artifact Robe; increases HP recovery

Defense +39, HP Regeneration +10

Found in Ankohl Ruins

Buy For: 6300

Sell For: 4725

-Mysterious Robe-

Artifact Robe; increases HP and PP Regeneration

Defense +48; HP Regeneration +20, PP Regeneration +10

Sold in Prox

Buy For: 36500

Sell For: 27275

-Oracle's Robe-

Artifact Robe; increases water power and HP recovery

Defense +43, Mercury Resistance +40, HP Regeneration +10

Transferred from Golden Sun (in Tunnel Ruins, on left path)

Buy For: 13500

Sell For: 10125

SHIELDS

Equippable by Felix, Piers, Isaac, and Garet

-Wooden Shield-
Shield
Defense +6
Bought in shops
Buy For: 40
Sell For: 30

-Bronze Shield-
Shield
Defense +14
Bought in shops
Buy For: 500
Sell For: 375

-Iron Shield-
Shield
Defense +20
Bought in shops
Buy For: 1200
Sell For: 900

-Knight's Shield-
Shield
Defense +28
Bought in shops
Buy For: 3000
Sell For: 2250

-Aegis Shield-
Artifact Shield; raises critical hit rate
Defense +41, critical hits +10%
Won in Lemuria Springs
Buy For: 6700
Sell For: 5025

-Cosmos Shield-
Artifact Shield; resists all elements
Defense +49, Venus, Mars, Mercury, and Jupiter Resistance +20
Forged from Orihalcon
Buy For: 12200
Sell For: 9150

-Dragon Shield-
Artifact Shield; resists fire
Defense +26, Mars resistance +30
Transferred from Golden Sun (found in Altin Peak, accessible after defeating 2
Living Statues)
Buy For: 2400
Sell For: 1800

-Dragon Shield-
Artifact Shield; resists water and fire
Defense +42, Mercury and Mars resistance +15
Forged from Dragon Skin
Buy For: 7400
Sell For: 5550

-Earth Shield-

Artifact Shield; raises earth resistance, use to restore 150 HP
Defense +31, Venus Resistance +20
Transferred from Golden Sun (won in Tolbi Springs)
Buy For: 4100
Sell For: 3075

-Flame Shield-

Artifact Shield; resists fire
Defense +44, Mars Resistance +60
Forged from Salamander Tail
Buy For: 8600
Sell For: 6450

-Fujin Shield-

Artifact Shield; resists wind
Defense +23, Jupiter Resistance +50
Found in Air's Rock Summit
Buy For: 1400
Sell For: 1050

-Luna Shield-

Artifact Shield; resists earth
Defense +33, Venus Resistance +30
Forged from Stardust
Buy For: 3900
Sell For: 2925

-Mirrored Shield-

Artifact Shield; can be used to inflict Delusion
Defense +39
Sold in Contigo
Buy For: 5200
Sell For: 3900

-Terra Shield-

Cursed Artifact Shield; raises attack
Defense +48, attack +5
Forged from Dark Matter
Buy For: 11200
Sell For: 8400

SHIRTS

Equippable by everyone

-Golden Shirt-

Artifact Shirt; increases Max HP
Defense +12, HP +10
Given by Colosso Warriors after defeating them in Shaman Village Cave (Isaac must be in your party, must have won Colosso in Golden Sun)
Buy For: 2400
Sell For: 1800

-Mythril Shirt-

Artifact Shirt; increases Max HP
Defense +10, HP +5
Won in Contigo Slots
Buy For: 2900
Sell For: 2175

-Running Shirt-

Artifact Shirt; Increases agility
Defense +1, agility +15
Won in Contigo Slots
Buy For: 400
Sell For: 300

-Silk Shirt-

Artifact Shirt; increases Luck
Defense +6, Luck +1
Won in Contigo Slots
Buy For: 1800
Sell For: 1350

ITEMS

-Antidote-

Use to cure Poison and Venom
Bought in shops
Buy For: 20
Sell For: 15

-Apple-

Permanently boosts attack of one party member
Found in chests
Buy For: 500
Sell For: 375

-Aquarius Stone-

The stone that leads the chosen one
Found in Aqua Rock
Buy For: CANNOT BE BOUGHT OR SOLD
Sell For: CANNOT BE BOUGHT OR SOLD

-Black Orb-

Powers Piers' ship
Found in Gabomba Statue
Buy For: CANNOT BE BOUGHT OR SOLD
Sell For: CANNOT BE BOUGHT OR SOLD

-Blue Key-

Key to the blue door in Jupiter Lighthouse
Found in Jupiter Lighthouse
Buy For: CANNOT BE BOUGHT OR SOLD
Sell For: CANNOT BE BOUGHT OR SOLD

-Bone-

A delicious doggy treat
Found in Lemuria (Scoop required)
Buy For: CANNOT BE BOUGHT OR SOLD
Sell For: CANNOT BE BOUGHT OR SOLD

-Bramble Seed-

Causes damage with thorns
Dropped by various enemies
Buy For: 50
Sell For: 37

-Carry Stone-

Bestows Carry Psynergy when equipped
Transferred from Golden Sun

Buy For: CANNOT BE BOUGHT OR SOLD
Sell For: CANNOT BE BOUGHT OR SOLD

-Catch Beads-

Bestows Catch Psynergy when equipped
Transferred from Golden Sun
Buy For: CANNOT BE BOUGHT OR SOLD
Sell For: CANNOT BE BOUGHT OR SOLD

-Center Prong-

The center piece of a trident
Found in Tundaria Tower (Burst required)
Buy For: CANNOT BE BOUGHT OR SOLD
Sell For: CANNOT BE BOUGHT OR SOLD

-Cookie-

Boosts Max PP for one party member
Found in chests
Buy For: 500
Sell For: 375

-Corn-

Replenishes 100 HP
Stalls in Contigo and Tolbi
Buy For: 12
Sell For: 9

-Crystal Powder-

Causes damage with ice
Dropped by various enemies, in a barrel in the southeastern part of Loho
Buy For: 60
Sell For: 45

-Cyclone Chip-

Bestows Cyclone Psynergy when equipped
Found in Madra
Buy For: CANNOT BE BOUGHT OR SOLD
Sell For: CANNOT BE BOUGHT OR SOLD

-Dancing Idol-

A sacred idol of unknown power
Found on Gaia Rock
Buy For: 400
Sell For: 300

-Dark Matter-

Twisted black stuff (forgeable)
Dropped by Wonder Birds in Sea of Time Islet Cave (weakness Mercury)
Buy For: 3000
Sell For: 2250

-Douse Drop-

Bestows Douse Psynergy when equipped
Transferred from Golden Sun
Buy For: CANNOT BE BOUGHT OR SOLD
Sell For: CANNOT BE BOUGHT OR SOLD

-Dragon Skin-

Scaly dragon hide (forgeable)
Dropped by Winged Lizard in Yampi Desert Cave (weakness Jupiter)

Buy For: 1200
Sell For: 900

-Elixir-

Cures Delusion, Stun, and Sleep
Bought in shops
Buy For: 30
Sell For: 22

-Frost Jewel-

Bestows Frost Psynergy when equipped
Transferred from Golden Sun
Buy For: CANNOT BE BOUGHT OR SOLD
Sell For: CANNOT BE BOUGHT OR SOLD

-Game Ticket-

Ticket for use in a special game
Given when you make large purchases in shops
Buy For: 50
Sell For: 37

-Golem Core-

An Earth Elemental's heart (forgeable)
Dropped by Bombander in Anemos Sanctum (weakness Mercury)
Buy For: 1500
Sell For: 1125

-Grindstone-

Bestows Grind Psynergy when equipped
Given in Lemuria
Buy For: CANNOT BE BOUGHT OR SOLD
Sell For: CANNOT BE BOUGHT OR SOLD

-Hard Nut-

Permanently boosts defense of one party member
Found in chests
Buy For: 500
Sell For: 375

-Healing Fungus-

A rare and delicious mushroom
Found on Gondowan Cliffs
Buy For: 300
Sell For: 225

-Herb-

Restores 50 HP
Bought in shops
Buy For: 10
Sell For: 7

-Hover Jade-

Bestows Hover Psynergy when equipped
Found on Trial Road (defeat Moapa and Knights)
Buy For: CANNOT BE BOUGHT OR SOLD
Sell For: CANNOT BE BOUGHT OR SOLD

-Jupiter Star-

Wind Star; requires Mythril Bag
Have from start

Buy For: CANNOT BE BOUGHT OR SOLD
Sell For: CANNOT BE BOUGHT OR SOLD

-Large Bread-
Nourishing bread that fights hunger
Found in Alhafra Ship
Buy For: 8
Sell For: 6

-Lash Pebble-
Bestows Lash Psynergy when equipped
Found in Kandorean Temple
Buy For: CANNOT BE BOUGHT OR SOLD
Sell For: CANNOT BE BOUGHT OR SOLD

-Laughing Fungus-
A rare and suspicious mushroom
Found on Gondowan Cliffs
Buy For: 700
Sell For: 525

-Left Prong-
The left tine of a trident
Found on Ankohl Ruins
Buy For: CANNOT BE BOUGHT OR SOLD
Sell For: CANNOT BE BOUGHT OR SOLD

-Lifting Gem-
Bestows Lift Psynergy when equipped
Transferred from Golden Sun
Buy For: CANNOT BE BOUGHT OR SOLD
Sell For: CANNOT BE BOUGHT OR SOLD

-Li'l Turtle-
A turtle who's far from home
Found on West Indra Islet (Mind Read and Milk required)
Buy For: 500
Sell For: 375

-Lucky Medal-
Medal for use in a special fountain
Found in chests
Buy For: 100
Sell For: 75

-Lucky Pepper-
Permanently boosts Luck of one party member
Found in chests
Buy For: 500
Sell For: 373

-Magma Ball-
A glowing, red ball of volcanic rock
Found in Magma Rock
Buy For: 800
Sell For: 600

-Mars Star-
Fire Star; requires Mythril Bag
Found in Mar's Lighthouse (defeat Flame Dragons)

Buy For: CANNOT BE BOUGHT OR SOLD
Sell For: CANNOT BE BOUGHT OR SOLD

-Milk-

Nutritious, delicious fresh milk
Found on North Osenia Islet (Mind Read and Sand required)
Buy For: 90
Sell For: 67

-Mint-

Permanently boosts agility of one party member
Found in chests
Buy For: 500
Sell For: 375

-Mist Potion-

Restores 300 HP to party
Sold in Prox
Buy For: 9000
Sell For: 6750

-Mysterious Card-

Card; equip to change your class
Found in Kandorean Temple
Buy For: 333
Sell For: 249

-Mythril Bag-

Holds the Jupiter and Mars Stars
Have from start
Buy For: CANNOT BE BOUGHT OR SOLD
Sell For: CANNOT BE BOUGHT OR SOLD

-Mythril Silver-

Legendary dwarven metal (forgeable)
Dropped by Soul Army in Yampi Desert Cave (weakness Jupiter)
Buy For: 2000
Sell For: 1500

-Nut-

Restores 200 HP
Bought in shops
Buy For: 200
Sell For: 150

-Oil Drop-

Causes damage with flames
Dropped by various enemies
Buy For: 30
Sell For: 22

-Orb of Force-

Bestows Force Psynergy when equipped
Transferred from Golden Sun
Buy For: CANNOT BE BOUGHT OR SOLD
Sell For: CANNOT BE BOUGHT OR SOLD

-Orihalcon-

An ore of great power (forgeable)
Dropped by Sky Dragons in Anemos Sanctum (weakness Jupiter)

Buy For: 4000
Sell For: 3000

-Potion-

Replenishes all HP
Won in Lemuria Springs
Buy For: 1000
Sell For: 750

-Pound Cube-

Bestows Pound Psynergy when equipped
Found in Dehkan Plateau
Buy For: CANNOT BE BOUGHT OR SOLD
Sell For: CANNOT BE BOUGHT OR SOLD

-Power Bread-

Permanently boosts Max HP of one party member
Found in chests
Buy For: 500
Sell For: 375

-Pretty Stone-

A shining stone
Found on East Tundaria Islet (Mind Read required)
Buy For: 300
Sell For: 225

-Psy Crystal-

Restores all PP to one party member
Won in Lemuria Springs
Buy For: 1500
Sell For: 1125

-Red Cloth-

A fancy red scarf
Found on Southeast Angara Islet (Mind Read and Pretty Stone required)
Buy For: 120
Sell For: 90

-Right Prong-

The right tine of a trident
Found in Shrine of the Sea God
Buy For: CANNOT BE BOUGHT OR SOLD
Sell For: CANNOT BE BOUGHT OR SOLD

-Ruin Key-

A key found in the ruins under Madra
Found in Madra Catacombs
Buy For: 230
Sell For: 172

-Sacred Feather-

Reduces monster encounters
Bought in shops
Buy For: 70
Sell For: 52

-Salamander Tail-

A fiery lizard's tail (forgeable)
Dropped by Pyrodra in Treasure Isle (weakness Mars)

Buy For: 1400
Sell For: 1050

-Scoop Gem-

Bestows Scoop Psynergy when equipped
Found in Yampi Desert (defeat Scorpion King)
Buy For: CANNOT BE BOUGHT OR SOLD
Sell For: CANNOT BE BOUGHT OR SOLD

-Sea God's Tear-

A jewel from the sea god's eye
Found in Daila (Frost required)
Buy For: 300
Sell For: 225

-Sleep Bomb-

Lull enemies to sleep
Dropped by various enemies
Buy For: 60
Sell For: 45

-Smoke Bomb-

Obstructs enemy's sight
Dropped by various enemies
Buy For: 30
Sell For: 22

-Stardust-

Rare metal from space (forgeable)
Dropped by Sand Scorpion in Yampi Desert Cave (weakness Mars)
Buy For: 400
Sell For: 300

-Sylph Feather-

Wind essence feather (forgeable)
Dropped by Great Seagull in Treasure Isle (weakness Jupiter)
Buy For: 700
Sell For: 525

-Tear Stone-

Water essence crystal (forgeable)
Dropped by Gillman Lord in Treasure Isle (weakness Mars)
Buy For: 300
Sell For: 225

-Teleport Lapis-

Bestows Teleport Psynergy when equipped
Found in Mars Lighthouse
Buy For: CANNOT BE BOUGHT OR SOLD
Sell For: CANNOT BE BOUGHT OR SOLD

-Tomegathericon-

Book; equip to change your class
Found in Gabomba Catacombs (Cyclone required)
Buy For: 999
Sell For: 749

-Trainer's Whip-

Whip; equip to change your class
Found in Yampi Desert

Buy For: 666
Sell For: 499

-Tremor Bit-

Bestows Tremor Psynergy when equipped
Found in Madra Catacombs
Buy For: CANNOT BE BOUGHT OR SOLD
Sell For: CANNOT BE BOUGHT OR SOLD

-Trident-

A weapon with a unique purpose
Forged in Champa
Buy For: CANNOT BE BOUGHT OR SOLD
Sell For: CANNOT BE BOUGHT OR SOLD

-Vial-

Restores 500 HP
Bought in shops
Buy For: 500
Sell For: 375

-Water of Life-

Revives downed party members
Won in Lemuria Lucky Springs
Buy For: 3000
Sell For: 2250

-Weasel's Paw-

Causes damage with claws
Dropped by Dino in Yampi Desert (weakness Jupiter)
Buy For: 40
Sell For: 30

11. Class Guide (Clsgu)

Here it is: a guide to the stats, requirements, and Psynergy of every class in the game. One small note: under the attack type of Psynergy, "Magical" means it's normal Psynergy based on the user's elemental power, "Physical" means it's based on the user's attack power, "Healing" means it's healing Psynergy whose power is added to by the user's elemental power, "Stat" means that it boosts stats, and "Condition" means it gives the target a status condition.

<SQUIRE>

Class	Djinn Required	HP	PP	ATK	DEF	AGL	LCK
	Earth						
Squire	None	+10%	-20%	+10%	+0%	+10%	+0%
Knight	2 V	+30%	-10%	+20%	+10%	+20%	+0%
Gallant	4 V	+50%	+0%	+30%	+20%	+30%	+0%
Lord	6 V	+70%	+10%	+40%	+30%	+40%	+0%
Slayer	8 V	+90%	+20%	+50%	+40%	+50%	+0%

Squire is the basic class of Isaac and Felix. It has good physical stats, especially HP and Attack, and has lots of Attack Psynergy, along with the healing spells of Cure and Revive. Like all the basic classes, though, it can only learn Earth Psynergy.

Level	Psynergy	PP	Required Class	Attack Type	Targets
1	Cure	3	Squire	V Healing	1
2	Quake	4	Squire	V Magical	3
4	Earthquake	7	Squire	V Magical	5
6	Spire	5	Squire	V Magical	1
7	Gaia	7	Gallant	V Magical	3
10	Cure Well	7	Squire	V Healing	1
13	Ragnarok	7	Squire	V Physical	1
13	Odyssey	18	Lord	V Physical	1
14	Quake Sphere	15	Squire	V Magical	7
19	Revive	15	Gallant	V Healing	1
20	Clay Spire	13	Squire	V Magical	3
24	Mother Gaia	17	Gallant	V Magical	5
26	Potent Cure	10	Squire	V Healing	1
42	Stone Spire	22	Squire	V Magical	3
54	Grand Gaia	32	Gallant	V Magical	5

(Odyssey replaces Ragnarok when Lord class is reached)

<GUARD>

Class	Djinn Required	HP	PP	ATK	DEF	AGL	LCK
	Garet						
Guard	0 Ma	+10%	-20%	+0%	+10%	-30%	+0%
Soldier	2 Ma	+30%	-10%	+10%	+20%	-20%	+0%
Warrior	4 Ma	+50%	+0%	+20%	+30%	-10%	+0%
Champion	6 Ma	+70%	+10%	+30%	+40%	+0%	+0%
Hero	8 Ma	+90%	+20%	+40%	+50%	+10%	+0%

Guard is Garet's basic class. It mainly focuses on attacking Fire Psynergy such as Flare, Fire, or the powerful Volcano series. Once Garet reaches the Warrior

class, he gains Psynergy to alter defense stats. In stats, it focuses on HP and defense, with poor PP and agility stats.

Level	Psynergy	PP	Required Class	Attack Type	Targets
1	Flare	4	Guard	Ma Magical	3
3	Guard	3	Warrior	Ma Stat	1
4	Fire	6	Guard	Ma Magical	3
6	Flare Wall	7	Guard	Ma Magical	3
8	Volcano	6	Guard	Ma Magical	1
9	Impair	4	Warrior	Ma Stat	1
12	Heat Wave	6	Guard	Ma Physical	1
12	Liquifier	17	Champion	Ma Physical	1
14	Fireball	12	Guard	Ma Magical	5
15	Protect	5	Warrior	Ma Stat	All
18	Flare Storm	12	Guard	Ma Magical	3
22	Eruption	14	Guard	Ma Magical	3
26	Debilitate	6	Warrior	Ma Stat	3
36	Inferno	23	Guard	Ma Magical	5
48	Pyroclasm	29	Guard	Ma Magical	5

(Liquifier replaces Heat Wave when Champion class is reached)

<FLAME USER>

Class	Djinn Required	HP	PP	ATK	DEF	AGL	LCK
	Jenna						
Flame User	0 Ma	+0%	+20%	+0%	+0%	+20%	-10%
Witch	2 Ma	+10%	+30%	+10%	+10%	+30%	-10%
Hex	4 Ma	+30%	+40%	+20%	+20%	+40%	-10%
Fire Master	6 Ma	+50%	+50%	+30%	+30%	+50%	-10%
Justice	8 Ma	+70%	+60%	+40%	+40%	+60%	-10%

Unlike Garet's classes, Jenna's exclusive class focuses more on PP and agility, although she has bad luck. She has no physical Psynergy or the Guard and Protect abilities, but she gets the ultra-cool Beam series and Aura, a weaker version of Wish. This makes her your primary healer for the first part of the

game, although she can do massive damage to single enemies with Fume.

Level	Psynergy	PP	Required Class	Attack Type	Targets
1	Flare	4	Flame User	Ma Magical	3
5	Fume	6	Flame User	Ma Magical	1
6	Flare Wall	7	Flame User	Ma Magical	3
7	Beam	7	Flame User	Ma Magical	3
9	Aura	7	Hex	Ma Healing	All
10	Impair	4	Flame User	Ma Stat	1
16	Healing Aura	11	Hex	Ma Healing	All
18	Flare Storm	12	Flame User	Ma Magical	3
21	Cycle Beam	14	Flame User	Ma Magical	5
23	Debilitate	6	Flame User	Ma Stat	3
26	Serpent Fume	14	Flame User	Ma Magical	1
33	Cool Aura	16	Hex	Ma Healing	All
41	Searing Beam	36	Flame User	Ma Magical	5
47	Dragon Fume	35	Flame User	Ma Magical	1

<WIND SEER>

Class	Djinn Required	HP	PP	ATK	DEF	AGL	LCK
	Wind						
Wind Seer	0 J	-20%	+40%	-20%	-10%	+30%	+10%
Magician	2 J	-10%	+50%	-10%	+0%	+40%	+10%
Mage	4 J	+10%	+60%	+0%	+10%	+50%	+10%
Magister	6 J	+30%	+70%	+10%	+20%	+60%	+10%
Sorcerer	8 J	+50%	+80%	+20%	+30%	+70%	+10%

Wind Seer is the basic class of Ivan and Sheba. It has downright bad physical stats, but massive PP and agility. It has lots of powerful attack Psynergy to use this high PP on, as well as some status moves like the ultra-useful Impact series.

Level	Psynergy	PP	Required Class	Attack Type	Targets
-------	----------	----	----------------	-------------	---------

1	Whirlwind	5	Wind Seer	J Magical	3
4	Ray	6	Wind Seer	J Magical	3
5	Impact	7	Magician	J Stat	1
6	Ward	3	Mage	J Stat	1
8	Plasma	8	Wind Seer	J Magical	3
12	Sleep	5	Wind Seer	J Condition	3
14	Storm Ray	10	Wind Seer	J Magical	3
17	Bind	4	Wind Seer	J Condition	1
18	Tornado	14	Wind Seer	J Magical	5
21	High Impact	12	Magician	J Stat	All
22	Resist	5	Mage	J Stat	All
26	Shine Plasma	18	Wind Seer	J Magical	5
44	Destruct Ray	21	Wind Seer	J Magical	3
50	Spark Plasma	37	Wind Seer	J Magical	5

<WATER SEER>

Class	Djinn Required	HP	PP	ATK	DEF	AGL	LCK
	Mia						
Water Seer	0 Me	-10%	+30%	-10%	+0%	-20%	+30%
Scribe	2 Me	+0%	+40%	+0%	+10%	-10%	+30%
Cleric	4 Me	+20%	+50%	+10%	+20%	+0%	+30%
Paragon	6 Me	+40%	+60%	+20%	+30%	+10%	+30%
Angel	8 Me	+40%	+70%	+30%	+40%	+20%	+30%

Mia's default class, the Water Seer focuses on healing with huge bonuses to PP and Luck. It has the powerful single healing spell Ply, and the Wish series, which heals your whole party. The Cure Poison and Restore Psynergies can heal status effects. Mia doesn't have much attacking Psynergy, though.

Level	Psynergy	PP	Required Class	Attack Type	Targets
1	Ply	4	Water Seer	Me Healing	1
2	Frost	5	Water Seer	Me Magical	3
4	Ice	5	Water Seer	Me Magical	1

5	Cure Poison	2	Water Seer	Me Healing	1
8	Wish	9	Cleric	Me Healing	All
9	Tundra	8	Water Seer	Me Magical	3
13	Restore	3	Water Seer	Me Healing	3
16	Ply Well	8	Water Seer	Me Healing	3
17	Ice Horn	11	Water Seer	Me Magical	3
22	Wish Well	13	Cleric	Me Healing	All
24	Glacier	15	Water Seer	Me Magical	3
30	Break	5	Water Seer	Me Stat	All
34	Pure Ply	12	Water Seer	Me Healing	1
42	Ice Missile	23	Water Seer	Me Magical	3
46	Pure Wish	20	Cleric	Me Healing	All

<MARINER>

Class	Djinn Required	HP	PP	ATK	DEF	AGL	LCK
	Piers						
Mariner	0 Me	+10%	-10%	+0%	+0%	-10%	+20%
Privateer	2 Me	+30%	+0%	+10%	+10%	+0%	+20%
Commander	4 Me	+50%	+10%	+20%	+20%	+10%	+20%
Captain	6 Me	+70%	+20%	+30%	+30%	+20%	+20%
Admiral	8 Me	+90%	+30%	+40%	+40%	+30%	+20%

Piers' basic class befits the owner of a Lemurian ship. Unlike the Water Seer class, Piers focuses more on attack Psynergy, although he still has Ply, Cure Poison, and Restore. He gets the powerful, attack Psynergy series cool, and the physical moves Diamond Dust and Diamond Berg. For stats, he focuses on HP with decent ratings in all other stats except PP and agility.

Level	Psynergy	PP	Required Class	Attack Type	Targets
1	Frost	5	Mariner	Me Magical	3
2	Ply	4	Mariner	Me Healing	1
4	Cool	6	Mariner	Me Magical	3
5	Cure Poison	2	Mariner	Me Healing	1

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12. Psynergy Guide (Psygu)

13. RNG Guide (Rnggu)

Tired of searching for an Atropos Rod? Tearing your hair out looking for Lachesis' Rule? Pummeling yourself into a bloody, mangled pulp spitting teeth and fragments of gum onto the floor, unable to even moan for help after hours of not finding a Tisiphone Edge? Then you've come to the right place. Before I begin talking about RNG Methods, note that I DID NOT INVENT ANY OF THIS. This is just Terence's information in my words. By now, you're probably wondering what RNG stands for. It means Random Number Generator. In Golden Sun: The Lost Age, the RNG that determines rare item drops is not truly random; it is determined by numerous other factors, which were found by Terence (Hooray Terence!). If you do exactly the right things in a battle, you will get an item drop every time, provided you fought an enemy that dropped a rare item. RNG Methods are sure-fire ways of getting any item drop except Dark Matter every time. By now, you're probably wondering how you do this miraculous process. Here are the steps you need to follow before and during the battle:

1. You must have no cursed party members in your active party, even if they have the Cleric's Ring.
2. Now, find out the weakness of the enemy you want the item from (I.E. Cruel Dragons, who drop the Tisiphone Edge, are weak to Mars).
3. Go to the area where your target monster is found (Sea of Time Islet Cave in my example).
4. Make sure that your characters are very agile (they should be at least level 40 to do an RNG method efficiently, preferably higher).
5. Put an attack Djinn of the type your target creature is weak to on your party member that attacks third (Fury would work well in my example). You have to be SURE that that party member will attack third, so try to create as much of a gap between their and the 2nd and 4th party member's agility as possible.
6. Now, save your game and turn the power off and on. Walk around until you get into a battle. If the enemy party contains your target creature and another comparably strong enemy, you're set. If not, turn the power off and on and try again. Repeat until you get the said enemy party.
7. Because it will be the first battle since your GBA was turned on, your party will gain an extra turn. Now, here is how the battle should go.

Target enemy and other enemy appeared!
Your party attacks first!

Party Member 1 uses area Psynergy targeting both enemies (focused on target enemy, preferably a weak one like Punji)!
Party Member 2: Same as before!
Party Member 3 (the one with the Djinn target enemy is weak to): Same as first

person again!

Party Member 4: Yet another area attack Psynergy focused on the target!
End of turn (your enemies should not get to attack because of your extra turn;
the RNG will not work if any party member was damaged)

Party Member 1: Uses another area Psynergy focused on target enemy!

Party Member 2: Uses another area Psynergy focused on target enemy!

Party Member 3: Unleashes Djinn target enemy is weak to on target enemy! (in my
example, my third attacking character would unleash Fury on the Cruel Dragon)

This should kill the target enemy and make it flash rainbow colors before
dying. If it doesn't die, power off and on and try again with stronger
Psynergy. If it doesn't flash, unleash the Djinni with a character with higher
Luck.

Party Member 4: Kills off other enemy using whatever (it should have survived
until now. If not, try again)!

You felled enemy party!

You got some Exp. Points!

You got some coins!

You got target item drop!

One last thing, Phoenixes, Fire Birds, and Wonder Birds mess up RNG methods
because they attack multiple times per turn. Even if they are the "other
enemy", they still prevent RNGs from working, so make sure you perform your RNG
method without them. If this method doesn't work, I must have missed something,
so tell me (you can e-mail me or post on the message board). My e-mail address
is up at the top or the FAQ. Also, I have a handy table of which enemy drops
what item and where, and also their weakness, thanks to
chaoticwarlock@yahoo.com.

ITEM-----ENEMY-----AREA-----DIJINN TYPE TO
USE

Staff of Anubis	-----	Red Demon	-----	Kibombo Statue	-----	Jupiter
Tartarus axe	-----	Minotaurus	-----	Ankohl Ruins	-----	Jupiter
Otafuku Mask	-----	Gressil	-----	Izumo Ruins (Cave)	-----	Jupiter
Aeolian Cassock	-----	Wyvern	-----	Jupiter Lighthouse	-----	Jupiter
Rising Mace	-----	Blue Dragon	-----	Jupiter lighthouse	-----	Mars
Hiotoko Mask	-----	Little Death	-----	Magma Rock	-----	Jupiter
Clotho's Distaff	-----	Minos Warrior	-----	Mars Lighthouse	-----	Jupiter
Gloria Helm	-----	Aka Manah	-----	Mars Lighthouse	-----	Mars
Berserker Band	-----	Druj	-----	Sea of Time Cave	-----	Mars
Tisiphone Edge	-----	Cruel Dragon	-----	Sea of Time Cave	-----	Mars
Atropos Rod	-----	Fire Dragon	-----	Yampi Desert Cave	-----	Mercury
Riot Gloves	-----	Minos Knight	-----	Yampi Desert Cave	-----	Jupiter
Triton's Ward	-----	Ocean Dragon	-----	Treasure Isle	-----	Mars
Lachesis Rule	-----	Mad Demon	-----	Anemos Inner Sanctum	-----	Jupiter
Rune Blade	-----	Magma Rock	-----	Lesser Demon	-----	Jupiter
Blessed Mace	-----	Turtle Dragon	-----	Western Seas	-----	Mars
Aura Gloves	-----	MagiCore	-----	Sea of Time Cave	-----	Mercury
----- (before the warp) -----						
Prophet's Hat	-----	Dread Hound	-----	Gaia Rock	-----	Mercury
Giant Axe	-----	Earth Golem	-----	Treasure Isle	-----	Jupiter
Dark Matter	-----	Wonder Bird	-----	Sea of Time Cave	-----	Mercury
Mythril Silver	-----	Soul Army	-----	Yampi Desert Cave	-----	Jupiter
Dragon Skin	-----	Winged Lizard	-----	Yampi Desert Cave	-----	Jupiter
Star Dust	-----	Sand Scorpion	-----	Yampi Desert Cave	-----	Mars
Salamander Tail	-----	Pyrodra	-----	Treasure Isle	-----	Mars
Sylph Feather	-----	Great Seagull	-----	Treasure Isle	-----	Jupiter
Tear Stone	-----	Gillman Lord	-----	Treasure Isle	-----	Mars
Orihalcon	-----	Sky Dragon	-----	Anemos Sanctum	-----	Jupiter
Golem Core	-----	Bombander	-----	Anemos Sanctum	-----	Mercury

I have also found an RNG method that should work on Wonder Birds for getting Dark Matter, from Raptoid10.

Dark Matter

Dropped by Wonder Birds in the Islet Cave.

All spells targeted at Wonder Bird

Attacking order: Felix, Jenna, Piers, Sheba.

Required party is a Wonder Bird and a Chimera Worm.

Round 1

Felix casts Earth Quake.

Jenna casts Beam.

Piers casts Tundra.

Sheba casts Storm Ray.

Round 2

Felix casts Earth Quake. Chimera Worm dies

Jenna casts Beam.

Piers unleashes Serac. Wonder Bird dies.

Sheba doesn't do anything. Defend or something

For more RNG info, check out Tuxedo Jack's RNG FAQ at

<http://users3.ev1.net/~jchiles/gs2dropfaq.txt>

14. Legal Information (Legin)

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Although you may find this FAQ elsewhere, it was originally posted on www.gameFAQs.com, so check it out!

Credit for the Information in this Guide goes mainly to my Nintendo Power Guides, but also to:

montypylon10189 for Doom Dragon's HP amount.

Dark Void for Dullahan's HP.

Boris Badenov for the great Dullahan strat.

Terence for everything to do with RNG methods! Thank you, Terence!

Also, Terence and his great Battle Mechanics FAQ for much of my in-depth information.

Aspartate's Item Guide for help with my Item Guide, and his Djinn guide for help with my Djinn Guide.

Countless users for help with my Sound Test Listing.

theland for help with the closing dialogue.

emerald000 for the location of Corn.

Griffindor1323 for an alternate strategy in Trial Road Room 4.

Sandune928 for a correction on Sour's location.

#1InuYashafan for a correction on the Demonic Mace.

dl117 for the location of some Corn.

Dr. Sunglasses for a correction in Lemuria.

Raider-1 for alternate Star Magician and Sentinel strategies, and Sound Test corrections.

wiseguru57 for some spelling corrections.

KooPA for the location of some "useless" Crystal Powder.

FirstAidKit for help with the Eclipse summon.

Rocket Trekkie Evoli's Artifact Guide for info on some GS1 item locations.

Hunter for information on a chest in Anemos Sanctum.

If you helped with my guide but don't see your name here, let me know!

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