

- [3.8] Garoh
- [3.9] Gondowan Cliffs
- [3.10] Kibombo Mountains
- [3.11] Gabomba Statue
- [3.12] Getting Your Ship
- [3.13] Aqua Rock
- [3.14] Gaia Rock
- [3.15] Tundaria Tower
- [3.16] Ankohl Ruins
- [3.17] Shrine of the Sea God
- [3.18] Champa
- [3.19] Sea of Time
- [3.20] Shaman Village
- [3.21] Jupiter Lighthouse
- [3.22] Magma Rock
- [3.23] Mars Lighthouse

{4.0} Sidequests

- [4.1] Item Change/Islet Cave
- [4.2] Transfer Events
- [4.3] Taopo Swamp
- [4.4] Gabomba Catacombs
- [4.5] Treasure Isle
- [4.6] Yampi Desert Cave
- [4.7] Anemos Sanctum

{5.0} Djinn

{6.0} Summons

{7.0} Psynergy List

{8.0} Classes

{9.0} Items

{10.0} Weapons

- [10.1] Weapons
- [10.2] Armor
- [10.3] Accessories

{11.0} Forged Items

{12.0} Secrets

{13.0} FAQ

{14.0} Conclusion

UPDATES:

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Version 1.0: Well, I felt like releasing the FAQ today. Everything is completed!

Disclaimer:

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|**| |**|
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|**| {1.0} Introduction |**|
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Golden Sun: The Lost Age will start right after the final battle in its predecessor, Golden Sun. I mean like, right away, without skipping a beat. I'd recommend playing the first Golden Sun before this one or you'll find yourself questioning a lot of things. And of course, we get the little bonuses from transferring our stuff from the first GS. ;)

I <3 Golden Sun. In my opinion, it's one of the best RPGs for the GBA. So, I write this walkthrough to help the lot of you who need it. I want to make a better FAQ than those put up. So here ya go. If YOU think that this guide sucks, tell me. And why.

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===== +-----+ =====
| [1.1] Good Links |
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If my FAQ doesn't help you out, check out some of these In-Depth ones. All are very useful. I've used them myself.

Competitive Battling Guide by AstralFire:

http://db.gamefaqs.com/portable/gbadvance/file/golden_sun_2_battling.txt

Djinn Guide by Aspartate:

http://db.gamefaqs.com/portable/gbadvance/file/golden_sun_2_djinn_a.txt

Summon Tablet/Sidequest Guide by DBfire:

http://db.gamefaqs.com/portable/gbadvance/file/golden_sun_2_summon_sidequest.txt

World Map by PuyoDead:

http://db.gamefaqs.com/portable/gbadvance/file/golden_sun_2_world.png

Battle Mechanics by TFergusson:

http://db.gamefaqs.com/portable/gbadvance/file/golden_sun_2_mech.txt

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|**| {2.0} Basics |**|
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===== +-----+ =====
| [2.1] Story and Characters |
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| Characters: |
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(This refers to some information from the original Golden Sun, including the ending(which is partly seen at the beginning of this game), so it may contain spoilers.)

Felix:

Although one of the antagonists in the original Golden Sun, Felix is the hero in this game. He says two things in the entire game other than yes or no(... and why) and is trying hard to fulfill the hero's role: to save the world. Years ago, he almost died in a tragic accident in his hometown of Vale. There, him and his family was rescued by two mysterious people named Saturos and Menardi. Felix was trained and with Saturos and Menardi, went out light the lighthouses and release the magic of Alchemy to restore power to the world.

Jenna:

Jenna is Felix's sister. They reunited when Saturos, Menardi, and Felix stole the elemental stars from Vale. She was a "hostage", but decided to join Felix in their quest of her own free will. She tries hard to not make any conflicts between Felix's party and Isaac, who is her friend.

Sheba:

Like Jenna, Sheba was a captive of Saturos and Menardi. A Wind Adept was needed to light Jupiter lighthouse, so she had to come. Also like Jenna, she joined Felix and co. to find out more about her past and to hopefully, save the world.

Piers:

Piers is a mysterious guy. He comes from the hidden town of Lemuria. Piers was ordered to help Felix in lighting the lighthouses by the king of Lemuria, although it was made illegal by the Lemurian council. Piers, like most other Lemurians, is actually quite old. We never learn how old he is though. Piers is a Water Adept.

Kraden:

Kraden's an old guy who's really smart. He was a hostage with Jenna and Sheba, but of course join Felix to light the lighthouses on their own when Saturos and Menardi decided to kick the bucket. Galen doesn't really have any special powers, but his mind is as valuable as Psynergy. Well, not really.

Isaac and party:

Isaac and his friends Garet, Mia, and Ivan are hunting down Felix. After defeating the very powerful Saturos and Menardi, they seek to find Felix and stop them from lighting the last two lighthouses. What they don't know is if they aren't lit, then the world will slowly slip into destruction. This counters with Felix's thinking that, although lighting the lighthouses may destroy the world, they must do something to stop it. Isaac is considered insanely strong to have defeated Saturos and Menardi and during the game, you might find people in previous cities that you've visited talking about Isaac.

Karst and Agatio:

They're the main villains in the game. They are the last warriors from the village of Prox, which is slowly freezing due to the unlit Mars Lighthouse. They don't interfere with Felix and the gang as long as they are trying to light the lighthouses. They don't really know what Felix's objective is and they don't care as long as the lighthouses are lit. Karst has something against Isaac for killing her beloved sister. Agatio just doesn't care.

+-----+

| Story: |

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(I'm really, really bad at summarizing the game, so forgive me if this sucks.)

After the Venus Lighthouse split apart with Jenna and Kraden narrowly escaping, they end up on a floating island where they find two more of their friends: Felix and Sheba. As they awoke, a huge tidal wave washed the group ashore. They look up and see that the Venus Lighthouse was lit, another step towards their goal.

Felix and company run off to try to light the last two lighthouses and revive the ancient art of Alchemy. Alchemy was the life of the planet and without it, the planet will slowly decline. Felix and party must overcome many obstacles, such as Isaac and his friends, to light the lighthouses. Some people object to it, saying that lighting the lighthouses may cause wars, destructions, and eventually the end of life. Others however, are already suffering like Karst and Agatio from the northern village of Prox. Felix decides to light the lighthouses and take the chance of saving the world, rather than let it slip into destruction with his own eyes.

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| [2.2] Controls |
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| Button | Effect |
|-----|
|  A    | Bring up menu, confirm, |
|       | talk |
|  B    | Cancel, run(with D-Pad),|
|       | bring up menu |
| D-Pad | Move character |
|  R    | Use Psynergy Shortcut |
|  L    | Use Psynergy Shortcut |
| Select| Bring up menu |
| Start| Pause |
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There are also other "special" controls that you can use in menus that serve as shortcuts. For example, pressing R will automatically set/standby a Djinni in the Djinn menu. I'm not going to list them since they say what each button does in the actual game menu.

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| [2.3] Field Screen |
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You'll be spending most of your time here. While moving on the field, you can talk to people, examine barrels or pots for items, enter houses, and all that other nonsense.

While you explore towns, you'll usually see one with two big brown doors. This is the healer's house. Pay a little bit of money to revive downed characters, remove curses, remove poison, and repel evil.

You'll probably also find an inn. This will replenish the health and PP of all your characters. Note that it WILL NOT revive downed characters, so you'll have to go to a healing house to do that.

The weapon, armor, and item shop are very important. The weapon and armor shop are usually together, represented by a sword and shield respectively. Here, you can buy and sell items. Regular weapons and armor will increase your stats only. Artifacts will have special random effects during battle. You can only have one of each artifact. When you sell or drop an artifact, it will go back to the store.

The item store is represented by a green potion thingy. You can buy herbs here to restore your health and other things. They're all mostly to restore abnormal statuses or health, though.

When you're on the field screen, make sure to talk to all the people. Sometimes, they may give you items or trigger a scene which further develops the plot and allows you to go further in a game.

On the field screen, you can also use SOME Psynergy. To do this, open up the menu using A, B, or Select. Go to the Psynergy menu and see what you can use. This is vital to solving puzzles. You can change the Psynergy you have by changing your class. This is done by obtaining and changing Djinn, as well as leveling up. See the Djinn section for more information about changing

Djinn.

Once you leave a town, you'll be on the World Map. There isn't much to do on the World Map except move on to the next destination or a different town/cave.

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                | [2.4] Battling |  
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```

Whenever you enter the World Map or a dungeon/cave, you'll probably encounter monsters. It's guaranteed that you will find some monsters lurking about. First, there are two things that you should think about when a monster pops up.

1. Fight
2. Flee

Sometimes, you won't successfully get away if you run from a fight. You'll have to lose one turn taking some damage from the enemies before you can attempt again. You don't lose anything from running.

If you choose to fight, there are some other things that you can do.

1. Attack
2. Psynergy
3. Djinni
4. Summon
5. Item
6. Defend

The first option allows you to attack normally. If you have an artifact weapon, there's a slight chance that it'll unleash a special attack.

The second option is Psynergy. All playable characters have Psynergy that you can use in battle. Read about the effects of the attack in the game and choose whether or not you want to use it. Be careful though, using Psynergy takes up PP. Once your PP's out, you can't use Psynergy anymore.

If you have "set" Djinn(read Djinn section for more details), then you can unleash it in battle. Read about Djinn and their effects in the Djinn section.

After you have Djinn on "standby", you have the ability to summon. Summoning creates tons of damage, especially if you have over four Djinn of one type on standby.

You can also use an item. There aren't many items that can be used during battle. You can use an Herb to heal yourself, throw a Smoke/Sleep Bomb, etc. This should be pretty obvious. Each character has their own inventory of items.

If there's nothing that you can possibly do and don't want to attack, you can always defend and reduce the damage taken on that one character for the turn.

After making a decision on what to do in the battle, everyone will attack. The order will be based on agility.

After the enemies are vanquished, you will gain experience and earn rewards. When you get a certain amount of experience points, your character will level

up. This increases your stats and you might learn new Psynergy!

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| [2.5] Using Items |
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You can find items while on the field by looking in barrels or pots by pressing A near them, finding them in chests, or finding them as monster drops. There are different types of items.

The first is a normal item. This can be used in and out of battle to restore health, cure abnormal statuses, and basically heal yourself.

There are also battle items. These will affect the enemies that you are fighting some way. They can be damaged, be status effect'd, and so on.

You will probably pick up on many important items along the way. These are called Key Items and they can't be sold or dropped. There are many kinds of key items. Some, like the Catch Beads, bestow new Psynergy abilities to your character. Some, like the Mars Star, is there just for storyline purposes. Others, like the Black Orb, must be used in order to continue with the storyline.

Equipment counts as an item. To equip an item, select Equip from the item menu.

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|**| {3.0} Walkthrough |**|
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This is the start of the walkthrough. Although I will try to refrain from dishing out spoilers, some parts just can't be avoided. I'm going to list the most I can, but things that really go out of the way will not be mentioned; I'll only say that it's a good time to check the sidequest section or there's a hard to get Djinni/summon tablet nearby.

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+-----+
| [3.1] Venus Lighthouse |
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'K, after the long recap, you will regain control of Jenna. If you must know, all of these puzzles are already solved by the previous game. Just exit through the door on your left. Go down after that. At the fork, you can take the right path to a chest containing an Herb, or down to continue. Keep heading down through the doors until you are out of the lighthouse.

Outside, watch the scene, then head left. Any path besides the one I'm telling you now will not be reachable. You'll meet up with a Ruffian and

engage in your first battle. There's NO WAY in hell that you'll lose this match, so feel free to experiment with anything if you're a beginner. Fume or a couple of normal attack should finish the guy off.

After that, proceed left to Suhalla Gate. Climb up the steps and engage in another easy battle with another Ruffian. Head left to the next screen when you finish him. Head down the vine after that, then right to the cave. Three stubborn Ruffians will come out and try to attack you. Use Flare a few times and they'll be defeated. Heh, it's no wonder these guys are scared of Alex.

Pass through the cave and you'll be attacked by a funny-looking monster called a Punch Ant. These things are even crappier than Ruffians. Use Fume and finish it. There will be a Psynergy Stone above the place that you were attacked. Pick it up if you wish, but you don't really have that much PP to worry about.

When you exit the cave, watch the scene. When regain control, you'll be moving Felix. Talk to everyone, or try to leave them behind just to see their reactions. Either way, Kraden, Jenna, and Sheba will be joining your party although Kraden doesn't fight. Leave the screen, then follow the lone path on the World Map to Daila.

This is just going to be a quick stop. Talk to the folks around here and take a look at their wares. Then leave. You'll meet a Djinni on your way out. Say no if you want a tutorial. And just for fun, keep saying no to when it asks to join. :) It'll join anyway after a while.

Head west at the forks until you cross a brige. Start going south, then follow the dirt path to Kandorean Temple.

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===== +-----+ =====  
          | [3.2] Kandorean Temple |  
===== +-----+ =====
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The door here is closed. Walk along the wall to the left to find a vine-covered hole. Use Whirlwind on it and proceed through. Follow the one path, then come out through the well. Outside again, go through the door and watch the scene. Follow the monk through the door.

The path to the north has a Mimic. Take the left to continue. The path will wind around the room to a door. Enter. You might notice a Mercury Djinni on the far right of this room. We can't get this yet, so don't worry about it. Climb down the ladder and make your way around the maze of pillars to the left until you reach another ladder. You'll pass the monk that you followed before. Leave him there. Hop across the pillars to reach the next door.

The right fork here leads to a dead end, so take the left path to the next room. Follow the waterfall down. Climb down the ladder and when you can move into the waterfall, do so. Run as far as you can to the top, then land on the dirt to the right. This will lead you to the next room.

You should see two panels on the floor which rocket up from a water pillar. Push the pillar here on top of the panel to the left. Stand on the right panel. You should blast to the top and a different screen. Hop off and open the chest containing the very rare Mysterious Card. Now head back to the previous screen. Do the viceversa, pushing the pillar onto the right pillar and standing on the left panel.

When you rocket up, hop off to the left. Keep moving to the left until you see a ladder. Climb up. Head to the right. Cross the first rope, then go up. The door here leads to a dead end, so don't go through it. Instead, push the log to the right using Move. Hop across and keep pushing it right until it covers the water spout. Return to the rop and walk across. Don't climb down the ladder. Stick to walking along that small ledge and hop across the stones blocking your way. THEN climb down the new ladder and head to the next room.

We still can't do anything in this room. Keep ignoring the Mercury Djinni and head south. Up the ladder, then the stairs. You'll emerge in front of another staircase. Take that too.

When you emerge in a new room, follow the path to a pot. Use Move on it and proceed through the path. Make sure to save your game.

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=====
BOSS FIGHT: CHESTBEATER x3
=====
EXP: 360
Coins: 84
Items: Nut
```

These guys are relatively easy. The most they can do is damage you. Have Felix save his PP and attack normally as we're going to need that for Cure, him being the only one that can restore HP right now. Jenna should constantly be using Fume on one of the Chestbeaters to the side and Sheba should use Ray. The Chestbeaters can use Herbs on each other to restore HP and raise their attack by a little, but none of these should be a big threat. You can always use your own Herbs and have Felix attack with Psynergy to speed up the battle a bit as we're not going to be using those Herbs later in the future.

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A ladder will drop shortly after the battle. Follow the path to watch a scene. Climb up the rope to get the Lash Pebble. Now, if you want that Mercury Djinni before that was lurking in the cave, go back a few rooms and use Lash on the rope next to it. Battle it and it's yours!

We must now leave the Kandorean Temple. Use Retreat/Lash/Escape Rope/Whatever and return to the entrance. The front doors are unlocked. Return to the World Map.

* * *

Head back over to Daila. If there's anything that you need to do there(heal, etc.) do so. Then head east to Shrine of the Sea God. When you enter, watch the scene. Walk up the rope and use Lash on it. Watch the scene, then climb the rope and through to the next room. We're going for a quick Djinni hunt.

Walk along the ledge until you see a broken bridge. Trod on it a bit and watch it break. Now climb up the ladder to see the Djinni. Follow it to the next room. Follow the footprints until you see the three doors. Go through the one on the left to see the Djinni scurry by right underneath you. Return, then take the door on the bottom right. You'll see the Djinni run onto a wall. Before giving chase, push the torch into the space to the top. Now chase it.

The Djinni will be blocked. Defeat it, then retrieve it. Return to the entrance of the dungeon with Retreat as we can't do anything more for now. Return to the World Map.

Head back to Daila and go south a bit until you see the fork. Take the eastern path and follow the dirt road. You'll reach Dehkan Plateau.

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===== +-----+ =====  
                | [3.3] Dehkan Plateau |  
===== +-----+ =====
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Head up the stairs. You'll see some cracks on the floor. It's impossible to skip across them, so just fall through. In the cave below, head through the exit on the south side to find a path leading to a rare Full Metal Vest. Head back and go through the other exit to emerge on the other side of the cracks. Head right to the next screen.

The pillars here are not stable. They will break and crumble after you step on them twice. That being said, the chest at the top right contains an Elixir if you think that's worth getting. Otherwise, head across to the right, then down. We don't have to fall through the cracks again, but do it anyway. Fall through the one near the top that's already cracked once so you'll land right near a chest containing a rare Mint.

Back outside, push the log down. Go back to the cracks. Hop over the hole at the left wall. Step on the crack to the right, then hop over the following hole. There will now be a path leading to one more crack, but you can step on it and go to the next screen.

There will be a whole bunch of weak pillars here. Take one step to the left. On that piece of land, you can jump left, up, then right. Break that pillar by jumping left and back right. This will grant you access to Themis' Axe. You'll have to exit and re-enter the screen to get the pillars back, though.

OK, from the beginning. Jump left, then down. Follow the path to the large ledge on the left. Head all the way to the top, then hop to the right. This path will lead to the next screen.

Fall through the cracks here. When you remerge, go up to find a Djinni run away. Follow it down. When you come out of the cave, follow the path to get another glimpse of the Djinni before it runs away. Push the pillar down to provide a shortcut, then make haste. Follow it some more after the broken bridge. Head back through the bridge and go down near the beginning of the screen. Cross the ropes. Push the two pillars as far as they can go. Climb the pillar to the right and use Lash on the rope to get to a Nut. Then climb down the viny pillar and go to the right. Climb up the vines and go right to the next screen.

The Djinni is still on the run. Climb down the vines and push the viny pillar all the way to the right. Climb up and hop to the right. Break the pillar by jumping between the two fragile ones, then run around to the right when you fall. Use Move on the pillar here and push it all the way to the left. Climb up, then hop onto the pillar to your left to break it. You should now be able to climb the vines to your north. Push the pillar here down. Climb the vines back down and use Move on the pillar to move it one space to the left. Climb back up the vines and hop across to the western ledge. Enter the cave.

The Djinni is here waiting for us. If we talk to it while standing on the cracked floor, it'll show us its 1337 Psynergy skills and pound us in. You'll emerge through the door on the left. From the door, there should be a slightly cracked tile to the right. Start there. Move right to the next crack, down once, then to the right. Leave to the next room. Go through the hallway to emerge outside again. Fall through the crack on the right and you'll land on the Djinni, who'll drop the Pound Cube. Equip it, then chase after it through the door.

Now, we can finally get that Djinni! Before chasing it, climb down the vines and use your new Pound on the weird-looking pillar. Climb back up the vines and confront the Djinni. Defeat it in a battle and it's finally yours.

We have to get out of here now. Climb up the vines to the right and exit the room. Go through the doors that follow and you'll be outside. Go down the steps and look for a pillar. Push it to the left, then exit Dehkan Plateau to the south.

As soon as you exit, you should see a boat near a beach. Go there to view an optional scene. Exit afterwards. Follow the dirt road west. You'll pass the Indra Cavern. Go inside and use Move on the pillar and Lash on the rope. This will lead you to a summon tablet allowing you to summon Zagan!

Exit the cavern and keep heading West. At the fork, you can head South for a bit and check the forests there for a Djinni that can be found in a wild encounter. Otherwise, head east to arrive at Madra.

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===== +-----+ =====  
                | [3.4] Madra Catacombs |  
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There will be a scene when you enter Madra. After doing your bidding, go to the western section of town and climb down the staircase. Go into the prison and watch the scene. Talk to Piers, then exit for another scene. When you're done, return to the entrance of the town. Cross the path to the right and look for the area with a bunch of gravestones. There will be a ladder around there. Go down.

Note: You can revisit here in the future, but this exit will be closed up.
You'll have to go through the one above this.

Once inside, go through the doors and up at the fork. Head up the vines and go left. Use Move on the pillar and keep crossing to the left. Climb down the vines and enter the house. Go down the stairs and enter the room. Open up the chest containing a Tremor Bit, a necessary item. Leave Madra Catacombs now.

Exit Madra. Back on the World Map, go east. Cross the bridge, then head right into the Osenia Cliffs. If you go up and jump over the wreckage of the ship, you can use Lash on a rope and find a rare Pirate's Sword. There's nothing else here. Leave through the right.

Follow the dirt road. You should pass a broken bridge. When you reach the desert(you can't miss it), enter it.

=====
| [3.5] Yampi Desert |
=====

In the Yampi Desert, head right to the next screen. You'll find a group of people. Talk to the mayor, then head right to the next screen. You can get a Djinni here. Pound the pole on the very left. Go up, then pound the pole on the very right. Go up, then Pound the first poles that you see to your left. Pound that one and you'll see a ladder. Climb up, then hop over the poles to the Djinni.

After retrieving the Djinni, go to the second "row" to the top and slide down the indent to the right. Walk right to the next screen. There is a Psynergy Stone here. Use Cure on everybody, then pick it up. Use Pound on the pole in the middle. Climb up the now revealed ladder, then cross up to the next screen.

You'll see a pole here and something wriggling in the ground. Use Pound on it and you'll discover that this thing(a scorpion, apparently) is blocked by the poles that are already pounded in. Keep this in mind as you go right to the next screen.

After the Scorpion passes the Pound pillar, use Pound on it. Then go up to the next screen. There is another Pound puzzle here. Use Pound on the pillar to the right after the Scorpion move past the Pound pillar to the right. The Scorpion will move into a sand pit. Note that if you mess this up, you can return to the previous screen and come back to try again.

Save and heal yourself. Approach the scorpion.

=====
BOSS FIGHT: KING SCORPION
=====
EXP: 440
Coins: 228
Items: Vial

King Scorpion is relatively easy, even at low levels. The first thing that you might want to do is standby all of your Djinn except for Iron or any other stat-boosting Djinni effects. Use your Djinni on your first turn, then summon anything that you can. This should take out a good chunk of King Scorpion's HP.

After summoning, have Jenna use Fume continuously. King Scorpion is weak against fire and strong against wind. King Scorpion doesn't have a wide variety of attacks. It can attack one character for a great amount of damage or lower you defense, but you should have Iron handy. Fume on King Scorpion should do the greatest amount of damage. It'll fall soon.

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Pick up the Scoop Gem the scorpion drops after you defeat it. Equip it, then

use your new Psynergy on the indent in the middle of the two rocks. Water should shoot out of it. Stand on it when it's back underground, then wait to be propelled into the air.

Return to the screen where the people are waiting. If you look near the left wall, you'll see four stones aligned in a square just like in the room where you fought King Scorpion. Use Scoop on the sand in the middle to reveal a ladder. Go down, cross the tunnel, then come out on the oasis. Climb up the ladders on the right. Head over to the cliff above where the people are watch the scene. After that's over, head up to the next screen.

You'll see some areas with sand in the middle of rock. Use Scoop on the area described at the bottom right to find 300 coins or so. Head into the cave afterwards.

You'll see a sandstream here. The sand's current is too strong to run against. Walk into the current and wait until it reaches the top right before leaving towards the top. Head to the right and you'll see another sandstream. If you want, you can make a trip back on the sandstream and grab a Hard Nut. Otherwise, run right, then left while holding up so you dash past sandstream without getting pushed down. Then, head onto the stream running right. If you want a rare Blow Mace, run up into the little space between the rocks and use Pound to the right. Head back into the sandstream and head up to grab the chest. Then slide down the steam and run through the tiny space between the rocks to the right. Climb down the ladder and exit the cave.

Back outside, run right to the next screen. You'll see some sand waterfalls. Drop right down. Run to the very right of the screen and climb up the ladder. Cross the two sand waterfalls to the left. Now, before we exit the dungeon, there's a rare class-changing item that you might want to get.

Run to the left and use Lash on the rope. Head across and fall down the waterfall on the RIGHT side. Hold right and you'll arrive on a cliff. Run down to grab the Trainer's Whip.

Head back to the location described two paragraphs ago. Climb up the ladder. Head around the two sand waterfalls, then fall down the RIGHT side of the fall. Head up at the fork to arrive on the World Map.

You should immediately see a town to your north. Enter it.

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===== +-----+ =====  
                | [3.6] Alhafra |  
===== +-----+ =====
```

After taking a few steps into town, you'll watch a scene. When that's over, exit through the east side of town. Head on board the ship and watch the scene. Now go inside the ship. Head downstairs and watch another scene. Prepare yourselves for a battle.

```
=====  
BOSS FIGHT: BRIGGS, SEA FIGHTER  
=====
```

Briggs

EXP: 984

Coins: 333

Items: Vial

Sea Fighter

EXP: 89
Coins: 197
Items: None

Briggs can use the Signal Whistle to bring in more Sea Fighters with him. He'll start off with only one and can have as much as two Sea Fighters fighting alongside him at a time. He will call a maximum of three extra Sea Fighters, meaning a total of four you can defeat. It's a nice way to gain a little extra experience if you'd like. The battle will end only when everyone on screen is dead.

Briggs is really just a big buffoon with a lot of HP. Attack using all of your summons. Make sure to use Iron. Some of the Sea Fighters' attacks can hurt. Briggs's party can use Oil Drops to deal damage to your entire party, so don't leave any hurt. He can also use Herbs and Nuts to heal. Sea Fighters will mostly use them on Briggs. Briggs himself can't really do much, but if you want to end the battle, go after him first, then the remaining Sea Fighters.

Watch the aftermath. Before going anywhere, go to the bottom of the ship. Use Move on the box and you'll reveal a secret room. Go inside. If you have Tremor, use it on the box and receive the Large Bread. If you don't have Tremor, well, return to Madra sometime soon and get it. We're required to use it later and it's just more awesome if you get it now.

Head back to the surface of the ship. We must now try to fix the mast as best as we can. First, walk right underneath the log while still standing on the deck. Use Move on that white thing blocking it. Keep using Move until it plops into the water. Next, push the log into the water. After that, walk down the diagonal, horizontal part of the mast. Push the other white piece into the water as well. Follow it towards the water. Turn to the left and use Move on the box there.

Next, head to the northern part of the ship. Walk along the rope to the left. Hop back onto the deck and use Lash on the rope. Climb onto the cliff and then down the vines. Use Pound on the poundable pillar to the left. We can't get rid of the rock for now, so just leave the ship and head back to the main part of town.

There is a kid near the steps. Give him the Large Bread that you obtained inside the ship. Now head towards the mayor's house. Remember where that was? The very northwestern part of town. Talk to the Mayor of both Madra and Alhafra before leaving.

If you gave the kid the Large Bread, make sure to visit the area just west of the Mayor's House. Talk to the man there and he'll let you through. There are times not to be greedy, but this is not it. Grab all the treasure that you can and leave. If you've been following this walkthrough, you probably don't have the Psynergy to get it all.

Back on the World Map, return to Yampi Desert. Hug the eastern wall and run south. You'll see a sandfall next to a sign. Head down. You'll be back on the

World Map. Follow the path until you see a bridge. Cross it to the west and you'll be on a large desert. Head to the middle and you'll find Air's Rock, a dungeon granting an important ability.

```
===== +-----+ =====  
          | [3.7] Air's Rock |  
===== +-----+ =====
```

OK, first thing that you have to notice is all the stones around here. See the one right at the entrance? Stand behind it and cast Whirlwind on it. It'll be sent forward and demolish some sand.

After going that, go up, then left and down at the fork. Use Whirlwind on the Wind Stone so that it blows away dirt at the bottom. Return to the fork and go north. The chest here is a Mimic. Follow the path until you reach another fork. Go southwest, then the east path to open a path. Going south, then east and north will open a path to z chest. Go north and up the ladder will lead to a dead end.

Taking the southwest route will eventually lead to a dead end with a Wind Stone, but it's necessary that you use it. After using it, return along the winding path all the way past the Pink Wind Stone until you reach the old fork in the road. Take the Eastern Path and you'll reach the Wind Stone at the beginning of the dungeon, except to the right. Use Whirlwind on it, then use Retreat to return to the beginning of the dungeon. Go left.

Pick up the chest containing a Smoke Bomb at the south, then use the Wind Stone to the north. Return to the entrance, go north, then west. There will be a new path to the north. It will lead to the pink Wind Stone. Use Whirlwind on it and it'll reveal a ladder. Climb up!

When you reach the top, take the ladder to the left, then the next one to the left also. Fall down the ledge and get blown away by the statue. Fall a couple more times and move in front of the other statue. You'll get blown away again onto another path. Push the log down to the left and right. If you blew away the sand like I told you before, climb down the ladder to the very right to get a chest containing a Storm Brand. Otherwise, climb up the ladder to the left. Fall down the slope, then get blown to the left. Climb up the ladder here and push the log down to the right. This will allow you to get blown again to the left. Climb up the only ladder here to a new screen.

Climb up the ladder. Be careful as the statues here can blow you off and you'd have to start at the very bottom again. When you get to the bottom, slide down the slope and push the log for a shortcut. Get the chest containing a Sleep Bomb and stand on the statue's mouth to get whirlwinded back to the top of the cliff. Walk to the screen to the right.

Climb up until you reach the ledge with two logs on it. Use Move to move the log to the left to the left. Now climb down to the ledge below and slide down the slide. Head to the right and stand on the statue's mouth. When you land, head to the left and use Move on the log there to push it to the left. Slide down that slope and get blasted upward by a statue. Climb the ladder here and head left to the next screen.

There is a lone ladder here. Climb up. You should arrive at a cloudy area. Use Move on the log to the left to pull it right. Now return down, then right. Slide down the two slopes, then head right. Climb the ladder all the way up

and it'll lead to the next screen. Climb up the ladder here to arrive at the cloudy area again, except this time it's on the left side. Use Whirlwind on the pink Wind Stone. Climb the ladder to the left to arrive at another pink Wind Stone. Use Whirlwind again and a door will be revealed. Climb down and enter it. We'll now enter Inner Air's Rock. About halfway through now!

Pick up the Psynergy Stone, then head right at the nearby fork. Follow the straightforward path all the way around the giant head statue to the next room. Go through the room to the left and push the log all the way to the left. Return to the previous room, then go through the door to the right. You'll end up in a puzzle room.

This puzzle has a bunch of poundable pillars and logs. What you have to do is leave the log above the poundable pillar to the left. Move the log below that poundable pillar to the right of it. Use Pound on the poundable pillar to the right, then move the log nearby on top of it. When you're done, it should look like this:

```
LEDGE  L
        PL(p)P  L  Opposite ledge
```

Key:

L = Log

P = poundable pillar

(p) = poundable pillar that's pounded in

OK, so cross over and use Whirlwind on the Wind Stone at the end of the path. Return to the heart of the puzzle and go north through the new path. You'll find...another Wind Stone. OK, so use Whirlwind here too. Get back to the pillars and climb the ladder to the left. Go through the new path. Push the log into the brown square spot and return to near the beginning of the room. Hop over the stump you just pushed and through the new door.

(Note: You can get the summon Flora here. However, you MUST have activated the statues here already.)

Climb down the ladder here and climb the one to the right. Go up and push the log left. Take the path to the top.*** Move the log blocking your way to the right. A new path should open up where there was a jetstream. Before climbing the newly-accessed ladder, stand a space away from the log and use Move to move it one space to the left. Climb up the ladder and hop across the log.

***If you want to get Flora, then from this point, take the path towards the bottom instead. Push the log here one space to the right so it's positioned diagonally from the wall. Now follow the directions in the paragraph above until you get to the Wind Stone. Remember, you MUST have activated the statues already. If not, follow the rest of the walkthrough first. Anyway, let the statue blow you to the left. Use Whirlwind on the Wind Stone. The log you placed before should have been blown down. Head over to where it is (near the beginning of the room) and push it to the right. Jump over and get Flora.

When you get to where the statue is, climb down the ladder and push the log into the brown square. Climb up the ladder on the left. Before hopping across that log, walk down the path on the left and push the log there. Once you've

hopped over the log, slide down the slope. Climb up the ladder on the left and you're clear to go to the next room. Hop across the platforms here to the left and next room.

Walk up and you'll see a Wind Stone. Use Whirlwind on it so that it goes left. This will change the position of a platform. Climb up the ladder and walk to the left across the platform. At the fork, take the left path first. This will lead to a wind stone. Use Whirlwind on it to change the platform to a vertical position again. Return to the fork and take the top path. Before jumping onto the newly changed platform, head to the right and push down the log. Now walk across the platform. Head over the rope and go through to the next room.

The path to the left will lead to a chest containing an Elixir, if you want it. I personally find them useless, especially if you have Restore. Head up the northern path to continue. Hop across the platforms to the right, then down. When you get to another rope, go down the ladder first and use the Wind Stone to turn the platform. Cross the rope and follow the path to another Wind Stone. Turn the platform again here by using Whirlwind on the Wind Stone. Follow the path to a log. Hop across onto it, then left onto the rope. Follow the path to the exit of the room.

Hop across to the right and climb the ladder. Head all the way down, then enter the room. There is a Psynergy Stone in the middle of the room. Examine it to replenish your HP. Walk around the room and exit on the other side.

In this room, walk towards the door to the south by hopping over the platforms to the right. Push the log onto the square, then return. Head to the middle of the room and use Whirlwind on the pink Wind Stone. Head onto the statue right below that and get blown upwards. Use Whirlwind on the pink Wind Stone here too, then use Move on the log to the left. Hop over to the statue on the right. You'll get blown right in front of a chest containing a Vial. Use Move on the log, then walk clockwise around the room. Climb the ladder and exit this room. Outside, take the door to the left.

Move in front of the statue and get blown to the left. Hop onto the log, then go north. If you push the statue to the very top, you'll get blown to a chest containing a Clarity Circlet. To continue, push the statue two spaces up. You'll be able to go down through a new path. You should see a log nearby. Push it all the way to the right for a shortcut. Walk along the path to the top. You should find yourself near a bunch of floating platforms. Make your way in front of the log and use Move. Return to where you pushed the log down to make a shortcut. Follow the path towards the bottom and go through the new door.

We've been in this room before, but not this part. Cross the all ropes and we'll quickly be out of this room. Head over to the right in the next room and use Whirlwind on the Wind Stone to blow away the sand on the right AND to move the statue towards the bottom. Head through the new path. Climb up the ladder to your newly located statue to get blown to a chest. Open to find (*GASPomgwtf*) 666 coins. Slide down, then climb up the ladder to the right. Before going through the door, head around the right to push a log down as a shortcut. Now go through the door.

At the fork, take the left path. You'll end up at a chest containing a Vial. Continue up until you reach the statue. Use Move on it to move it one space to the right. Return to the fork and take the right path. Go up and through the door. You'll end up outside.

Climb down the ladder and get blown by the statue to the right. Climb up the ladders, then hop across the platforms to the door in the middle. You'll be

in a room with purple clouds. Hop over the platforms in front of you. Don't worry about them disappearing behind you. >_> Touch the statue that you see and Sheba will learn Reveal.

Before leaving(FINALLY!), hop onto the platforms to the left. Use Reveal on the circle of platforms to find an extra one. This will lead to a rare Psy Crystal. Return to the middle platform, then take the right path. Use Reveal on the circle of platforms here to find another hidden block, this one leading to the exit.

Use Retreat and get out of here. Back on the world map, head back east, then southwest. You'll end up in Garoh!

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===== +-----+ =====  
                | [3.8] Garoh |  
===== +-----+ =====
```

When you enter, climb up the steps until you reach a log. Push it down, slide down the slope, then continue ascending the stairs. Hop over a log, push another log down, slide down, head up some more steps, and you'll be in Garoh. Notice the sky darkens as you head up. You'll view a scene at the entrance.

In Garoh, head to the rock at the northeast corner. You'll see a short scene. Use Reveal, then go inside. You'll find another short scene in the cave. Go left, then north to the next room. Follow the path and you'll be forced to watch a really long scene. When it's over, it'll be daytime and the sun will be shining again. Head over to the same place as before in the cave to watch yet another scene. You'll get the Djinni Ether after the scene's over.

Before leaving Garoh, head into one of the houses and then the cave underneath them. Look for a circle of platforms to the left. If you use Reveal near them, a hidden block will appear leading the way to a Hypnos' Sword. Now leave Garoh.

* * *

On the World Map, head southwest. Follow the dirt road. At the fork, go left. You'll wind up in Mikasalla. In town, head over to where the chicken and sheep is. Dig in the second space from the right on the top row of the soil. You'll find a ladder. Climb down and the path will lead you to a Djinni.

Leave Mikasalla. Head northeast along the dirt path. When it ends, turn east. Look around the dead end here for a Mercury Djinni in a random encounter. Defeat it, then return to Mikasalla. Don't enter it though.

Follow the dirt east across the bridge. At the fork, go east. You'll see a bridge. Ignore that one and continue going east. The path will turn north and you'll see a bridge there. Cross that one. You'll see that we arrived at Yampi Desert again. Head west from it and continue to follow the dirt path. You'll arrive at the Osenia Cliffs. We've been here before too. Continue heading west.

You'll cross the Madra Crossbridge. When you see Madra again, enter. Watch the scene at the entrance. Note: If you don't have Tremor, now would be an excellent time to head into the Madra Catacombs. Read the Madra section for more details. Leave Madra when you're finished with the scene.

Follow the path west across the bridge. There will be a fork here. Take the path that goes down. Keep following the dirt road. You should soon see a bridge going west. Tramp across it and we'll end up in the Gondowan Cliffs.

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===== +-----+ =====
                | [3.9] Gondowan Cliffs |
===== +-----+ =====
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At the cliffs, go to where the dog is. Use Scoop on the sand there. A water spout will come up. Stand on top of it and when it shoots up, jump to the left. Slide down the slope, then jump to the left. Climb up the vine here and go to the left. Climb up two more vines. See the Djinni there? We're going to get that a little later. Hop down the middle slope, then go left. Use Move on the stump. Now go back and slide down the slope. Climb down the vines and onto the stone. Cross the stones.

When you get to dry land, move forward and climb up the vines. Head right, then hop over the gap to the left. If you go up, you'll find a path leading to a Sleep Bomb. Otherwise, climb down the vines. Follow the path until you reach the rope. You can exit now by heading left across the rope, but there are still some things that we can get here.

Climb up the vines and go right. When you see the vines at the very right next to a wall, ignore them and go down. You'll find the Mars Djinni Kindle lurking in a corner. Defeat it, then climb the vines to the right of where Kindle was. Go down as soon as you can to find a Laughing Shroom.

OK, we're done now. Head back west and cross the rope to the exit. Follow the dirt path to Naribwe. There's not much here. Buy whatever you need, then leave. Note: There's a Mercury Djinni nearby. Just go south a bit from Naribwe and look left for a bridge. Cross it and go all the way to the south. Look around the field for a Djinni in a random encounter.

From Naribwe, go north. Follow the dirt path to the Kibombo Mountains.

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===== +-----+ =====
                | [3.10] Kibombo Mountains |
===== +-----+ =====
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Follow the path up and you'll view a scene. The people here obviously don't want you around. Look to the right to find some boxes. Push the boxes so that they are one space apart from each other and the land. Climb up the vine and hop over them. Follow the path to end up on the left side. Push the log down, then climb up the vine. Stand behind the next box you see and push it to the right. Climb up the vine here.

If you go to the right, you'll see a chest. Slide down the slope and get it. The chest contains a Disk Axe. Now head back. Use Move on the box and STAY BEHIND IT or you'll get caught. Push it until you can access the vine. Climb up, then use Lash on the rope to the right. If you head down, you can push down a leafy log to make a shortcut in the future, or if you get caught. Head north and to the next screen.

You'll see a box on the cliff here. Use Move, then push it on top of the guard below. Remember that there is lag time before the box actually moves on top of the guard. You should push it down right before the guard lands on the spot or you'll miss. If you do miss, you can always step off the screen and try again without getting caught.

After the man is covered in the box, climb down the vines and open the chest containing the awesome Power Bread. Head right and climb up the vine-covered log. Hop across to the right. Use Move on the log here. If you want the chest, make sure when the log is pushed down, the dog is ABOVE the area. The chest contains a rare, forgeable Tear Stone. If you want to continue, make sure that the dog is in the area BELOW after the log gets pushed down. Remember that if you get the chest, you'll have to start this part over so the log will move back to its original place.

The dog likes to move a lot and it can be hard to time. I find that if you push the log down when the dog is in the area OPPOSITE of where you want it to be, the dog will run past the log the moment you push it down. Assuming that you want to continue now and you got the dog where you want it to be, head back and climb back down the log. Head forward. DO NOT go in the cave that's already open! There's nothing in there and when you come out, the dog will be released again and scream its angsty tail off at you. Instead, head to the right and use Whirlwind on the leaf-covered cave. Cross to the other side.

When you emerge, climb up the vines. Head all the way left, then climb down the vines there. Head down all the flights of stairs, then jump left across the log. Head left to arrive back on the world map.

Walk left across the bridge, then follow the path up. It'll become night all of a sudden. Enter the town that appears.

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===== +-----+ =====  
          | [3.11] Gabomba Statue |  
===== +-----+ =====
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There's a ceremony being conducted right now. At the entrance of Kibombo, make a left. Use Lash on the rope. Climb up, then hop among the poles to the right. Walk up, then hop along the poles to the left. Hop onto the house, then proceed up and off the screen. Watch some scenes as you go up. When it's over, use Move on the log above. Get the Psynergy Stone if you wish. When Piers joins your party during the scene, head all the way around the perimeter of the place. Climb down the vine, then use Scoop on the crack between the rocks. Head down the ladder and we'll be inside the Gabomba Statue.

This is a long room. Follow the path until you reach the ladder. Climb up and let the propellers propel you up. Climb up the ladder to the next screen. Head to the top of the screen. If you take the first path to the right down, you'll find a Mimic. You get a Hard Nut for defeating it, so I recommend that you do so. Go down the second space to the right and it'll lead you to a chest containing a Bone Armlet. Take the third path to the right to find the ladder leading to the next floor.

Head to the northwest part of the room. Here, you'll find a rope. Wait until the peg on the gear moves closest to the rope before you use Lash. The peg stops while Lash is being used. If you did it correctly, the gears will stop. Return to the center of the room and proceed up through the red propellers. Take the ladder up to the next floor.

Follow the path around the gears. See that Venus Djinni? We can't get it right now. Just climb up the ladder at the end of the path.

When you emerge in the next room, you'll see many gears. Head right, then down. Ignore the ladder for now and head up via the path on the left. As you pass, you'll see a short cutscene where a mouse jumps onto the gears. Head back a little and follow the mouse onto the red gear. Jump onto the other gears. Keep going until you reach the other red gear. Climb off, then head right and down the ladder. This room doesn't have anything but more of those damn gears, so head down the other ladder in the center of the room.

The path to the right leads to a chest containing an Elixir. Follow the right path to find a sexy flashing gear. Use pound on the pillar that you can reach. Now head back two floors up. Climb back onto the red gear and head all the way to the left of the screen. Hop across the gap, head up above the blue gear, then hop back to the right. Climb down the ladder. Work your way around the gears to climb down another ladder. Take the left path at the fork. You'll find yourself on the other side of the flashing gear. Use Pound on the pillar here and you'll reverse the direction that all the gears are moving in. Head back up two floors.

Head back to the red gear to the right of where you just emerged. Jump across all the gears again. When you land, head towards the pink gears towards the bottom. Jump onto the left one to get the Djinni. After defeating it, head back up one floor. You'll be in the room with many gears again. Head right and around the gears to find a ladder. Climb up this one. The red propellers will push you through. Climb up the ladder to get out of this room. Climb up another ladder to the right and watch the following scene.

First, use Pound on the pillar at the very top. If you make any mistakes, this "switch" will pop out all the blocks. Anyway, what you want to do is get one spark from the blue switch and one from the red one.

After popping out the blocks, step on the button to the left of the poundable pillar. Pound the block on the very left down. Head back up and step on the left button twice. Now pound in the block that was right of this one you just pounded. Go northeast now. You should see two | blocks. Pound the one at the bottom in. Pound the one diagonally to the left down too. Step on the switch left of the poundable pillar one more time, then pound in the horizontal block. All the other floating blocks are unnecessary. Now wait. Akafubu will eventually try again. Watch the scene to see if you are successful.

If you were successful, a scene should occur. Follow Akafubu through the new room up north. Follow the path until you see Akafubu. Press A on the Black Orb. Watch the scene that follows.

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===== +-----+ =====  
          | [3.12] Getting Your Ship |  
===== +-----+ =====
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We have no more business in Kibombo. We can't finish the Gabomba Statue quest yet, so head back south and through Kibombo Mountains. Everyone's gone now so we can quickly walk through the path. Oh, and remember that Djinni you saw here? We can get it not. From the entrance(or exit, whatever you want to call the Kibombo side), head up three flights of stairs, then head south. Use Frost on the puddle, then head back up one more flight of stairs. Head south here and hop over the ice pillar. Climb up the vine and use Growth on the plant.

To get Growth, give Jenna a Mars and Venus Djinni. Climb up the new plant and defeat the Djinni. After that, climb up the vines to the right. Head down and you'll find a slope. This is a quicker way to get out of here.

Back on the World Map, follow the path south past Naribwe. Head back east to Gondowan Cliffs. At the other side(the side with the water spout), look north to find a puddle. Use Frost on the puddle and climb the vine to the right. Hop over the ice pillar and climb up the vines. Follow the path until you see another puddle. Use Frost here, then hop across the new ice pillar. Slide down the slope, then head down the path(not down the slope) to find a Healing Fungus. We're done here. Leave to the right of the Gondowan Cliffs. Follow the dirt path to Madra.

Head to the Mayor's house. Remember, the one in the northwest? You should find a weird-looking girl on your way there. Anyway, watch the scene in the Mayor's house. Leave and watch another scene. You'll get the Cyclone Chip. Equip it, then head west across the bridge north. Follow the path until you see the ship in front of the Dehkan Plateau.

Climb aboard. Head in the door. There's nothing in the first room, so cross to the right and to the next. The stairs to the right lead to a dead end. Examine the Aqua Jelly to the south and defeat it. Hop over the puddle afterwards. If you're interested in a rare Potion, climb down the ladder and defeat the Aqua Jelly there. Use Frost on the puddle, then climb back up the ladder and hop across the ice pillar to get to the chest. Head down the stairs to the right when you're done, then up through the door. You'll find many Aqua Jellies there, but we can't do anything yet. Just head through the door to the right, then the next door.

First, move the box to as southeast as it can go. Then, defeat every Aqua Jelly in the room that you can reach. Freeze the puddles, then hop over to the right ledge. Go south through the door. When you emerge, you'll see a box. Don't bother pushing it down because it only provides a shortcut, which doesn't stay put! Go through the door to the right.

Defeat all the Aqua Jellies in this room too. Freeze them, then move the box once to the left and once down. You should now be able to hop across to the door. Head left through the next door.

Climb down the steps, then attack the Aqua Jelly underneath the blue platform. Freeze the puddle it produces afterwards, then run over the blue platform and through the door to the next room. From here, go through the door to the left. Heal up, then talk to the one Aqua Jelly that you can reach. It'll turn into the Aqua Hydra.

BOSS FIGHT: AQUA HYDRA

EXP: 963
Coins: 1612
Items: Vial

Aqua Hydra has plenty of HP. It has a few fancy attacks such as Triple Chomp or Drench, but nothing will do major damage to you except for Raging Flood. This can deal over 100 damage to you. Rasing your elemental resistance with Djinn or attacks will help. If you have High Impact, it will speed up the battle. There's not really much else you can do at this point. If you're confident in your defense, you can start the battle releasing all of your summons. Fire is Aqua Hydra's weakness. A 3/4 Fire summon will deal over 500

damage, guaranteed no matter what the level.

After defeating Aqua Hydra, hop across the boxes and go through the door to the left. Take the left door in the next room and climb down the ladder. Push the pillar onto the symbol on the floor and use Douse on it. The door will open up. Go through the long hallway to the next door. Watch the scene. You will now be able to control your boat.

We can now move to our next destination. If you look at your map using R, you'll see a large island to the very right, almost about to fall off your map. Go there. Look for the settlement called Apojii Islands, not Aqua Rock.

===== +-----+ =====
| [3.13] Aqua Rock |
===== +-----+ =====

There isn't much here. Just head to the center of town to find a raindrop shaped rock. Use Douse on it and watch the following scene. Now, head back to the World Map and surf to the southern side of the island. There, you'll find Aqua Rock.

At the entrance of Aqua Rock, follow the path to a ladder. Climb up, then run across to the left when the water stops flowing. Climb up, then do the same to the right. Climb up one more time, then climb the ladder on the left. There will be a steam of water going through here. Make sure that you don't get swept by it. If you do, quickly hold B and left of right to try to run out of it. You don't want to get pushed all the way to the bottom.

At the fork in the ladder, take the left path. Push the log in front of the water-flowing statue, then use Move to move it one space to the right. Climb back down the ladder and take the right path. Keep pushing it until it blocks the water coming out of the statue to the right. Climb down the ladder, then climb up the one to the right. Climb up and to the next screen.

Climb down the ladder to the right. Fall down the waterfall, then hold B and right to get the chest containing a Nut. After that, fall down another level in the waterfall and climb down the ladder to the right. Use Douse on the statue to make the water start flowing. Fall down another level on the waterfall to the left, then head right and slip down the new steam of water.

Go down at the first fork, then northeast. Use Douse on the stone here. Now go back and take the northwest route. You'll see a ladder splitting off into two routes. The western path leads to an Elixir. If you, like me, think Elixirs are useless because you have Restore, take the eastern path. Make sure to dodge the stream of water.

When you get to the top of the cliff, first go left and push the log left to create a shortcut. Now climb up the ladder to the right and into the waterfall. Because you used Douse on the stone before, it should be flowing up taking you to a new screen. Cross the first waterfall and you'll see a second, this one flowing down. If you want an Oil Drop, use Move on the blue

rock at the top. Push the blue rock near the bottom of the waterfall right, then run across it. If you used Move on the blue rock at the top, head as high as you can go, then left across the waterfall. Open the chest to find the Oil Drop. Head up the ladder afterwards.

Here, climb up the ladder to the left first. Use Frost on the three puddles on this ledge, then climb back down the ladder and climb up the one on the right. Work your way around the rocks to get to the chest to the north. It contains a Mist Sabre. Head south, then hop over to the left and climb down the ladder. Trot over to the left to head to the next screen.

Head over to the left and use Douse on the stone. This will create a portal in the water. Climb down the ladders and hop across the platforms and into the portal. We will now be in Aqua Rock's interior.

When you reach the inside, head south through the hallways. Heal your party members, then pick up the Psynergy Stone. Head east and hop over the platforms to the door. From there, you should see a door right ahead of you. Go through that one. Head north, then push the first log into the wind spout. Walk across, then use Move to pull it one space to the right. You'll have to stand across to the left of the second log and use Move to get it into the wind spout. Stand to the right of the log after that, then use Move to move it one space to the right. When that's done, climb up the ladder to the right. Stand on the log, then hop across to the left side of the rock blocking your way. This will get you a Vial. Head down the ladder and walk along the right wall to the next room.

You'll see that your path is blocked by a pool of water. To solve this, use Move on the log to the right. Climb down the ladder after the water has drained. Use Frost on all the puddles, then climb back up the ladder. Hop across the ice pillars, then go south to the next room.

Go south at the fork if you want a Crystal Powder. But to continue, you'll have to go north. You can't do anything in this room yet, so go through the door to the left. This is the first room in Aqua Rock's interior! Head left and use Douse on the stone. A new path will form. Walk across the sparkly path to the next room.

At the fork, go left. Hop across the platforms and use Move on the log. Move it one space to the right. Move right too and get pushed down by the wind spout. Hop across to the right side and the path will be clear. Go up to the next room.

Climb down the ladder. See the pillars here? These are all angles in which, when you douse the rock, the new path will go through. This one is simple, just push the pillar at the top right once and down once. Climb back up the ladder and use Douse on the statue. Water will fill. Now use Douse on the rock to create the path. You should be able to head through the door to the next room. Note that if you mess up at any time, exit and re-enter the room. Everything will be restored to the default position.

The next room is actually just a long hallway. Hop over the shallow water to the right and head to the next room. This room is also a hallway. >_> Head through to the next room. This room is purple with something in the middle. We can't do anything yet, so head through door to the left. This room actually has something. Run down the long path, then head right. Hop over the platforms. Climb up the ladder to the left and follow the path to the next room.

Run across the waterfall. You should be on the left side now. If you want a

forgeable Tear Stone, run right right before the ladder. Fall through the hole on the left. You should land in front of a rock. Use Move on the log. Move it one space right. Go back to the left bank, then climb up the ladder. Run to the right of the waterfall so you land on the log that you just pushed. Hop across to the right, then open up the chest. Slide down the indent in the wall afterwards. Run across the waterfall to land on the right bank, then go through to the new room. Hop across the platforms south and go through the room to the left.

Climb down the ladder, then run towards the statue to the northwest. Climb up the ladder there and use Douse on it. Hop across the platforms to end up on the ledge to the right. Go through the door. Hop across the platform to the left and head down to the next room. Climb down the ladder and freeze the puddle. Push the rock onto the middle block. Use Douse on the statue, then follow platforms to a Water of Life! Exit, re-enter the room, refreeze the puddle, then push the rock onto the block on the very left. Douse the statue and follow the path to the next room.

Hop across the platforms. When you get to the log, use Move. Hop across and push it into the little indent to serve as a shortcut. Hop up and to the next room. here, push the log into the indent. Climb up the ladder, then hop across to the right, then up and to the next room. Walk across the tightrope, then jump onto the platforms on the very right leading left, then south to a door. Go through.

You'll see a whole bunch of direction pillars here. Four of them are already help in place. Move the one to the very left up twice, right six times, then all the way up and all the way right. Move the second one from the left twice to the left. The third one is locked in place, so move the fourth one three times down, left twice, then down once. Climb back up the ladder, then use Douse on the statue head, then the rock. The shiny path will now form. Remember, if you mess up at any time, you can exit and re-enter this room for everything to be in the default position.

Walk through the next rooms, which is a hallway. Push down the log, then hop across to get to the next room. Go up, then hop left across the two platforms and down. Head left, then up. The easy-to-get chest to the right is a Mimic. Head through the door to the left. Hop across the platforms. Touch the Psynergy Stone to restore your PP, then head down.

You'll emerge out of a waterfall. Use Douse on the stone. Head left to get the Lucky Pepper. There's also some blocks that you can hop off at the bottom which leads to the crucial Aquarius Stone. Head to the right cliff, then keep going down. Climb down the ladder and through the door to the left. Hop to the door in the middle. Go through to find a pedestal. Plant your Aquarius Stone onto it and a path will open up. Go through the new door, then hop across the platforms going forward. Follow the path to a tablet. Examine it.

After that, use your newfound Parch ability on the water that has just risen. Before we exit, there are a few things that we can get with Parch. Return two rooms. You'll find some water with a chest. Use Parch on that and climb down the ladder to claim a Rusty Sword. Still in the same room, head through the door to the right, then right again. Follow the path to the room with a steam coming down. Run across to the left, then walk as high as you can go (don't climb the ladder), then run to the right. Climb the ladder here.

Run all the way up the path. You'll find a green statue. Use Parch on it. Climb down the ladder, then run up the path where the river was. You'll find a Djinni. Defeat it. After this, use Retreat a couple of times and exit Aqua Rock.

See the four islands surrounding the mist in the ocean? Go to the island on the northeast. This island is called Izumo. View the scene in the house with two people outside and the one to its right. Now leave and walk on the strip of land south of Izumo to arrive at Gaia Rock.

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===== +-----+ =====  
| [3.14] Gaia Rock |  
===== +-----+ =====
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Head up the path to see a large door. Don't go through this just yet as for now, it'll lead to a dead end. Instead, head left to find a ladder. Climb up. Push the log down and climb up the ladder it was blocking. Now climb down the ladder to the right. Use Move on the log to bring it to the middle, then climb down the ladder to the right. We'll be on the ground floor again. Run back over to the left and climb up the ladder again. This time, hop over to the right. Climb up the two ladders that you see here to the next screen.

Climb up the ladder to the left. Remember, you can climb up the green vines. Head to the left, then climb down the two ladders here. Use Whirlwind on the vine to the left, then press up to go across. Use Move on the log to the left, then head back to the right side of the vine. You should see another vine to the bottom of your screen. Climb down that, then head to the left. Climb up the ladders, then push down the log to the right. Climb up the next few ladders to the top of the cliff, then walk left to the next screen.

Climb down the vines/ladders all the way to the bottom. Hop across the gaps to the left, then climb up the ladder. Don't take the next ladder; go right instead. Use Whirlwind on the vine. Swing across, then climb up another ladder. Head to the left and use Whirlwind on the vine here. Just like before, swing across and climb up the ladders to the next screen.

Climb up the ladder to the right. Statues will come popping out of nowhere on this ladder which will knock you right back down to the ground. Go right at that squarish area, then take the left path. Go up a bit, then take the left path again. Going up will take you to the cliff. Head right to the next screen.

Work your way around the rocks and hop over the log to get to a chest containing the attack-boosting Apple. Return across the log, then climb down the ladder. Go right a bit and climb up the ladder. Use Move on the log all the way down, then head back up the ladder and hop across. Follow the path to a strange altar. Use Reveal to find the Dancing Idol. Use Retreat to return to the beginning of the dungeon.

We're not done yet. Run forward and go through the hole. Place the Dancing Idol on the altar. Two new doors will appear. Go through the one on the right. This will be just one long hallway. Go through to the next room. Follow the path to the patch of grass. Equip the Cyclone Chip you recieved from the Gabomba Statue and use it to blow away all patch of grass here. Platforms will appear. Return to the room where you used to Dancing Idol. Take the left path.

Cross the hallway. Hop onto the platform towards the bottom. Cross your way to the cliff. Go through the door. Head to the right and climb down the stairs. Use Cyclone on the grass there. That'll get one beam of light onto the dragon. After that, use the Dancing Idol on the altar between the two statue

things. Another beam of light will strike the dragon.

Return back up the stairs, then run all the way to the left and to the next room. Run down the stairs, then run to the right and through the hole. Use the Dancing Idol once again on the altar. This will create the third beam of light that strikes the dragon. Return to the previous room, then head up the stairs. Climb the ladder. Stay to the top and you'll avoid all the statue heads that pop out on you. When you land on the ledge, use Whirlwind on the vine, cross, head down the stairs, then go through the door. Use Cyclone on the two patches of grass at the front. Return to the previous two rooms. Head to the right and climb down the stairs. Use your Dancing Idol on the new altar. Now we have all four beams of light on the dragon! Use Retreat.

Don't leave the cave just yet. Head north and follow the path to the next room. We'll see some small stumps here. Use Move on the first one that you see and move it one space north. Push it one more space up, then use Move to get it to the right. Approach the second stump. Use Move on it to bring it one space to the right. Stand south of the stump, then use Move to bring it to the right. Keep standing one space away from the stump and bring it as far down as you can go. Use Move one more time to bring it into the space to the left. We are now free to go to the next room!

You'll find a weird green thing here. Use Grow on it (Give Jenna or Felix Mars and Venus Djinn to get it) and it'll point you in the right direction. If you're too lazy to do that, I'll give you the directions right here:

Left, Up, (Mimic chest here) Up, Right, Up, Right, Right, Down, (Rusty Mace here) Right, Right, Up, Right, Right, and Up. Watch the quick scene, then descend the stairs. If it's not obvious, I'll tell you now: that dragon's a boss. Heal up, save, then approach it.

BOSS FIGHT: SERPENT

EXP: 1995
Coins: 2898
Items: Vial

Serpent is difficult. First, if you haven't gotten all four beams of light on it, it will recover to full HP every turn. And even if you did, Serpent will still recover about 30 HP per turn and can cast Cure Well recovering about 165 HP. Make sure that you don't lay off the attacks for a long while. Serpent has some powerful attacks such as Mighty Press. This can instantly KO one character, so make sure to have someone with Revive or Water of Life! Keep more than one character alive. Serpent's most annoying attack is Toxic Breath. This will severely poison one character and can take off a ton of HP per turn. Use Cure Poison immediately if Serpent decides to use this. Serpent can attack several times per turn.

I recommend that you give Felix all of your Mercury Djinni. He should have Revive with this setup as well as Ply Well and Wish Well. Give Sheba and Jenna their default type Djinni, and Piers everything that's left over. Piers and Felix can heal or Revive and the rest can attack. Open up the battle with 4 Djinni summons. Afterwards, use High Impact or something to raise your defense. Remember, don't get poisoned! The HP drains faster than you might think.

Watch the scene after the Serpent, erm, dies. Touch the stone to learn Sand. Use it right away. Go behind the dragon. Press A on the water at the very end of the trail to find a hidden Cloud Brand!

Return to the previous room since you can't Retreat here and use Retreat. Watch the scene outside the cave, then return to Izumo. Talk to Lady Uzume in the northwest corner of the town. It's the house to the right of the one with two people in front of it. Watch the long scene.

After that's done, talk to Lady Uzume again and use the Dancing Idol. She'll give you a Djinni in return. Leave Izumo; you're business here is done.

Note: This is a good time to do some sidequests from the sidequest section as you've learned quite a bit of Psynergy. You should also visit Yallam for a bit to forge your items into better weapons.

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===== +-----+ =====  
                | [3.15] Tundaria Tower |  
===== +-----+ =====
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We need to go the continent on the very southern part of the map. The snow-covered one; it's not too hard to notice. Sail there, then land on the lone beach. Head West for a while and you'll see Tundaria Tower to the north. Before entering, explore southwest of it in the little area almost entirely closed of by rocks. You'll find the Jupiter Djinni Wheeze.

Enter Tundaria Tower. The room to the north has something covered in cracked ice. We can't do anything there yet. Instead, use Parch on either side of the entrance to clean up the water. Head down the stairs to the right and go through the door. Since the door to the north is a dead end, head south and east. Hop up twice and go through the door.

Head through the door to the north. Head along the path separated by the ice to the top. Open up the chest to get some cash, then slide left along the ice. Head south through the door after you bounce off. Climb down the ladder. We'll see a lovely ice puzzle. Here's the solution:

Right, up, right, down, left, up, left, down, right, up, left.

If you want the chest containing a mint, you can go right, up, and right instead of left, but you'll have to climb the ladder to the right and start over in the previous room. (Just go up if you do so.)

Take the ladder up and go through the door. Go through the next door, then take the door in the middle. You'll land in another ice puzzle, this one with a Djinni! From the middle of the platform:

Left, up, right, up, left, down, right, up, right.

Smack the Djinni forward, then defeat it. Obtain Reflux, then head through the door to the left side of the screen. Slide down the slope in the wall, then go through the door to the left for some treasures.

Use Pound on the pillar. Go to the next room, then Pound the pillar blocking the chest if your want a Crystal Powder. Re-enter this room, climb up the ladder, then hop across the pillars to the left. Obtain the Hard Nut, then

return the previous two rooms.

Go through the door to the right. Walk straight through the next two rooms as there's nothing there. Go to the three pillars to the right. Smash the first two from the RIGHT. Use Move to make it slide down, left, then up. Climb up the ladder and stand on the log. Use Move to move the log to the right one space right. Climb back down the ladder. If you mess this up, exit and re-enter the room.

OK, so you see the log on the left part of the ice? Use Move on it to make it slide all the way to the left. Now slide it up, then right. Climb up the ladder and hop to the right. Push the log there once to the right, then go through the door. Head through the next two hallways. You'll end up in a room with a mirror. Use Reveal on the center to find a hole. Go through, then climb up the ladder to the next screen.

Outside, climb up the ladder and use Move on the log to bring it down. Climb up another ladder and grab the Burst Brooch. Equip it on someone so you can use Burst! Climb down the ladders, then use Burst on the sealed up door. It will burst open (pun not intended >_>) allowing your access. Go through, the slide down the slope.

Use Retreat. Go back inside Tundaria Tower and go up the center doorway. Use Burst on the ice here to reveal the Center Prong. Pick this up.

That's the main treasure that we want here. If you want a little extra stuff though, go back through the door to the left. Follow the path to a mirror. Use Burst on the crack, then follow the path to the next room. Go down when you can to find a Sylph Feather and Lucky Medal. Go back and hop to the right. Go through that room to find a Vial and Lightning Sword.

Leave Tundadia Tower afterwards.

See the continent to the west of Izumo? There are two, long beachest there. Sail to the eastern beach and head to Ankohl Ruins. Don't worry about the town yet; we're going to stop there right after we finish this dungeon.

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===== +-----+ =====  
| [3.16] Ankohl Ruins |  
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Walk through the opening in the wall and enter the tower. The vine-covered door to the right leads to a room with three empty treasure chests, as does the door to the left. Hop to the northern region of the room and use Whirlwind on the vines in the middle to reveal a door. The ones to the sides are nothing but walls. Enter through the door.

Head through the door to the west. Head south, then west to the new door. All the vines here are either walls or lead to a temporary dead end. Head through the hallway, then emerge in a new room. Walk around to find a strip of sand. Use Felix's Sand ability which you found at Gaia Rock to follow the sand to a chest containing Thanatos' Mace. Anyway, head back left a bit and emergy. Head forward to a new room, then push in the piece of the head. A stream of sand should now come out. Go back two rooms.

Head to the northern part of the room and use Whirlwind on the vines. This will reveal a door. Go through. Climb down the vines, then grab the chest to the left containing a Power Bread. Use Sand while on the sand and go through the wall. Emerge and climb up the vines to the right. Enter the door. Head south, then go through the door to the right. Head up, then west at the fork. Use Move on the log there, then head back and walk along the eastern path and through the door.

You should enter a room filled with sand. Step on the switch before the stairs, then run to the switch to the right of the statue before the sand covers it. Enter the door to the right afterwards. If you mess up, re-enter the room.

This path is nothing but a hallway. Head to the next room, then slide down the slope there. Push the piece of the head in, then move over the log to the left. Don't climb down the vines thought. Head north into the next room.

The door up north leads to a dead end. Head to the right and use Whirlwind on the eastern vine to reveal a door. This door is actually a dead end. The vines to the left reveal nothing. Before heading back, use Move on the log to the right.

Return to the previous room and climb down the vines. Go through the door. Head through the hallway to the next room, then use Sand to get through the obstacle. Remember this room? This room is located near the beginning of the dungeon. Head to the right and go through that door. All the vines in this room have nothing. Just follow the path to the strip of Sand. Use Sand to get past the wall. Head up the stairs, then use Whirlwind on the first set of vines. Enter the door to obtain a Muni Robe. Head back then go through the door at the end of the room.

Head up, then make a left. Climb up the vines. Head up the stairs, then go north. With the log moved from before, you'd be able to use Sand to get to the other side. Head to the right and use Whirlwind on the first set of vines. Go through the door to obtain a Sylph Feather, then come back and head to the right. You'll be in another sand room. Step on the switch next to the stairs, then quickly head to the one on the left to open up the boxes. Like before, if you mess up, you can exit and re-enter the room to have it reset. Go through the door when you're done.

Use Whirlwind on the first vine you see, then go in the door. Push the log to the left and climb down the vines to obtain a Potion. Return to the previous room, then go down the steps to the left. Head through the hallway. Follow the path to the next room. Push the piece of the head in.

Go back five rooms and you should see the head with green eyes. Climb down the vines and run down to the sand. The head will chase you. Use Sand on the sand and it will go right by you. If you mess up, re-enter this room via any door. Head to where the head was and you'll find a small strip of sand. Use Sand, then head north. Climb up a vine, then head up the stairs. Climb up the stairs in the next room, then head down the hallway. Push the log out of the way, then head down into the next room.

Use Reveal near the head piece. The obstacle in the center of the circle will turn into a hole. Use Move to get it in. Go through the door to the north, then push the piece of head into place. Use Retreat. Keep heading through the doors to the north until you end up in the room with sand in it. Climb down the vines and walk onto the sand. Use Sand to head up the sand waterfall, then walk onto the gravel to the right. Climb on the vine that leads to the door and go through. Head through the hallway to the next room, then climb up the

sand again by using Sand. Head to the left when you're done and climb up the vines outside. Work your way to the Left Prong. Pick it up. Use Retreat and we're done with this dungeon.

* * *

Our next destination will be one that we've visited before. Remember Daila, the very first town that you arrived in? Sail there and enter the town. Go inside the temple at the northern part of town. Climb down the ladder and freeze the three puddles here. Hop across them and obtain the Sea God's Tear. Leave Daila now. Remember the Shrine of the Sea God? It's right next to Daila. Bring yourselves over there.

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===== +-----+ =====  
          | [3.17] Shrine of the Sea God |  
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At the entrance, climb down the ladder. Climb the ladder to the northeast. Use Lash on the rope to the left. Head through the door that the path leads to, then onto the broken bridge. When it falls, follow the path to the next room. Go through the door at the very bottom. Walk up, then freeze the three puddles to the northeast. After they're frozen, climb up the ladder and hop across them. This path will lead to a door. Once you've entered it, head to the very left and hop along the pillars here. It will lead to a log. Push it down, then continue to the right. Climb down the stairs to the next room.

This room is quite big. First, if you're interested in a Rusty Staff, climb down the ladder. Follow the path up another ladder and to a cracked bridge. Step on it and let it fall. Walk around the rope at the bottom to a ladder leading to the chest containing a Rusty Staff. Head back, then use Lash on the rope to climb back to near the entrance of the room.

From the first ladder in the room, head right, then go up and step on the cracked bridge. It will drift onto some rocks. Head to the right and climb up the ladder. This path will lead to a door. Go through.

In this room, climb down the ladder and use Move on the log to create a shortcut. Head back up the ladder and go down the stairs. Hop across the stepping stones to find a circle of rocks. Use Reveal and behold! A new stone will appear. Step across that to find a large statue. Use the Sea God's Tear here. If you don't have it, make sure to return to Daila (read the very end of the previous section if you need help) and get it! If you've used the Sea God's Tear, you will be boosted up to a new room. Climb up the ladders to the great outdoors, then hop across the gaps and up the ladder to find the Right Prong.

Now that was quick and painless! We're done here. There are now a couple of quick quests that we must do before moving on to the next new place.

* * *

Stop by Alhafra. It should already be on your map on the southern continent. Head to the ship that needs to be repaired. Read the Alhafra section if you

hadn't started fixing the boat yet. Anyway, all that remains now(if you've been following this guide) is the rock. We can destroy it now. Head over to it and use Burst. Remember to move the crate into the water.

After that, leave the ship. Watch the handful of scenes. After that, head back to your ship and set said to Champa.

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===== +-----+ =====
| [3.18] Champa |
===== +-----+ =====
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Champa is just west of Ankohl Ruins. Head there. Head up the steps to find Briggs in front of a house. Chase him. Keep taking the stairs that lead up. When you get to the top, you'll find a scene. Get read for a boss fight.

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BOSS FIGHT: AVIMANDER
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EXP: 2176
Coins: 1330
Items: Potion

Avimander's not really that tough of a boss. Since it is resistant to fire and weak against water, I would let Jenna carry all the Mars Djinn so she can use Healing Aura. Give Felix all of your Mercury Djinn and leave the leftovers to Piers. Sheba should carry all Jupiter Djinni. With this setup, you're going to have Felix as your main attackers with Cutting Edge. Sheba can use support skills like High Impact while Piers can backup Jenna or attack.

Avimander can attack twice per turn. Its second attack will always go last. The most annoying attacks that you'll face are probably Heat Stun and Star Mine. Star Mine can do enormous damage even to those at very high levels. Make sure to have more than one character alive at all times and a Restorer. If you're stunned with only one character left, you're pretty screwed. A Reviver would also be very handy. I'm looking at you, Felix!

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After Avimander dies, watch the scene. Talk to Brigg's grandma a few times to lay down the three pieces of the trident that you found in the previous dungeons. Watch the scene, then use Reveal on the well to find a path leading to the newly formed Trident. Equip it on somebody, then leave Champa.

See the cloud of mist in the center of Eastern Sea? Sail there. On the south side, there will be two rocks. Enter between them to gain entrance to the Sea of Time. This of course, leads to the long lost Lemuria.

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===== +-----+ =====
| [3.19] Sea of Time |
===== +-----+ =====
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The first thing you'll see here is a bunch of whirlpools. They're not going to suck you under, but they will make navigating this really annoying as they spin you around. Note that there will be no monster encounters here. You might also notice long rivers. If you decide to sail onto one of these, you'll get pushed right out of the Sea of Time. Avoid them.

Go forward into the first whirlpool. Keep going up past a second whirlpool and you'll end up near a red rock. Sail around the red rock a few times and it'll glow. The rivers will stop flowing for only a second or two. Quickly make your way to the right across the river. You'll end up on another whirlpool. Head to the calm water to the right, then go up three whirlpools. You'll see another red rock here. Circle around it like what you did before to make the rivers go away. Cross it to see a star-shaped rock. Head left three whirlpools, then circle the red rock once more. Go south when the river disappears. You'll end up in a box of calm water. Head left onto one more whirlpool and circle yet another red rock. Head south again, then circle the red rock. Go east, then north.

We're almost at the end now! This one can be a bit tricky. Circle the red rock, then quickly head up the waterfall to the next screen. You're not going to get pushed out if you mess up here, so don't worry so much. You need to get a bit lucky and have a nice position when the river disappears. On the next screen, go past the whirlpool, then SAVE YOUR GAME before approaching the river. Make sure you have the Trident and equip it! If you don't, leave this dungeon and read the previous few sections.

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BOSS FIGHT: POSEIDON
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EXP: 2930
Coins: 3762
Items: Psy Crystal
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Poseidon can't be damaged unless you use the Trident on him. Trident deals a lot of damage and is actually quite useful. It also gives you some water resistance. Poseidon's weakness is fire and is resistant to water.

Poseidon's attacks are strong. His Ocean First can reduce a party member's HP down to one. Watery Grave can instantly down a character(those with low luck are in greatest trouble), and Counter Rush which makes him attack anybody that damages him.

Jenna will be extremely useful for this battle. Standby just enough Djinn so that you can summon Meteor, then use Serpent Fume with Jenna. She should only have Mars Djinn. As for everyone else, I would make Piers the healer holding the Trident and Sheba and Felix just deal damage. If Piers needs some extra assistance, Felix and Sheba would be the first ones you pick to dish out Nuts. If you want to take a risk, you can also summon on your second turn with Felix and Sheba(or first, if Piers is your fastest character.)

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After Poseidon's dead, head north to Lemuria. Dock your boat, then follow the path to the statue. Use Move on it, then watch the scene. When it's over, UNEQUIP THE LASH PEBBLE FROM PIERS!!!! That is, if you have it on him. If you don't unequip him of it, your game will be stuck!

Anyway, enter Lemuria. There's not really much here. Make sure to check out the Lemurian Springs to get some nice free items! We'll finally be able to use our Lucky Medals! If you use Reveal at where the butterflies are, you'll also find some shiny spots that reveal items when you use Scoop on them.

Approach the palace. Watch another scene, then head to the house to the NW of the Lemurian Springs. REMEMBER, DO NOT GIVE PIERS LASH!!!! Talk to the man inside the house to watch a scene. Leave, then head to the very eastern part of town. You'll find a tower with a rope next to it. Examine the broken door, then watch another scene. Use Lash on the rope, then go through the window. Inside the tower, go down the stairs to the sides of the ladder. They don't really look like stairs. >_> Watch the really long scene, then exit Lunpa's Tower. Head back to the palace. Watch another damn long scene, then collect the Grindstone from the chest. Have Felix equip it, then head back to your ship.

Watch the scene as you're leaving. Before actually leaving Lemuria, head back to the docks in your ship and use your new Grind power on the stone to the west. Follow the path to Ancient Lemuria. When you get off your ship, go to the next screen and to the southwest corner. You'll see one patch of grass to the left. Use Cyclone across the barrier to find a Djinni. It will run away and hide in a statue. Use Tremor on it to make it come out.

Leave Ancient Lemuria and go back to the Sea of Time. Use Grind on the stone to the left, then exit the Sea of Time too.

We must now move on to our next destination. Open up your map and find Gondwan Cliffs. Go there by boat. You'll find that you can enter it. Use Grind on the stone blocking your path and we'll be in the Western Sea. Head to the northwestern continent. There is a river opening on the western side of the continent. On the way, you might pass Hisperia Settlement. Feel free to enter and obtain a Djinni if you wish.

Once you've entered the river, follow the route to the big lake. From there, go northeast to find the Shaman Village Cave. Enter it, then use Whirlwind on the western ladder. Climb up and head inside the door. Follow the path around the room. (We won't be able to solve the puzzle in here until after we get the Psynergy called Lift.) Once to the next room, push down the log and hop across to the other side. Climb down the ladder and exit the cave. Head up to Shaman Village!

NOTE: There is a random Djinni lying around here. Read the Djinni section for more details as it's a wild encounter in those hard-to-reach places.

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===== +-----+ =====  
          | [3.20] Shaman Village |  
===== +-----+ =====
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Ah, a new town! Nobody here will talk to you or open their door. Head to the very northwestern house. Try to enter and you'll watch a scene. Talk to Moapa again and show him the Shaman's Rod. Yes, that stupid weapon that you can't sell and MUST carry around. You have it, don't worry. After that, follow Moapa up two screens to Trial Road. Use Whirlwind in the Pink Wind Stone. Remember these?

After that, follow Moapa a bit further and watch a couple more scenes. Before

starting the test of Trial Road, climb up the ladder to the left and take the Hard Nut from the chest. Return, then pick either the left path or the right path. I always chose the left path, but I'll have directions for both here.

Before actually going into details, I'll give the rules. What you must do is finish all the puzzles and advance to the next room before the other person. To open the door to the next room, you must deposit one of your equipped weapons in the blue box. If you are second to reach the door, you must deposit two equipped weapons into the boxes. You'll be at a real disadvantage if you get to the door second. Also, there's a red switch in the rooms that will make you automatically give up the challenge. There are chests in Trial Road too, but I recommend that you forget about them as they're crap that will not help you win the upcoming battle. Oh yeah, and never give up your weapons. Only drop crappy defense raising items in the chests. You'll get them back after you clear Trial Road.

All right, now start Trial Road. In my opinion, the left path is easier, but pick whichever route you want.

LEFT PATH:

Room 1: Very easy. Use Sand to get up the sand, then Whirlwind on the vines to reveal some...more vines, but these serve as a ladder. Hop onto the switch and deposit something. The chest here contains a Nut, very unworthy of picking up.

Room 2: Push the first horizontal log up, then the vertical log to the left. Climb up the vines and head to the right. Push down the horizontal log, then push the pillar to the corner to the northeast. Push the vertical log to the top right and into the water. Climb the vines and to the next room. The chest here contains a Vial, also very undeserving of the effort you need to get it.

Room 3: Clean the vines on the top right column, then push it up. That's all you have to do. The chest here contains a Vial.

Room 4: Push the column in front of you up twice. Climb up the vines to the right, then hold left on the same line as the water spouts so you'll jump as soon as they come out. The chest here contains a Potion. If you're far ahead of your opponent, go ahead and grab it. Otherwise, quickly advance outside and finish up Trial Road.

RIGHT PATH:

Room 1: Use Pound on the poundable pillar to the very left and the third one from the left. Move the normal pillars on top of them. Climb up the vines to the left, then hop across all the pillars to the next room. The chest here contains a Vial, but don't get it because it'll consume a bunch of time.

Room 2: This room is pretty easy. Just push the columns so that they're in line with the viney one. You don't even have to Whirlwind it. Push the pillar at the top out of your way. The chest here is also hard to get and only contains a Vial.

Room 3: You can get a Vial, a Nut, and Potion in this room. If you don't want

any, just use Burst on the cracked pillar to the right and advance.

Room 4: Push the two pillars here all the way to the top, then burn the ice pillars by pushing the torches in front of them. Climb up the vines to the left, then hop across to the right and out of this room. The chest here contains a Vial.

After clearing Trial Road, whether you won or loss, you'll have to fight a boss.

BOSS FIGHT: MOAPA, KNIGHT x2

EXP: 3340
Coins: 2870
Items: None

Moapa and his cronies aren't very strong. They're weak to every element. If you still have that Trident lying around, it'll deal some excellent damage. All you have to watch out for is Moapa's Bosca Hits and the Knights' Strong Hits. Even so, it'll only hit one party member. Just make sure to keep your party's HP high. Everyone with default Djinni will work fine here.

If you have any damaging items, use them now. All Bramble Seeds, Crystal Powders, and Weasel's Claws must go. You probably won't ever use them anyway. Have Sheba cast Protect and/or High Impact on your party to help speed up the battle. Your summons should also prove handy. This battle is really quite easy. There's not much else you can do if you lose. Try to win Trial Road or overload Protect.

After defeating Moapa, watch the scene. Now that we have the Hover Gem, we can leave. You can collect a Djinni before doing so, though. Just enter Moapa's house and use Lash in his backyard. Follow the path to the Djinni. There's also another Djinni that we can get here after getting Lift; keep that in mind.

Leave Shaman Village. Our next destination is Jupiter Lighthouse, but there are a few things that you can do now, such as hunting for Djinni or visiting out of the way places like Hesperia Settlement. I'm not going to put those places here as there's nothing there except Djinni, and that's already covered in the Djinni section.

So anyway, sail to the continent that's directly south of Shaman Village. Go to the river entrance on the southeast side. These rivers will lead to a bay-like area that goes to Atteka Inlet. Dock your ship there.

There is NOTHING in Attka Inlet, hence a Vial. Just leave and continue North on the World Map. You'll pass by Contigo. This town also doesn't offer much. Restock, then keep heading north to the Jupiter Lighthouse.

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===== +-----+ =====
| [3.21] Jupiter Lighthouse |
===== +-----+ =====
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Enter Jupiter Lighthouse. Go through the door to the left since the other path is blocked. Follow the hallway outside, then use Whirlwind in the hole. Follow the path, then go up at the fork to see two doors. The door to the left has a Psynergy Stone. Go through the door to the right to continue. Climb down the ladder and use Hover on the purple gem. If you don't have Hover, read the previous section. Anyway, follow the path to the hole and use Whirlwind to get to a new room.

We're back in the first room of Jupiter Lighthouse. Push the column onto the switch to unlock two doors: one providing a shortcut and the other providing a way to the next room. Go north, then take the door to the left. We can't do anything in this room yet, so just go on to the next one.

There's a small "log" puzzle here. Push the horizontal log at the very top up. Now push the horizontal log at the bottom left up. Go around to the right side of the vertical log and push it left. Finally, push the remaining horizontal log to the bottom right up. This will open a path to the door. Before going through it, push the vertical log once more to the right so that it falls into the gap. If you hop across to the chest, you can get an Erinyes Tunic.

When you go south to the next room, there will be a hole. Use Cyclone on it to go up. Head through the door. Go to the northern part of the room and Move the column right. Swinging across the chain leads nowhere for now. Continue to the western part of the room. The hole here leads to a red door which you can't unlock yet, but keep it in mind. The door to the southwest will allow you to continue.

Go through the three hallways to find yourself on the right side of the red door. Proceed to the circle of stepping stones and use Reveal to get across. Go through the door to the north. Hop across the pillars to the right. If you want a rare Meditation Rod, slide down the slope and move the pillars to form extra steps where you can hop across. Climb up the ladder to the left. Head through the room to the south. Push the pillar to the right once, then step on the switch to let it fall. Return to the previous room and go through the door to the top.

Slide down the slope. This is the room where the Red Key is, but we can't do anything without first activating the lighthouse. Climb up the ladder to the right and head to the next room. Head through a couple more hallways to end up atop the lighthouse. Head around to the western side and go through the open door there. Slide down the slope, then climb up the power. We are now required to show the power of Anemos. This is Hover, in case you didn't know. Use Hover and the lighthouse's hover spots will now light up. Hop over to the right and go through the door to the right. Push the column up onto the hover spot. Before heading back through the door to the left, stand on the hover spot towards the south and use Hover. Grab the Red Key and return to the western room.

You should recognize this room. From here, Head through the door to the south. Head around and go through the door to the right. Hop across to the door in the middle and go through. Hop onto the hovering column and use Reveal to find and extra one allowing you to get to the other side. This will net you a Psy

Crystal. Head back through the door on the very left. Go through three rooms to find a hole. Use Cyclone here to bring you to the red door. Use the Red Key on the red door. Go through the newly accessed door.

This is a long walkway. Stay to the south, then run to the left until you hit an obstacle. Head up and then quickly run back down. Wait for the cyclone to pass you, then quickly run into the space between the obstacles. Head to the next room. Go through the hallway. The path to the left leads to a Mimic. Go up the stairs to the right, then through the door. Push the horizontal column to the right down, then head up to the next room. We'll be getting that Blue Key.

The chests here are really not worth it. If you decide to get them, you'll have to go back up a room and return here. To get to the next room, head right, then take the left path. Go up the stairs and through the hallway. Go up another set of stairs to find a room with a whole bunch of cracked panels. Head to the left and use Hover on the hover spot. Go down a bit, then left to the solid land where the column is. Move it one spot right, then follow the slightly cracked panels to the hover spot on the right. Hover to the slightly cracked panels to the bottom, then through the door. Head through the hallways until you're outside. Head up the stairs and push the block into the hole.

After doing that, go back two rooms. Since the yellow door is now locked, step onto the cracked panel. Head back up a floor and we're at the cracked room again. Head right onto the hover spot. Use Hover to get across to the south. See the very cracked panel surrounded by solid land towards the southwest? Head there, then step on it. Keep stepping on the cracked panels and you'll end up right on top of the Blue Key. Collect it, then push the log to the bottom out of your way. Head south and out of here.

Keep head back through the rooms. Continue past the walkway with the cyclone, back through the hole and where the red door was. From here, head northeast a bit and south through the door. Go back down with Cyclone, then through the door. Keep heading back until you see the hovering pillars. Here, climb down the ladder, head all the way to the right and move the pillar once to the left using Move. Head back up the ladder and hop across the platforms to the right. Go north through the newly accessed door.

Head south to the next door. In case you haven't noticed, this room is very close to the beginning of the dungeon. Push the block to the left. Slide down the slope, then push the block into the hole. The door to the north leads to a dead end, so use Hover on the hover spot you just created here. Head north and use Cyclone on the hole. Go through the door.

From here, go north a bit and use Move on the column to shift it one space left. This will prove us a handy shortcut. Head through the door to the southeast when you're done. Push the rod into the hole to activate the hover spot. Head back two rooms. Use cyclone to descend a level, then stand on the hover spot. Hover into the light to the left. You'll move up a screen. Hop over to the right. If you want a Potion, climb down the ladder and use Move on the pillar to move it to the right. Go back and hop across to the left to get the Potion. Head onto the right side of the room and go down to the next room.

Head right and through the hallway. You'll find the blue door here and a hole. The hole leads to the room where the rod was that you had to push into the space. If you haven't done this already, go through it, otherwise open up the blue door with your blue key. Go to the next room. Use Hover on the hover spot and you'll get blown to the right. When you stop hovering, head through the

door. You'll find yourself at a fork. The door to the right leads nowhere, so go straight north through the door in the middle.

We'll be in another puzzle room. There's also a Djinni here. Any time you want to reset the blocks you put into the holes, use Pound on the poundable pillar to the northeast.

Djinni: Push the L block into the hole to the southeast. Use Hover on the ----- newly activated hover spot to get to the ledge on the left. Push down the block and stuff it into some random hole. Return to the eastern ledge and pop out both blocks by pounding the poundable pillar. With both blocks at our feet now, push the L shaped block to the southwestern hole. Now tap the - block into the southeastern hole. Use Hover to get to the Jupiter Djinni. Defeat and obtain it.

Pop out the blocks if you chose to obtain the Djinni by using Pound on the poundable pillar to the northeast. Push the L shaped block into the southeast hole and the - shaped block into the northern hole. Use this new northwestern hover spot to move up and through the door.

Use Pound in this room on the poundable pillar. Move the block directly in the middle of the stairs and eastern ledge. Climb the stairs and use the block as a stepping stone to get to the eastern ledge. Climb down the ladder to find four pillars. Now, follow this ASCII map to know where to put the pillars:

```
+-----+
| KEY:  X = Pillar   |
|      ( ) = Hover Spot |
|      -/| = Hover Path |
+-----+
```

To get to the chest containing Water of Life:

```
( )--( )( ) (X)---(X) ( )
|      |      | |
|      ( )---(X) (X)-|--|
|      |      |      |
( )--( )----- (X)---(X)
```

To get to the next room:

```
( )--(X) ( ) (X)---(X) ( )
|      |      | |
|      (X)---( ) ( )-|--|
|      |      |      |
(X)--(X)----- ( )---( )
```

To activate the hover spots, climb back up the ladder and push the | block that you used as a stepping stone into the hole. Head through the door when you're done.

When you go through the door, push the column into the switch to activate a bridge and provide a shortcut. Go through the door to the north when you're done. Work your way around the obstacles and go through the door to the north.

In this room, step onto the cracked panel to the left. Make your way around to where the statue is. Quickly run past it so you don't get hit by the whirlwind. Go south, then west on the first cracked panel that you see. Get hit by the whirlwind, then go up and right onto the cracked panel. Walk around the room and through the door.

This room contains nothing but hover spots. You're not going to have to worry about falling. Anyway, Hover over to the right. Head as far right as you can without hovering over the cracks, then run forward past the first statue. To get past the second statue, head to the right and hover over the cracks. Quickly head forward, then make a sharp left turn to avoid running out of Hover. Head north and up the stairs.

Go through the hallway. Head up the stairs and you'll find a block. Push it into the hole to lift the beacon. Return back two rooms. We're in the hover room again. Slide down the slope, then run to the center of the room. Use Hover and this time, go to the left side. Using the same strategy as before, stay on the left side of the room WITHOUT hovering over the cracked panels and run past the first statue. For the second one, quickly hover over the cracked panels and make a right as soon as you pass the incoming cyclone. Beware, the cyclone is actually one space lower than the two rods blocking your path. Obtain the Phaeton's Blade.

Now that we've lifted the beacon, we must head to it! If you can't tell by the length of this section, Jupiter Lighthouse is damn long. The fastest way back outside would be if you use Retreat. Once inside the lighthouse, keep going north, then through the northeast door. Continue north some more, through the log puzzle again, up the cyclone hole, and through the door. Save your game now, then head through the southwest door.

IF YOU WANT TO TRANSFER THE ORIGINAL GOLDEN SUN DATA, SAVE AND DO IT NOW!
After this, we won't be able to.

Watch the scene. Head through the door in front of you, then keep following the path until you reach the many-columned room. Head onto the left side and watch the scene with Alex. You're now fully healed. Set yourself up for a boss battle, then go through the door and watch another scene. When that's over, you'll only have Felix and Piers in your party. We have to get to where the beacon is.

When you regain control of your party, go through the door to the north. Hop to the right, then go south through the door. Go through the door to the left, then south. Save your game, then approach the lighthouse beacon. Cast in the Jupiter Star, then watch the scene.

OK first, let me tell you that you don't have to win this. But you get a super rare Dark Matter if you do, so try to!

=====
BOSS FIGHT: AGATIO, KARST
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EXP: 5813
Coins: 9020
Items: Dark Matter

Agatio and Karst are both very tough. They are resistant to fire and weak to water. First, make sure that Felix has revive. Give him just enough Mercury

Djinn for that and DO NOT standby them. Summon anything else that you can on the first few turns before Jenna and Sheba return. Piers should be healing before they come back too, don't worry so much about attacking until they return.

Once you have your full party, have Sheba cast High Impact and Protect every six turns. If you have anything to summon, do so immediately. I would recommend standbying all Venus, Jupiter, and Mercury Djinn not used to keep the class with Revive. If you have enough Djinn, try to make Jenna a Ninja. Shuriken can deal gret damage to these two for little PP.

Agatio and Karst have powerful attacks. Agatio will be the one who's mostly attacking. He has Stun Muscle and Meteor Blow which deals damage to several party members. Rising Dragon will deal a lot of damage to one character. Karst can use Healing Aura to heal her party and also Death Scythe which can instantly down one of your characters. Her most annoying attack is Djinnfest which will put all your Djinn in a recovering status, making you not able to summon and screw up your classes.

Attack Karst first. Her healing can make the battle much longer and although her attacks aren't as powerful, Death Scythe can quickly put you in a jiffy. Don't hesistate to use a Water of Life if you're planning to win this. Agatio is nothing once you have used Protect a few times.

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When you regain control of your characters, follow the path down the ladder and exit Jupiter Lighthouse. Follow the dirt road to Contigo. Go to the house on the top of the hill. Watch the story recap. Follow the dirt path to Atteka Inlet. Head to your ship and watch the scene.

Back on the world map, the only way out of here is to use Hover. Just hold B and it'll do it automatically. Remember that although while flying you don't encounter any mosnters, your entire party's PP will gradually drain.

Head back to the Gondowan Continent. It's the one just east of the continent you're on now. Enter the river on the southwest coast, then go north as far as you can. Get off on the west bank of the river when you can't proceed any more and follow the path to Magma Rock. Note that if you decide to follow the path a bit more, you'll reach Gondowan Settlement which is merely a plot of land.

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+-----+
| [3.22] Magma Rock |
+-----+
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Note: If you STILL don't have Tremor, you MUST get it to finish this dungeon.
Read the Madra section for more details.

The entrance to Magma Rock is blocked by a boulder. Use the Lift Gem that came with Garet to lift it. The door to the north leads to nothing but a Mimic which, when defeated, gives you an apple. Climb the ladder to either side of the door. When you reach the top of the cliff, head to the rightmost ladder with the statue on it. Use Burst on it to break the pillar. Climb up the

ladder where the pillar was and go left. Push the log once to the left, then climb up. Once up top, slide down the slope to the left. Use Burst on the statue, then quickly climb up the ladder next to it and hop on top of it. When you get rocketed up, hop to the left and climb the ladders. Push the log, then head up to the next screen.

First, go up the ladder to the right and use Burst on the statue. Use Growth on the plant to the right, then climb up. Slide down the slope to the left. Burst the statue, then slide down another slope. Use Growth on the plant in front of you and climb up. Burst the statue and stand on top of it. When you get rocketed up, jump to the left and push the statue into the indentation. Head left to the next screen.

There are a bunch of slopes here. Slide down the second one to find 383 coins. The third one will lead to a rope. Use Lash and climb up. Hop over to the left. Use Burst on the statue, then slide down the left slope. Quickly hop over to the left and climb up the ladder. Hop on top of the statue just in time as it blasts off. Hop to the left and climb the ladders. Push the log to the right. Climb around the log and go up the ladder to the right. Head to the left when the ladder splits off.

Hop to the left. Climb up the ladder and use Move on the log. Hop back to the right and climb up the ladders. Hop across the pillars to the left. When you're standing on the log, hop once to the right to make that cracked pillar break. Burst the statue and walk across the rope. Slide down the slope. Head over to the very right of the screen. Push the log right, then walk right to the next screen.

First thing you must do here is climb down the ladder leading to a previous screen. Push the log to set the shortcut, then come back up. Now, climb up the ladder in the middle. Watch out; don't get burned! You won't lose any HP if you do, but you'll fall to the bottom and have to re-climb the ladder. The statues that burned won't be relit however.

Once at the next screen, you may choose to slide down the slope and push the log to provide a shortcut. Burst a couple of statues to get back here. Climb up the ladder to the right, then down the ladder to the very right. Use Burst on the statue to create an entrance to the cave. Head back down the ladder to the left and enter the cave.

Head through the hallway to the next room. Go through a few more doors until you reach the one with the a few columns and a giant head. Hop to the left at the entrance and use Burst on the statue. Lava will fill the room. Return to the previous room. There will be a moving platform. Hop onto it, then get off at the western ledge. Go through the next few door until you end up on the other side of the lava room. There is a door to the south leading to a Lucky Medal, so get that before starting this room. Head south and step on the switch allowing all the lava to flow out. Head back north and climb down the ladder. Push the column up to provide a shortcut between the two sides of the room. Head northeast through the long door.

Head through the next two doors. Keep heading south until you reach a dead end. There is a Djinni on top of a ledge here. Climb up the ladder and defeat it. Return to the previous room, then go through the long door. Push the column to the bottom. Return to the previous room, then go back to the room above. Climb up the ladder to the right and use Burst on the statue. This will activate some lava. Head around to the east, then hop over to where the gate switch is, but DO NOT step on it. Cross the rope and go through the door to the south.

Ride the moving platform to the right to get the most powerful potion in the game, the Mist Potion. Head back to the main land, then south. Hop across the column that you pushed earlier and south through the door. Hop onto the platform to the right. It will take you to the eastern ledge. Hop off and go through the door.

Here, use Burst on the cracked pillar to the right. Ride the platform on the left and use Burst on the statue. Head back and ride on the platform to the right. This will take you to the eastern ledge. Head up and we're back in the room with the gateswitch. Hop over to the left and this time, feel free to step on it. Once the lava has drained, head up and climb down the ladder. Head through the southern door right below the rope. Head right and up the ladder, right some more and down another ladder. Head right even more to find a door. Go through.

This is a new room. Climb down the ladder and go south to the next room, then through the door to the west, then the one to the north. Use Burst on the statue to produce lava. Hold left and hop across the moving platforms to the left. Once you touch the ledge, run through the door to the south twice. You should see a gate. Step on the switch to drain the lava and return to the previous room. Use Whirlwind on the chains to get across to the right where you can climb down the ladder. Head through the long door to the north.

In this room, head over to the east to find a chest containing a Salamander Tail. Grab it, then go through the door to the north again. Push the columns to their indentations to the right. If you want a Golem Core, go through the long door to the northeast. After doing that, go through the door to the south in this room. Push the column to the right to provide a shortcut. The door to the south is a dead end, so go back three rooms to the one with the chains. Climb up the ladder and back left through the chains. Head north a few times until you're back in the room with the big head. Use Burst on the statue to produce some lava again. Hop onto the platform to the right, but this time head down and across the pillars that you set before. Go south to the next room.

Jump onto the moving platform to the right to get to the ledge. Go through the door to the south, another door to the south, then hop across the moving platforms to the right. This will lead to a door. Go through, then head north. Push the column all the way left into the lava. Head through the door to the left. Keep heading north until you reach the room with the switch. Step on it to clear up the lava. After doing that, retrace your steps a few room until you're back where you pushed the column into the lava, as described in this paragraph. Except now there won't be lava. Instead, there will be a ladder that leads to a door. Go through.

Push the column here all the way to the left into the lava. Note that the door to the southeast leads to the very entrance of Magma Rock. Anyway, enter the door to the west. Ignore the two blue panels on the floor and hop to the right. You'll see a bunch of fire erupt and land around you. Ignore them and walk around them. Make your way to the door in the middle and go through. Follow the path to a cloth-covered door. Head inside.

Hop across the platforms to the north to find a stone tablet. Examine it and Jenna will learn Blaze. Since our path from the entrance is now gone, hop over the platforms to the left. You'll reach a pillar with two spots like the one in the previous room, except this one has a flame on the left. Stand on the left side of the flame and use Blaze while facing it. This will light both torches and flatten the pillar. Hop across and out.

Head back south a couple of rooms to where the torch was. Use Blaze on the

nearest flame to light up the right torch. Hop over, then use the right torch to light the left torch with Blaze. Go through the new door. When you come out, hop south and examine the red rock. Retrieve the Magma Ball, then use Retreat. Leave Magma Rock.

* * *

Our next destination is Loho. Loho is located on the continent just east of the very northwestern continent. So I guess...it's part of Gondwan? Land, then walk the short distant to Loho.

In Loho, head to the cannon near the center of town. Use the Magma Ball that you just retrieved. Watch the scene to get a cannon loaded onto your ship. Before leaving Loho, make sure to dig for those two Golem Cores behind the wall you just blew up (one is below a rock), and get the Djinni Lull that's hanging on the rooftops.

After doing this, sail to the snowy island to the north. Grab the Djinni/items here, then head for the northern continent of Prox. We'll need to navigate the icy waters a bit. Your cannon and Magma Ball will automatically be used when you reach the wall of ice, then you'll be back on the World Map. There's nothing but land here. You'll have to fly a bit to reach Prox as you can't sail in ice.

Explore a bit in Prox and buy weapons and collect a Djinni. Then head north. Watch the scene, then head north and back to the World Map. Walk to the Mars Lighthouse, the final dungeon in the game.

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===== +-----+ =====  
          | [3.23] Mars Lighthouse |  
===== +-----+ =====
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Once inside the lighthouse, wander through the ice and go through the door to the right. Ignore the ice and go through the door to the left. Head through another door to the left. Go left at the fork to find another door. Head up those stairs. In this new room, use Pound on this ice pillar. Keep going until you reach a dead end. Here, you'll find a Djinni to the right. We can't get this until the lighthouse is revitalized, so don't worry so much about it for now. Instead, look at the cracked ice and use Grind on it.

After that's done, keep going back through the previously visited rooms and you'll eventually see a very arrogant crack in a giant block of ice. Use Burst on it. Go through the door, then through the one to the very left at the end of the hall. You'll see a bunch of moving flames in this room. If you get knocked down at any time, just exit the room and head back up the stairs to the left.

At the northwest corner, use Move on the statue. You can push it to the right, but it's easier when using Move since the statues won't be moving while the Psynergy is in effect. Once the statue is covering the flame at the end of the path, go through the door.

There is a quick ice puzzle to the left. Head left, up, right, down, and left. Go to the next room and use Blaze on the torch to light it. Head to the previous room, then through the door to the southeast. Head left at the end

of the room to find cracked ice. Use Burst on it. Don't go through that new door just yet, though. Go through the door to the right instead.

Climb up the ladder and use Blaze on the lit torch. This will clear a path for you to the south. Go through the door. This is a long hallway with two doors to the right. The first one has an Orihalcon. Go through the second door. This room has a dragon that sends a blast right down the middle. Head up the left and right side and use Pound on all the pillars. When you're done, head up the middle and hide in each one of those spaces before a blast comes your way. Each blast you get hit with takes a chunk of your health off.

In the next room, go down the hallway and through the door to the left. We'll see another ice puzzle. At the entrance, first push the dragon statue on your left left. Then go down, left, down, left, up, right, up, left, down, and left. There's a Djinni waiting for you if you go down. Go up afterwards. Head up the stairs and through the door to the next room.

Slide down the slope here. Open up the chest to find a Teleport Lapis. Equip it immediately on someone and use your new Psynergy, Teleport, on the circle in the middle of the room. When you reappear, you'll be in a room you visited before. Go back up the stairs and through the door to the very left. Go through the door to the right, then down. Enter the wide door to the left and use Reveal. You should see a hidden teleport circle. Use Teleport on it to go to the new room. Head north.

Slide down the slope onto the switch. Race the dragon head at the top over to the left. Use Pound on the pillars that you meet on the way. It shouldn't be too hard. When you see the split path with two pillars, take the path up top. Go through the door before the dragon gets lit.

Go through the door to the north and ignore the teleport circle for now. Go through the hallway. When you come out, climb up the ladder to the left and use Move on th dragon statue to shift it one space to the right. The door to the right leads to a dead end. Return to the previous screen. Use Teleport on the teleport circle. Climb up the ladder and go south through the door.

Watch out for the ice panels here. Once you hop onto one, you'll keep going in that direction until you step onto solid land or an obstacle. Anyway, start on the platform to the very left. Hop down. If you want to get the chest containing a rare Sol Blade(one of the best weapons in the game, might I add), hop to the left. Avoid all patched of ice. After getting it, slide off the ice and head up the stairs. Hop over the platforms to the south and to the next room.

Walk through the hallway, then down the stairs, through another room and hallway, and a long path of ice. You'll see a flame here. Save your game and use Blaze on the flame, then Burst on the ice.

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BOSS FIGHT: FLAME DRAGON x2
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EXP: 5004
Coins: 0
Items: Psy Crystal
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Believe it or not, the two Flame Dragons actually have different attacks. The larger one is mostly offensive and the smaller one can heal. Defeat the smaller one first as the constant healing will get annoying quickly and make the battle much longer. The smaller one also has Djinnfest which will put some

Djinn on recovery. Ouch. The bigger one can't do anything but deal damage to you. Meteor Blow is the only thing you should worry about. I'd tell you to keep your HP high, but that's rather obvious. Like most fire monsters, their weakness is water and are resistant to Fire.

By now, you should have most of the Djinn that you can get. Well, enough to get some better classes anyway. Have a Defender and Samurai(or their upgrades), then the rest be your favorite classes which can unleash easy four summons. Oh, and have their Djinn on standby. For the first few rounds, switch in your party members with Djinn on standby and have them summon. Going through your summons like that should at least kill one of them. Then, have your Samurai use Angel Spear and Defender use Cutting Edge. Wait for your other party members to recover their Djinn, then switch them in.

These guys aren't really that difficult. If anything, they are an easier Agatio and Karst. ;)

After the dragons are dead'd, talk to Agatio and pick up the Mars Star. Use your Mythril Bad on the speaking dragon statue(0_o) and watch the scene. Mars Lighthouse is now revitalized. At this point, you can get a Djinni at the beginning of the lighthouse. See the Djinn section for more information.

Use Retreat and return to the main entrance. There is a flame to the left now if you want to use Blaze and get rid of some ice. Go through the door to the middle. Hop across all the platforms to the next door. Head up the stairs. Since you have the Mars Star now, four new doors will open. Let's start with the fish, or the one to the lower left. Don't use Reveal on it, just approach it and the door will appear.

Fish:

Walk through the hallway to appear outside. Walk through the path to the next room. Head up another set of stairs to find an ice puzzle. Head to the opening to the left and go:

left, down, right, up, left, and up.

Go through the door. This is a pipe puzzle. Use freeze on the puddle to the right. Push the pipe to the left of that, right. Head around to the bottom now and push that piper there up. Freeze the puddle now. Push the pipe that you just pushed up back down. After that, push the last horizontal pipe towards the bottom, up. Return to the previous room.

Fall off the ice, then head back over to the right. This time, go:

left, up, right, down, right, up, right, and up.

Climb up the ladder and use Blaze on the flame when the dragon head is above the other torch. The dragon will light up and blast some ice out of your way. Slide back down and climb up the stairs to the right. Once again, set off on the ice and go:

left, down, right, down, and left.

Follow the path to find a blue flame. Use Blaze on it, then return back to the room with the four animals on the corners. We just took the route with the fish. This time, take the door with the dragon. It's the one to the bottom right.

Dragon:

Go through the first two rooms. One the third room, you'll find two cracked walls. Use Burst on both of them, but go through the left path first. It'll lead to a red switch. Step on it to light a torch. Head back and take the right path. This path will lead to the newly lit torch. Use Blaze to create a crack. Head to the crack and use Burst here. Follow this path to the door.

Roll the pipe at the bottom up. Go through where it was and follow the new path down. Head right and through the stairs. Use Move to move the statue once to the left. Head back through the stairs and go up, then right. Go through the stairs here. Use Move on the statue at the dead end. This will cover up the flame. Head back to where you moved the dragon statue on the other side. Walk on the path where the flame was blocking. Head through the stairs to end up on the top side of the pipe that you pushed. Push it back down. Head back through the stairs, then go left where the flame was. This will lead to a door to the south.

Walk up the steps to find a red flame. Use Blaze here to light up the picture. Return to the four animals room. Take the upper left, bird room.

Bird:

Walk through the first two rooms. You'll find one room with two Cyclone holes in it. Use Cyclone on the hole to the left. This will bring you to a room with another two Cyclone holes. Use Cyclone on the hole to the left again. When you land, use Move on the dragon statue so that it covers the flame. Slide down the slope. Head to the right and climb up the ladder. Use Cyclone the hole here, then again in the next room.

We're back in the first room with the two Cyclone holes. Take the one to the left again. In the next room, take the hole to the right. Follow the path up. Climb down the ladder and use Reveal on the circle of stones to find a hidden Cyclone hole. Use Cyclone on it. Use Cyclone again in the next room. Follow the dragon head until it goes up. Quickly use Move on the block to activate the Hover spot a few paces back. After doing that, touch the flame to slide back down. Climb up the ladder to the left and use Hover on the hover spot when the dragon head is not on top of it. Use Hover to go over the dragon head. Walk down the path in the middle to a cyclone hole. Use Cyclone.

As soon as you land, dive to the left. Grab the Psy Crystal. Head back near the center of the room. Wait for the dragon to spit out its stuff, then run down and use Reveal as fast as you can. Hop onto the new platform, then head another step to the right. Go south to the next room.

Climb up the steps to find a purple flame. Use Blaze, then return to the four animals room. We're going into the last room, the human room. Head to the room at the upper right and go through.

Human:

Walk through the first two rooms. In the third one, use Move on the statue to

the very right. The other two will reveal flames. In the next room, there will be a door to the right. It leads to a dead end. Use Move on the statue to the very left. The other three reveal flames. Go through the left door and up the stairs.

Hop to the right. Remember Isaac's Carry Gem that he had with him? Use Carry on the two blocks to put them into the gaps. Now climb up the ladder and push the block there all the way to the right so that it covers the flame. Hop onto the rope and head south. When you get off, push the statue to the right to provide a shortcut. Look to the left. When the statue's moving to the left, run to the plot of sand and use Felix's Sand on it. Wait for the dragon's fire to pass, then come out and do the same to the one on the left. Climb down the ladder when you pass it and head south to the next room.

Climb up the stairs and use Blaze on the yellow flame to light up the last picture. Return to the four animals room. The dragon will spit out a teleport circle. SAVE YOUR GAME! We're approaching the final boss! This is the last chance for you to do any sidequests! Teleport when you are ready and approach the beacon. This part might be a bit confusing to you if you haven't played the original Golden Sun. But fight the final boss anyway.

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FINAL BOSS: DOOM DRAGON
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EXP: 5004
Coins: 0
Items: Psy Crystal
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The Doom Dragon has three heads. Each time it loses a head, it will change its attacks. It's resistant to fire and earth, but weak to wind.

Doom Dragon's pretty easy if you went and beat all the sidequests (namely Dullahan). Have your best combat party. A full set of summons will most likely not kill Doom Dragon. You should have all the Djinn by now that you can get, allowing you to have the best team available. I'd have two healers (a Defender or Pure Mage will do), some attackers (Master), and something to raise the party's attack and defense (Ronin). See the class section for more on how to get those classes. Also, Djinn that have barriers such as Shade and Granite will make this battle much, much easier.

With a balanced party of revivers, healers, and attackers, the battle will be much easier. If you really want a cheap way of winning, use your "barrier" Djinn every other turn. Use, set it, use again. This can take a while, but is a guaranteed winner.

The first head is weak. Briar, Quake Sphere, and other weak moves will be used on you. You can EASILY fend these off. Just attack with Sol Blade or powerful moves like Plume Edge. The second head's tougher. It'll start to use a powerful summon called Cruel Ruin. This will deal massive damage to your party and is a major job for your clerics. Still not too big of a deal though. It will still use crappy moves once in a while. Once you get to the third head, you'll be in for a real treat. It'll use Cruel Ruin much more often and also have the most annoying mover ever: Djinn Storm. This will put all the Djinn of the four party members in battle on recovery. As soon as this happens, switch over to your second party. While you fight with your second party, the first will recover and become awesome again. Switch out when Djinn Storm is used again.

The final stop will be the Sea of Time Islet. This is the island southeast of Lemuria. Mind Read the turtle and you'll give away your Li'l Turtle. In return, the turtle will show you his secret spot, the Islet Cave!

Head inside and go through the first room. Roll the log to the left to find Turtle Boots. Head through the room to the right afterwards. Don't worry, we'll take that teleporter, just not yet. Take the log to the right. When you reach the eastern bank, go south and then get onto the log. Head north. Catch the Djinni. When that's done, head back south. This time, head right and north. Take the log to the left and go to the next room. There's a Rusty Staff here. Head back to the previous two rooms.

If you can't Teleport, then that's you can do here for now. If you can, great! Take the teleporter to appear in the northern part of the room. Head north to the next room. Keep heading north. There's not really anything else here. You might pass a shaking statue on your way. Use Tremor here to get a Djinni. Keep going north until you reach a summon tablet. Save, then fight the guardian.

BOSS FIGHT: SENTINEL

EXP: 8736

Coins: 10538

Items: None

Sentinel is quite easy if you know what you are doing. You must defeat him quickly though. Sentinel is immune to all Psynergy attacks. He is weak to Earth. Bring in Felix and Isaac with all Venus Djinn. Keep summoning Judgement. The other two party members you have should be focused on healing Felix and Isaac, and possible support them with Impact. Sentinel has Break which illiminates all bonuses, so use High Impact/Impact only when you are going to summon on the same turn.

You'll get Catastrophe for defeating Sentinel. That's all there is to do here.

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+-----+
| [4.2] Transfer Events |
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When you transfer over data from the original Golden Sun, there are a few extra events that can occur and get you rare items. Since each even is rather small, I'm going to list all of them here instead of in their own separate sections. If you transfer data too late, you will not get these events, so make sure you transfer data early!

1. Thieves in Madra

To get this scene, you must have returned to Vault in the original Golden Sun to learn that the thieves you defeated early in the game had escaped. In this

game, after meeting Karst and getting the Cyclone Chip, you will get attacked by those same bandits as you leave town. Defeat the bandits again to obtain the Golden Boots.

2. Feizhi in Champa

If you saved Hsu in the original Golden Sun, you will get this scene when you enter Champa. You'll get a Golden Ring. Nothing else happens...

3. Shaman Village Cave

If you won the Colosso event in the original Golden Sun, you will meet the three gladiators you defeated in the Shaman Village Cave after visiting Shaman Village. Defeat the three to get a Golden Shirt.

4. Orihalcon from Hammet

To get this event, you must have saved Hammet in Lunpa. When the wings are added to your ship, you get an extra scene if you talk to Hamma. She'll give you an Orihalcon.

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                | [4.3] Taopo Swamp |  
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Taopo Swamp is an optional dungeon that you can complete for forgeable items. It is located near the south of Yallam. The only thing you need to complete this dungeon is Tremor.

Once you enter the swamp, head east. Push the first stump blocking your way. Hop onto the bridge and follow it up. You can use Whirlwind on the vines to the very left to reveal a path leading to a buried Tear Stone. Head back and walk onto the swamp. Every step you take will make you sink a little bit. The bubbles on the swamp will make you rise.

On the first bubble, head south, then west. Keep going southwest until you reach some stairs. Head left to find a cookie. Return to the screen to the right, then back into the swamp. Follow the bubbles to the east now. You will hit another set of stairs. You'll see a leaf-covered door and small sprout. Use Whirlwind on the leaves and go through the new door.

Go down the stairs. When you emerge, head to the right. Time your movement carefully so you don't get blown down by the air spurts. When you reach the log, use Move on it. Head up afterwards. Going through this first door here will lead you to another buried Tear Stone. Get it if you wish, then continue east. When the path turns westward, you'll see some more air spouts. Make your way slowly through them once again. At the end of the path, you'll find a log. Push it to the right and the Djinni to your left will get blown down. From where you are, head two "slopes" to the right and slide down. Hop to the left to find the Djinni, safe and sound. Return outside.

Back outside the cave, use Growth on the plant to the right. (Remember, to get Growth, give Felix a Mars Djinni or Jenna a Venus Djinni.) Climb up the plant. Slide down the slopes to the left to find another leaf-covered cave. Whirlwind

it, then enter.

Go forward in the first room. Head right in the second room. Head past the first air hole. You should notice a hole near the second air hole. Use Douse on it as soon as the air stops blowing, then freeze it. Climb up the ladder and hop on it, then up before the air comes back and melts the pillar. Slide down the slope to the left and head to the next room.

There's a rope here. You can use Lash on the rope and it'll lead to a log which provides a shortcut. However, you'll have to make your way all the way back here which can take a little while. Take the room to the east and you'll appear in a lava room. Head south to the hot rock. Use Douse on it, then Move it into the lava. Hop across the rock blocking your way. Head south to the next room.

Hop onto the rocks here. Follow the path to an air jet. Quickly hop to the right while it's not blowing at you. Follow the path to another hot rock. Use Douse and Move again even though it's one space away from you. Head north to the next screen.

You'll see some logs here. Go to the one with a rock on its head and use Tremor. The rock will fall, creating a new path for you. Go up, then use Douse on another hot rock. Push it into the lava, then use it to get to the other side. Head up through the now unblocked door.

There's only a hot rock here. Use Douse on it and push it down. Head south to the next room. Follow this path to another room. This room also has nothing but a molten rock. Use Douse on it and you'll find one spot where the room is still bright. Use Reveal, then examine the sparkle. Use Scoop afterwards to find some rare Star Dust.

That's all there is in this dungeon. You've now completed it.

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          | [4.4] Gabomba Catacombs |  
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After getting the Cyclone Chip, you can explore the Gabomba Catacombs inside the Gabomba Statue. The prize for this would be a Djinni and a class-changing, one of a king Tomegathericon.

Once at the catacombs, go to the northwest and use Cyclone. You'll find a hidden cyclone hole. After getting blown upwards, head west and north to the next screen. Use Cyclone on the grass here for a Mint. Climb down the ladder and use Cyclone on the plus shaped grass to find a puddle. Freeze it, then head up and hop over it. Use Reveal above the circle of grass to find a door. Go through.

Head west, then across the river. Keep heading west and use Cyclone near the small patch of grass separated by rocks. You'll find a puddle of water to the top where you can't reach it. Head back east, then go up the river. Make your way to the top, then head to the western bank. This path will lead to the puddle of water that you just opened. Freeze it, then head back to the opposite side of the ice pillar. Hop across it and go up the stairs to the next screen.

Follow the path upwards. You'll find a ladder leading to a statue. Watch the

scene and claim the Tomegathericon. Exit this Gabomba Catacombs afterwards.

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===== +-----+ =====  
| [4.5] Treasure Isle |  
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Treasure Isle is the island northeast of Champa, surrounded by rocks. There is an entrance between the rocks to the northern part of the island. Once you get to the cave, go inside. For this dungeon, you're going to need Lift and Grind.

The first room has nothing. The rooms to the left with logs in front of them have empty chests. The one to the very left has a Lucky Medal and a small amount of coins. Go through the door to the north. The chests here don't contain anything either. Use Grind on the rock to the right and go through to the next room.

Hop to the right side of the switch. Head north and around to the log. Push it UNDER the switch. Head back. Use Move on the log to push it onto the switch. This will activate a rock. Head back and climb up the ladder. Head right to the next room.

Hop to the north and you'll be forced to step on a switch. Use Grind on the rock on the middle. Head north, then Move the log on the left. Push it onto the dent in the ground. Head back to the red switch. Once all the rocks are up again, use Grind on the rock to the right. Head to the rope. Hop to the left and open up the chest containing a rare Jester's Armet. Head through the door to the north after obtaining it.

Keep taking the path to the south. You'll appear back near one of the first rooms. Head to the log and use Move to move it to the left. Hop over the ledges to the left to find six chests. These chests do contain rare items. Grab them all, then return to the previous room. Head to the northern part of the room to find a door leading to someplace new.

Use Lift on the rock, then follow the path to a small fork. Take the left path to find that it quickly ends at a chest containing an Iris Robe. Follow the path to another rock. Use Lift on the rock too and go up to the next room.

There's a Djinni here. We want it, right? There are three "rows" of rocks that you can lift here. Use Lift on the one to the very left and the one in the middle. Head up the path in the middle and climb up the ladder. Hop to the left. Ignore the first rope you see and climb down the second one. Defeat the Djinni, then head back to the very right. Climb down the rope there. Collect the Fire Brand in the chest. To advance to the next room, we'll have to exit and re-enter this room. Use Lift on the rock to the left. Advance north and use Lift again. Head to the very right, then go down and lift the rock here. Hop to the left and climb up the ladder. Hop to the left, then south on the rope. Hop east, then climb down the ladder. There will be two doors here. Go south and push the log to the left for a shortcut. Head back and take the door to the north.

There will be a fork here. If you didn't transfer data from the original Golden Sun, take the western route to find a Djinni. Take the path to the right afterwards. Go north and through the door. SAVE YOUR GAME! We're going to fight a tough optional boss.

=====
BOSS FIGHT: STAR MAGICIAN
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EXP: 7466+
Coins: 7866+
Items: None

Note that each ball you kill will earn you extra EXP and coins.

Star Magician is really annoying. He himself isn't strong at all, but he has those four little balls around him. They can vary too. Thunder Balls will deal damage to you, Refresh Balls will heal Star Magician, Guardian Balls can cast a powerful defensive wall, and Anger Balls...er, suicide on you.

The first thing you want to do is get rid of any Refresh Balls. Star Magician will summon a few more balls right afterwards. Hope that they are not Refresh Balls, then continue the fight. You should have some powerful weapons by now such as Excalibur, Tisiphone Edge, Sol Blade, Nirvana Rod, and others. Use normal attacks on him and hope that their effects will come to life. Guardian Balls might cast a protective wall which is pretty much a waste of a turn to you since you would've done no damage. This is annoying, but there's not we can really do about it unless you can deal more than 1000 damage per turn. If you can, keep Refresh Balls and defeat the Guardian Balls.

Just keep healing and attacking. This is a long battle, and that's all. You should easily be able to resist Shine Plasmas and such with some defense Psynergy. Your weapons should be more than enough to take care of Star Magician.

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Defeating Star Magician will allow you to get the Azul summon. Retreat out of here after getting that.

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+-----+
| [4.6] Yampi Desert Cave |
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Yampi Desert Cave is an easy place to get to. First, head to Yampi Desert from the western side. Follow the same path to Alhafra by going down the ladder. Retrace your steps until you come upon a large stream of sand. Use Sand, then climb up the steam. Keep going north after popping out of the sand to find a cave. You'll immediately find a chest containing a Water of Life. Collect it, then use Teleport on the circle.

There are lots of dead end paths here. Go north, then make a left. Use Sand to get to the other side of the rocks. Use Burst on the pillar blocking the door, then go through. Head up. DON'T go through the door. It leads to a dead end. Head to the right, then push the pillar down and the other right. The door to the bottom leads to the previous room. Head north. Push the pillar there up. Use Sand to get to the other side. Go through the door.

The path to the west leads to a buried Mythril Silver. Collect it, then follow

the path to the right. Go through the door. Climb down the ladder and use Sand to get to the other side of the rocks. Use Move on the log to provide a shortcut. Head south to the next room. To the left, there's a chest containing Dark Matter. Head south again to the next room to find a pillar puzzle.

Push the horizontal pillar to the right down. Push the horizontal pillar on the left up, then push the vertical pillar to the right, right. From here, push the horizontal pillar on the right back up. Use Sand to appear on the left side of the eastern vertical pillar. Push it to the right. Use Sand again to appear on the northern side of the horizontal pillars, then push both of them down. Use Sand to appear on the western side of the vertical pillar. Push it to the right and you win!

Head to the room to the north. Hop across the pillar to the left and climb down the ladder. Use Move on the log to move it once to the left. Return to the previous room and go south. Climb up the ladder and use Burst on the pillar to provide a shortcut. Also, make sure to collect Orihalcon to the right. Go through the door here. Head all the way to the west again and go through the door. Then, head north and go through the first door that you see. Climb down the ladder to see a little thing pop up in the sand. Stand next to a space where it appears, then use Scoop as soon as you see it to dig up a Djinni. After that, use Pound on the pillar to the north and go through the door.

There's nothing here except a log. Push it into the sand. Return back two rooms. Push the pillars to the right again and keep going through the rooms until you find a log. Hop across it, then go south to the next room. Head west, then you'll see the log that you had just pushed. Hop to the north and new room. Save your game here and prepare yourself for another boss fight.

=====

BOSS FIGHT: VALUKAR

=====

EXP: 12960

Coins: 8702

Items: None

Valukar isn't that strong at all. What he'll do is use Djinn Stun on you, putting some of your Djinn on standby. This will totally mess up some classes, but what's worse is that Valukar has the uncanny ability to summon your Djinn when they are on standby! When there are no Djinn to summon, Valukar can also use a move called Stun Jip which has a high chance of stunning you.

So what's the key to winning this fight? Have fast characters. Bring in Ivan, Sheba, Jenna, Isaac...whoever you have that is quick. Put all your Djinn on standby before fighting, then release all of your summons before Valukar has a chance to. Make sure you leave no Djinn on standby. When Valukar uses Djinn Stun on you, summon them up. And while you're at it, see if you can High Impact your party to make your summons even stronger.

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Defeating Valukar will allow you to grab the summon, Daedalus.

Anemos Sanctum is in Contigo. This place houses the strongest summon in the game, but unfortunately you need to have access to all the Djinn from both games to enter. You also need Teleport and a party strong enough to easily defeat the final boss as the guardian for the summon tablet is the strongest boss in the game.

Use the Teleport Circle in the middle of Contigo to get to the sanctum. Stand on the four corners to deliver all your Djinn and open up the door. Go through. Get the summon tablet for Charon, then continue to the next room. Head down another ladder and go through the door. Take the path to the left and go through the door. Hop across to the left and go through another door that leads to a puzzle room.

Take a look at the tablet to the left. It will imitate anything that you do like a mirror. This puzzle is quite easy. There are no obstacles in the way, so just make sure the tablet stays on the path and let it step on the switch allowing you to go to the next room.

Hop to the right. Push the log here onto the indent to provide a shortcut, then go through the door to the north. The stairs to the top lead to a dead end for now, so keep to the right and go through that door. Step on all the black circles in this room to activate the panel. Step on it to go up a screen. Go north through that door. Push the log to the left to provide a shortcut, then take the stairs to the left of that door. Go down another flight of stairs after that.

Go north. The first room you see leads to a chest. The second room will lead to another puzzle room, this one with the black dots that activate the platform. It's just like before, except this time there are cracks on the floor. To solve this, go to the upper left corner of the room. Go all the way down, then all the way right. Go up until you're blocked, then go left across that black dot. Head up after that, then right and back to the entrance. Head right and down to that dot, then the platform will activate. Walk to the right and step on the platform to take you to the next screen.

Follow the path down the stairs. Head to the left and push the log for a shortcut, then go through the door to the right. Follow the path up, then go through another hallway. This will lead to another mirror room. To solve this, go up, then right. Make sure the mirror tablet is one space underneath the obstacle. Go up. Now, move the mirror tablet so it is over the obstacle. Go down so you're on the same line again. Head over to the switch and go through the door.

The room to the north leads to a chest. After that, head through the door to the right. Lift the boulder to the right, then go down and through the door. Follow the path to another mirror room. This one is also pretty easy. Just get it stuck on the obstacle and go one space to the right and above it. Take it to the switch to open the door. Go through. We'll be back in the room with the boulder. Push the third log onto the indent, then head back to the other side of the boulder room. Go through the room to the top, then emerge to the right of the boulder. Hop down, then push the second log to an indent to the right. Return through that room. When you emerge, head to the bottom of the boulder room. Use Move on the first and last log. Keep it to the right. Hop up and use Lift on the boulder. Use Move to move it to the left and onto the switch, opening the door.

Go through the new door. On the cracked panels, head to the left. Walk around the room until you see a log. Use Move on it. Return to the top of the room and go down. You'll land back on the cracked tiles. Go to the right and use Sand in the sand strip. Appear, to the top, then push the log to the right. Head north. Push the log to the left, then go through to the next room.

This is the final room. Climb down the ladder and you'll see six blocks shaped like a spider. Push the blocks onto their respective positions as shown on the floor, then hop onto them. SAVE YOUR GAME, then use Hover. Make your way to Dullahan.

BOSS FIGHT: DULLAHAN

EXP: 15600
Coins: 6775
Items: None

You really need the best classes and equipment to win this fight. Have the Excalibur, Sol Blade, Tisiphone Edge, and anything else that is very powerful. If you're really strong, you can win this with a full summon but that's not really likely.

Dullahan has very powerful attacks. He can summon Charon which can instantly down one of your characters and deal massive damage. Formida Sage does about three times its normal attack damage and Djinn Storm will put all of your party's Djinn on standby. There's not much you can do about this...

I don't know too many strategies, but you can always do the set/standby Shade/Granite/other Djinn with barriers. Just use them, set them the next turn while using another barrier Djinn, and you'll pretty much never take damage until Dullahan uses Djinn Storm. When this happens, revive anyone downed and switch out to your second party which should have another two barrier Djinn. This will take a hell of a long time to finish the battle, though.

Another strategy would be using Lull. This seals Dullahan's Psynergy and will stop it from using many strong attacks. Set and standby Lull every turn.

For some extra tips, have many Revivers and healers. Revive anyone before switching them out if they are Djinn Stormed. Downed party members will not recover Djinn. They will recover in the back party though, and this will help you in the long run when your second party is Djinn Stormed.

After beating Dullahan, you will be able to get Iris, the strongest summon in the game.

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**	{5.0} Djinn	**
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Djinn is plural, Djinni is singular. Each one of these creatures that you find has amazing powers and gives you the ability to summon. There are four types of Djinn: Venus, Mars, Mercury, and Jupiter. To obtain one, you must go find it. They each have different abilities. Each party member can have a maximum of nine Djinn each.

First, equipping Djinn. Open up the menu with A, B, or Select and go the Djinn menu. Here, you can set or standby your Djinn. If its name is in red, that means that it's in standby. Setting a Djinni will increase your stats and give you different abilities, but you can't summon. Press R to quickly set or standby your Djinn.

Each character must have the same amount, or near the same amount of Djinn. So you can't have Isaac with 7 and Mia with 3. If you mix up the Djinn and give them to people that are of different classes(ex: Venus Djinni to Garet who is a Mars Adept), this will change their class and moves. Make sure to do this to your advantage.

When you find a Djinni, sometimes they will battle you. They might flee during the battle, but if you leave the room and come back, they should be there.

In this game, all the Djinni are different than the ones in the original Golden Sun. You can have a total of 72 Djinn. There are only 44 in this game. To get the other 28, you must transfer your data from the original game. If you don't, then when Isaac joins you, they'll each have 4 of each type of Djinni. There's also one extra Djinni that you can get ONLY if you are missing one from the original. That includes transfer data. If you have all the Djinn from the original though, then they won't show up. You don't get some kind of bonus for them.

With all the basic crap out of the way, here's a list of Djinn, what they do, and where they can be found, sorted by type.

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+-----+
| VENUS DJINN |
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Echo

Effect: Deals damage.

Location: Automatically joins you after leaving the first town.

Iron

Effect: Increases the party's defense.

Location: Found in a wild encounter near Madra. Just go left until you cross one bridge, then down through another. It'll be lurking in a forest.

Steel

Effect: Absorb HP from the enemy.

Location: First, reverse the gears in the Gabomba Statue. Afterwards, go to the floor with the two pink gears rotating towards a pit. Jump on the left one and you'll land beside it.

Mud

Effect: Deals damage and slows down an enemy.

Location: In the catacombs inside the Gabomba Statue, use Cyclone (you get this later) on the grass seems unreachable because it's separated by a line of rocks.

Flower

Effect: Restores health to all party members.

Location: In Taopo Swamp. It's a pretty self-explanatory puzzle. Push the pillar so that it blocks the air jet at the end of the path. This will redirect it so it pushed the Djinni off the ledge. Jump down the right hole after it.

Meld

Effect: Deals damage.

Location: Item change event. Look up its section for more details as there's a simple...er, sidequest and puzzle to get inside the Islet Cave.

Petra

Effect: Turns an enemy into stone.

Location: Random encounter in a forest northeast of Shaman Village. It's a little hard to explain...you should be able to see Shaman Village on your screen to the southwest. There should be two rivers near you and a mountain to the north. Explore the forest in that area. I know this may sound a little vague, so if you have more trouble I suggest you visit <http://www.planetnintendo.com/goldensun/lemuria/djinn.htm>, because this kind of stuff you can't really explain in a text editor. :/

Salt

Effect: Heal any abnormal status in your party.

Location: At the entrance of Contigo Village, turn to the right. Use Scoop in the area where there's a bald spot in the large patch of grass.

Geode

Effect: Deals damage. I think there's another effect too, but not too sure...

Location: At Atteka Inlet, use Lift on the rock to the left and use Whirlwind on the one patch of grass.

Mold

Effect: Deals damage.

Location: You'll see it in Prox. Kick it as you slide across the ice, then use Scoop.

Crystal

Effect: Restores HP to party.

Location: Go to Yampi Desert. As you progress, you should see nine stones

lined up in a square. Using Reveal will show an arrow. Use Sand to climb up the waterfall, then head in the cave. Read the sidequest section for more information. You'll need Teleport to get Crystal.

Original Golden Sun Djinni: It's in Treasure Isle. You need Teleport.

+-----+
| JUPITER DJINN |
+-----+

Breath

Effect: Restores HP to one party member.

Location: Keep chasing it in Shrine of the Sea God after you get Lash. Use the torch to finally blocks its way.

Blitz

Effect: Paralyzes the enemy while doing damage.

Location: In Yampi Desert, you should be able to clearly see the Djinni sitting atop a high platform. Don't pound all the pillars in. Plan carefully as to what you'll need. The one at the top right has a ladder hidden behind the pound pillar.

Ether

Effect: Restores PP to all party members.

Location: Learn Reveal, then follow the werewolf in Loho Village. This is mandatory.

Waft

Effect: Enemies might fall asleep.

Location: Use Freeze and Grow in Kibombo Mountains. You'll see it.

Haze

Effect: Avoid all damage for one turn.

Location: At the Apojii Islands, use Sand to get past the rocks blocking your path at the beach. Slide down to the waterfall and then follow the path.

Wheeze

Effect: Deals damage and can poison.

Location: Wheeze is in the blue spot on the floor southwest of Tundaria Tower.

Aroma

Effect: Recover the party's PP.

Location: After completing Trial Road, head into the house on the right side of town. When you emerge, use Move on the log. Head back down, then go into the house near the rope. Use Lash on the rope and make your way to the Djinni.

Whorl

Effect: Absorbs HP.

Location: Hard to miss. It's in Jupiter Lighthouse. Just have Hover and you'll be able to reach it. Read the walkthrough if you need help getting to it from the beginning of the lighthouse.

Gasp

Effect: Predicts death for the enemies.

Location: Complete Trial Road in Shaman Village. After getting Hover, go back and through Trial Rode again through the eastern path. At the end of the path, use Hover on the hover gem to the left. Head to the cave.] Follow the path to the Djinni.

Lull

Effect: Stop for one turn.

Location: First, you need the Magma Ball from Magma Rock. Put it in the cannon and fire at the wall. Climb up and get to the Djinni.

Gale

Effect: Deals damage.

Location: Treasure Island. You must have Lift and Grind. It's hard to miss. You need to solve the puzzle twice in order to proceed through the island. All you need to do is lift the rock in the middle and climb the steps to get to the Djinni safely.

Original Golden Sun Djinni: SW Atteka Islet. Lift the rock and go to the left side of the waterfall.

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+-----+
| MARS DJINN |
+-----+
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Cannon

Effect: Deals damage.

Location: Dehkan Plateau. Follow it and you will reach the Pound Cube. Keep following it and use Pound to block its path. For the directions to get through the Dehkan Plateau)and a bit more details), read that section.

Spark

Effect: Revives a downed ally.

Location: At Mikasalla Village, use Scoop in the dirt where the sheep is walking around.

Kindle

Effect: Raises the attack of your party.

Location: Gondowan Cliff. It's rather hard to miss, you'll definitely see it as you cross. When you do just walk up to it.

Char

Effect: Paralyzes the enemy while dealing damage.

Location: Find the not-so-hidden Healing Fungus at Gondowan Cliff and give it to the old guy in Madra.

Coal

Effect: Raises the party's agility.

Location: After getting the Dancing Idol from Gaia Rock, give it to Lady Uzume at Izumo Village.

Reflux

Effect: One party member counters all attacks.

Location: In Tundaria Tower, go through the center door on the third floor. This will lead to the fourth floor and an ice puzzle with the Djinni on it. Go left, up, right, up, left, down, right, up, and right. For more help on the Tundaria Tower, read the walkthrough.

Core

Effect: Deals damage disregardless of the enemy's defense.

Location: This Djinni can be found in a wild encounter in a forest south of Jupiter Lighthouse. On your map, just point to the lighthouse and bring it straight down until you find a forest surrounded on three sides by a river, sort of like a peninsula.

Tinder

Effect: Revives a downed ally.

Location: In Hesperia Settlement, move the box off the top of the cliff through the hole at the left. Push it off to the right and use Move to move it right once more. Hop onto the box and climb up.

Shine

Effect: Deals damage and deludes them.

Location: You must have Force from a transferred Golden Sun file. When you get Isaac, use Force on the stump behind the inn in Contigo.

Fury

Effect: Deals damage.

Location: Magma Rock. Can't miss it.

Fugue

Effect: Enemies lose PP.

Location: Mars Lighthouse. Make sure you revitalize it first.

Original Golden Sun Djinni: Magma Rock.

+-----+
| MERCURY DJINN |
+-----+

Fog

Effect: Deals damage and delusion.

Location: Kandorean Temple.

Sour

Effect: Lower enemy's resistance.

Location: Head northeast from Mikasalla until you reach a forest that is next to a river. Sour will appear in a random encounter.

Spring

Effect: Recovers one party member's HP.

Location: Comes with Piers.

Shade

Effect: Creates a powerful barrier.

Location: Comes with Piers.

Chill

Effect: Drops an enemy's defense.

Location: Hug the land to the left when surfing south from Gondowan Cliffs. Land on the first beach and Chill will be lurking in the forest as a random encounter.

Steam

Effect: Boost party's resistance.

Location: Finish Aqua Rock first to get Parch. Then go back and use Parch on the green head. You should now be able to drop down to where the river was before.

Rime

Effect: Seals a foe's Psynergy.

Location: Head left from the Lemurian docks and use Grind on the rock. You'll end up in Ancient Lemuria. At the last screen, use Whirlwind on the grass left of the barricade. This Djinni will run to hide in a statue. Use Tremor to get it out.

Gel

Effect: Drop an enemy's attack.

Location: Slide across the ice at Kalt Island and use Lash on the rope.

Eddy

Effect: Recover a Djinni per person.

Location: Shaman Village Cave. After you get Isaac and Lift, come here to solve the puzzle. Use Lift on the boulder to the very left and second to the right. Make sure you whirlwind the vines to find that extra ladder.

Balm

Effect: Revive a downed ally.

Location: Mars Lighthouse. You CAN'T miss this.

Serac

Effect: Insta-kills.

Location: Islet Cave. Do the item change quest(see side quest section for more info on that) and use Tremor on the moving statue.

Original Golden Sun Djinni: The house in Prox with two people outside.

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|**| {6.0} Summons |**|
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This summons list will describe the ones you can get in the game, excluding normal one-Djinni type summons.

Zagan

Requires: 1 Venus, 1 Mars

Extra Effects: Lowers enemies' defense.

Location: Head west after exiting the Dehkan Plateau. You'll reach the Indra Caverns. Just Move the pillar to the middle, use Lash on the rope, and you're free to get the summon!

Flora

Requires: 1 Venus, 2 Jupiter

Location: Air's Rock. It's really long and complicated to just get to the room where Flora is in, so I added this information to the walkthrough to avoid repeating myself. See the Air's Rock section for the juicy details.

Megaera

Requires: 1 Mars, 1 Jupiter

Extra Effects: Raises party's attack.

Location: Go north of Mikasalla until you hit the mountains. Just head east after that and you'll find a cave. Use Scoop on the crack inside to find a ladder which leads to the summon tablet.

Moloch

Requires: 2 Mercury, 1 Jupiter

Extra Effects: Drops enemies' agility.

Location: Madra Catacombs. It's another dungeon-like place, so view that subsection in the sidequests section for more details.

Ulysses

Requires: 2 Mercury, 2 Mars

Location: In Izumo, go to the north part of the town. Push the wooden pillar once space to the east and use Reveal. Go into the Izumo Catacombs and you'll reach the tablet.

Eclipse

Requires: 2 Mercury, 3 Jupiter

Location: Throw a Lucky Coin in the lucky fountain at Lemuria. The first time it lands in the middle, you'll get the tablet for Eclipse.

Huares

Requires: 3 Venus, 2 Mars

Extra Effects: Causes Venom.

Location: Head Nort of Loho to find the Angara Cavern. You'll need Carry.

Coatlicue

Requires: 3 Mercury, 3 Jupiter

Extra Effect: No damage, heals your party for 5 turns.

Location: You'll need the flying ship. Head to the southwest coast of Atteka. There will be a cave there.

Azul

Requires: 3 Venus, 4 Mercury

Location: Treasure Island. Read the sidequest section for more information. You must defeat the Star Magician.

Catastrophe

Requires: 3 Mars, 5 Jupiter

Location: The secret Islet Cave. Reach the item exchanging sidequest in this document for more information. You must defeat Sentinal.

Daedalus

Requires: 3 Venus, 4 Mars

Extra Effects: Deals a high amount of damage over two turns.

Location: Yampi Desert Cave. See the sidequest section for more information. You must defeat Bullrog.

Charon

Requires: 8 Venus, 2 Jupiter

Extra Effects: Can one-hit kill.

Location: See the Anemos Sanctum side quest section.

Iris

Requires: 9 Mars, 4 Mercury

Extra Effects: Restores health to your party.

Location: See the Anemos Sanctum side quest section.

Location: Anemos Sanctum. Defeat the guardian, Dullahan.

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|**| {7.0} Psynergy List |**|
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This is a list of all the Psynergy in the game. It is listed in alphabetical order.

Remember, the Psynergy that you can use depends on the character, class, and level. Naturally, you're going to get stronger Psynergy at higher levels. To change one's class, you must set, standby, or switch your Djinn around. Although in my opinion, I find the default ones the best, you can change them to whatever you want. I'm not going to list which Psynergy is for which classes though because frankly, there's a lot. Check out the good links section to find out.

Note: There are two different attacks that are labeled Nova.

Name	PP Used	Range	Element	Effect(if any)
Angel Spear	7	1	Jupiter	Damage
Annihilation	18	1	Venus	Damage
Astral Blast	5	1	Jupiter	Damage
Aura	7	All	Mars	Restore 50 HP to party.
Avalanche	15	5	Venus	Damage
Avoid	5	None	None	Lowers enemy encounters.
Back Stab	16	1	Jupiter	Damage
Baffle Card	4	3	Jupiter	Deludes enemy.
Beam	7	3	Mars	Damage
Bind	4	1	Jupiter	Blocks a foe's Psynergy.
Blast(Nova)	7	3	Mars	Damage
Blast	5	3	Mars	Damage
Blaze	1	None	None	Manipulate flames.
Blue Bolt	14	3	Jupiter	Damage
Blue Dragon	12	5	Mercury	Damage
Bolt	4	1	Jupiter	Damage
Bramble Card	22	3	Venus	Damage
Break	5	All	Mercury	Removes enemy's stat bonuses
Briar	11	3	Venus	Damage
Burst	2	None	None	Breaks cracked objects.
Call Demon	13	1	Venus	Damage
Call Dullahan	21	1	Jupiter	Damage
Call Zombie	5	1	Mercury	Damage
Carpet Bomb	29	7	Mars	Damage
Catch	1	None	None	Catches light objects.
Carry	2	None	None	Lift and move objects.
Cerberus	7	3	Mars	Damage
Chimera	7	3	Mars	Damage
Clay Spire	13	3	Venus	Damage
Cloak	1	None	None	Hides in shadows.
Cluster Bomb	11	5	Mars	Damage
Condemn	8	1	Venus	Disables enemies.
Cool	6	3	Mercury	Damage
Cool Aura	16	All	Mars	Restores 200 HP to party
Cutting Edge	5	1	Jupiter	Damage
Cure	3	1	Venus	Restore 70 HP.
Cure Poison	2	1	Mercury	Cures poison.

Cure Well	7	1	Venus	Restore 160 HP.
Curse	6	1	Venus	Foe dies in a few turns.
Cycle Beam	14	5	Mars	Damage
Death Card	8	1	Venus	Attempt to insta-kill.
Death Leap	22	1	Jupiter	Damage
Death Plunge	14	1	Jupiter	Damage
Debilitate	6	3	Mars	Drop enemy party's defense
Delude	4	3	Jupiter	Inflicts delusion.
Deluge	20	5	Mercury	Damage
Demon Night	12	3	Venus	Damage
Demon Spear	7	1	Jupiter	Raises attack.
Destruct Ray	21	3	Jupiter	Damage
Diamond Berg	17	1	Mercury	Damage
Diamond Dust	6	1	Mercury	Damage
Dinox	3	1	Venus	Damage
Douse	5	3	Mercury	Damage
Dragon Cloud	6	1	Mars	Damage
Dragon Fume	35	1	Mars	Damage
Drain	3	1	Jupiter	Absorbs HP.
Drench	10	3	Mercury	Damage
Earthquake	7	5	Venus	Damage
Elder Wood	14	All	Mercury	Restores 170 HP
Emu	10	1	Jupiter	Damage
Enfeeble	4	1	Jupiter	Drop foe's party's defense.
Epicenter	33	1	Mars	Damage
Eruption	14	3	Mars	Damage
Fairy	5	1	Mercury	Restores 120 HP
Fiery Abyss	18	5	Mars	Damage
Fiery Blast	19	5	Mars	Damage
Fiery Juggle	25	5	Mars	Damage
Fire	6	3	Mars	Damage
Fire Bomb	5	3	Mars	Damage
Fireball	12	5	Mars	Damage
Fire Breath	13	3	Mars	Damage
Fire Dragon	17	5	Mars	Damage
Fire Puppet	7	3	Mars	Attempt to paralyze foes
Flame Card	11	3	Mars	Damage
Flare	4	3	Mars	Damage
Flare Storm	12	3	Mars	Damage
Flare Wall	7	3	Mars	Damage
Flash Bolt	7	3	Jupiter	Damage
Force	2	None	None	Knocks down distant objects.
Frost	5	3	Mercury	Damage
Freeze Prism	31	5	Mercury	Damage
Froth	5	3	Mercury	Damage
Froth Sphere	12	5	Mercury	Damage
Froth Spiral	31	7	Mercury	Damage
Frost Card	28	3	Mercury	Damage
Fume	6	1	Mars	Damage
Gaia	7	3	Venus	Damage
Gale	3	3	Jupiter	Damage
Ghost Soldier	22	1	Jupiter	Damage
Glacier	15	3	Mercury	Damage
Grand Gaia	32	5	Venus	Damage
Grand Golem	22	1	Venus	Damage
Growth	4	1	Venus	Damage
Gryphon	10	1	Jupiter	Damage
Guard	3	1	Mars	Boosts ally's defense.
Guardian	3	1	Mars	Boosts Defense.
Hail Prism	16	5	Mercury	Damage

Halt	2	None	None	Stops moving objects.
Harpy	10	1	Jupiter	Damage
Haunt	5	3	Venus	Inflicts "Haunt"
Heat Wave	6	1	Mars	Damage
Healing Aura	11	All	Mars	Restores 100 HP to party.
Heat Juggle	13	5	Mars	Damage
Heat Wave	6	1	Mars	Damage
Helm Splitter	8	1	Venus	Damage
High Impact	12	All	Jupiter	Raises party's attack.
Ice	5	1	Mercury	Damage
Ice Horn	11	3	Mercury	Damage
Ice Missile	23	3	Mercury	Damage
Impact	7	1	Jupiter	Raises attack.
Inferno	23	5	Mars	Damage
Juggle	7	1	Mars	Damage
Lava Shower	4	1	Mars	Damage
Lich	10	1	Venus	Revive an ally.
Lift	2	None	None	Lifts heavy objects up.
Liquifier	17	1	Mars	Damage
Living Armor	17	1	Venus	Damage
Macetail	7	3	Mars	Damage
Mad Blast	9	3	Mars	Damage
Mad Growth	10	3	Venus	Damage
Magic Shell	3	1	Jupiter	Boost elemental resistance.
Magic Shield	5	All	Jupiter	Boost elemental resistance.
Manticore	16	All	Mars	Restore 300 HP to an ally.
Magma Storm	27	5	Mars	Damage
Megacool	33	3	Mercury	Damage
Mind Read	1	None	None	Reads peoples' minds.
Minotaur	10	1	Venus	Damage
Mist	4	3	Mercury	Wrap a foe in delusion.
Molten Bath	12	3	Mars	Damage
Mother Gaia	17	5	Venus	Damage
Move	2	None	None	Moves obstacles.
Nettle	23	5	Venus	Damage
Nova	13	5	Mars	Damage
Odyssey	18	1	Venus	Damage
Orc	3	1	Venus	Damage
Phoenix	10	1	Mars	Revive an ally.
Pixie	5	1	Mercury	Restore 115 HP to an ally.
Planetary	19	1	Mars	Damage
Planet Diver	7	1	Mars	Damage
Plasma	8	3	Jupiter	Damage
Plume Edge	15	1	Mercury	Damage
Ply	3	1	Mercury	Restores 100 HP.
Ply Well	8	1	Mercury	Restores 200 HP.
Prism	7	3	Mercury	Damage
Poison Flow	28	5	Jupiter	Damage and poisons foes.
Potent Cure	10	1	Venus	Restore 300 HP.
Power Plunge	22	1	Jupiter	Damage
Protect	5	All	Mars	Boosts party's defense.
Protector	5	All	Mars	Boosts defemse/
Psy Drain	3	1	Jupiter	Absorbs PP.
Punji	7	3	Venus	Damage
Punji Trap	13	3	Venus	Damage
Pure Wish	20	All	Mercury	Restores 400 HP to party.
Pure Ply	12	1	Mercury	Restores 1000 HP to party.
Pyroclasm	29	5	Mars	Damage
Quake	4	3	Venus	Damage
Quake Sphere	15	7	Venus	Damage

Quick Strike	12	1	Jupiter	Damage	
Ragin Heat	9	5	Mars	Damage	
Ragnarok	7	1	Venus	A really powerful move. :)	
Ray	6	3	Jupiter	Damage	
Retreat	2	0	None	Teleports to the beginning	
				of a dungeon.	
Resist	5	All	Jupiter	Raises party's defense.	
Restore	3	1	Mercury	Removes sleep, stun, and	
				delusion.	
Reveal	1	None	None	Reveals hidden objects.	
Revive	15	1	Venus	Revives a downed ally.	
Roc	22	1	Venus	Damage	
Rockfall	5	3	Venus	Damage	
Rockslide	15	5	Venus	Damage	
Sabre Dance	7	1	Venus	Damage	
Salamander	7	3	Mars	Damage	
Shine Plasma	18	5	Jupiter	Damage	
Shuriken	8	3	Jupiter	Damage	
Skull Splitter	8	1	Venus	Damage	
Slash	4	1	Jupiter	Damage	
Sleep	5	3	Jupiter	Lulls foes to sleep.	
Sleep Card	5	3	Jupiter	Puts foes to sleep.	
Sonic Slash	20	5	Jupiter	Damage	
Spark Plasma	37	7	Jupiter	Damage	
Spire	5	1	Venus	Damage	
Stone Spire	22	3	Venus	Damage	
Storm Ray	10	3	Jupiter	Damage	
Succubus	9	1	Mercury	Restore 150 HP to an ally.	
Supercool	14	5	Mercury	Damage	
Supernova	31	7	Mars	Damage	
Sword Card	6	1	Mars	Reduce foe's attack.	
Tempest	27	5	Jupiter	Damage	
Thorn	6	3	Venus	Damage	
Thorny Grave	24	3	Venus	Damage	
Thunder Card	17	3	Jupiter	Damage	
Thunder Mine	16	1	Jupiter	Damage	
Thunderclap	9	3	Jupiter	Damage	
Thunderbolt	19	5	Jupiter	Damage	
Thunderstorm	39	7	Jupiter	Damage	
Tornado	14	5	Jupiter	Damage	
Troll	3	1	Venus	Damage	
Tundra	8	3	Mercury	Damage	
Typhoon	12	5	Jupiter	Damage	
Volcano	6	1	Mars	Damage	
Ward	3	1	Jupiter	Boosts ally's resistance.	
Weaken	4	1	Jupiter	Drops enemy's Resistance.	
Whiplash	6	1	Jupiter	Damage	
Whirlwind	5	3	Jupiter	Damage	
Weird Nymph	5	1	Mercury	Restores 125 HP to an ally	
Wild Growth	19	5	Venus	Damage	
Wild Wolf	3	1	Venus	Damage	
Wind Slash	9	1	Jupiter	Damage	
Wish	9	All	Mercury	Restores 80 HP to party.	
Wish Well	13	All	Mercury	Restores 160 HP to party.	
Wyvern	17	5	Mars	Damage	

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As you should know, changing the Djinn around will change your class and possibly altering your stats and abilities. I will only list one way to get each class. Here's a list of how to get each class for each character based on having have every Djinn in the game. Well, for most classes anyway; some crappy classes require few Djinn.

Note: Each character will have two classes that have the same name, but different abilities. These will have some parentheses() next to the class.

Felix/Isaac:

Squire: 1 Venus

Knight: 3 Venus

Gallant: 5 Venus

Lord: 7 Venus

Slayer: 9 Venus

Brute: 6 Venus, 1 Mars

Ruffian: 5 Venus, 2 Mars

Savage: 4 Venus, 3 Mars

Barbarian: 2 Venus, 5 Mars

Berserker: 1 Venus, 6 Mars

Chaos Lord: 2 Venus, 8 Mars

Apprentice: 6 Venus, 1 Jupiter

Illusionist: 5 Venus, 2 Jupiter

Enchanter: 4 Venus, 3 Jupiter

Conjurer: 1 Venus, 6 Jupiter

War Adept: 2 Venus, 7 Jupiter

Swordsman: 6 Venus, 1 Mercury

Defender: 5 Venus, 2 Mercury

Cavalier: 4 Venus, 3 Mercury

Guardian: 1 Venus, 6 Mercury

Protector: 2 Venus, 8 Mercury

(Water)Shaman: 6 Mercury

(Water)Druid: 8 Mercury, 1 Venus

(Wind)Shaman: 6 Jupiter

(Wind)Druid: 8 Jupiter, 1 Venus

Dragoon: 3 Mars, 4 Mercury

Templar: 4 Mars, 4 Mercury

Paladin: 5 Mercury, 4 Mars

Ninja: 3 Mars, 4 Jupiter

Disciple: 4 Jupiter, 4 Mars

Master: 5 Jupiter, 4 Mars

Samurai: 4 Mars, 3 Jupiter

Ronin: 4 Jupiter, 5 Mars

Garet/Jenna:

(Garet Only)

Guard: 1 Mars

Soldier: 3 Mars

Warrior: 4 Mars

Champion: 7 Mars

Hero: 8 Mars

(Jenna Only)

Flame User: 1 Mars

Witch: 3 Mars

Hex: 4 Mars

Fire Master: 7 Mars

Justice: 8 Mars

Brute: 6 Mars, 1 Venus

Ruffian: 5 Mars, 2 Venus

Savage: 2 Mars, 5 Venus

Berserker: 1 Mars, 6 Venus

Barbarian: 5 Venus

Chaos Lord: 7 Venus, 2 Mars

Swordsman: 1 Mercury

Defender: 2 Mercury

Cavalier: 4 Mercury

Luminier: 1 Venus, 6 Mercury

Radiant: 2 Venus, 7 Mercury

Page: 6 Mars, 1 Jupiter

Illusionist: 5 Mars, 2 Jupiter

Enchanter: 4 Mars, 3 Jupiter

Conjurer: 1 Mars, 6 Jupiter

War Adept: 7 Jupiter, 2 Mars

(Water)Ascetic: 6 Mercury

Water Monk: 8 Mercury, 1 Mars

(Wind) Ascetic: 6 Jupiter

Fire Monk: 8 Jupiter, 1 Mars

Dragoon: 3 Venus, 4 Mercury

Templar: 4 Venus, 4 Mercury

Paladin: 4 Venus, 5 Mercury

Ninja: 3 Venus, 4 Jupiter

Disciple: 4 Venus, 4 Jupiter

Master: 4 Venus, 5 Jupiter

Samurai: 4 Venus, 3 Jupiter

Ronin: 4 Jupiter, 5 Venus

Ivan/Sheba:

Wind Seer: 1 Jupiter
Magician: 3 Jupiter
Mage: 5 Jupiter
Magister: 7 Jupiter
Sorcerer: 9 Jupiter

(Earth)Enchanter: 6 Venus, 1 Jupiter
(Earth)Conjurer: 7 Venus, 2 Jupiter

(Fire)Enchanter: 6 Mars, 1 Jupiter
(Fire)Conjurer: 7 Mars, 2 Jupiter

Hermit: 1 Mercury
Elder: 5 Jupiter, 2 Mercury
Scholar: 3 Jupiter, 4 Mercury
Savant: 1 Mars, 6 Mercury
Sage: 6 Mercury, 1 Jupiter
Wizard: 7 Mercury, 2 Jupiter

Seer: 1 Venus
Diviner: 5 Jupiter, 2 Venus
Shaman: 3 Jupiter, 4 Venus
Druid: 1 Jupiter, 6 Venus
Oracle: 7 Jupiter, 2 Venus

Pilgrim: 6 Jupiter, 1 Mars
Wanderer: 5 Jupiter, 2 Mars
Ascetic: 3 Jupiter, 4 Mars
Fire Monk: 1 Jupiter, 6 Mars
Guru: 2 Jupiter, 7 Mars

Ranger: 4 Mars, 3 Mercury
Bard: 4 Mercury, 4 Mars
Warlock: 5 Mercury, 5 Mars

Medium: 4 Venus, 3 Mercury
Conjurer: 4 Mercury, 4 Venus
Dark Mage: 5 Venus, 4 Mercury

White Mage: 3 Venus, 4 Mercury
Pure Mage: 4 Venus, 5 Mercury

Mia/Piers:

(Mia only)
Water Seer: 1 Mercury
Scribe: 3 Mercury
Cleric: 5 Mercury
Paragon: 7 Mercury
Angel: 9 Mercury

(Piers only)
Mariner: 1 Mercury
Privateer: 3 Mercury
Commander: 5 Mercury
Captain: 7 Mercury
Admiral: 9 Mercury

(Earth)Cavalier: 6 Mercury, 1 Venus
(Earth)Guardian: 2 Mercury, 7 Venus

Luminier: 1 Mercury, 7 Venus

Hermit: 6 Mercury, 1 Jupiter
Elder: 5 Mercury, 2 Jupiter
Scholar: 3 Mercury, 4 Jupiter
Savant: 1 Mars, 6 Mercury
Sage: 6 Jupiter, 1 Mercury
Wizard: 7 Jupiter, 2 Mercury

Pilgrim: 6 Mercury, 1 Mars
Wanderer: 5 Mercury, 2 Mars
Ascetic: 3 Mercury, 4 Mars
Fire Monk: 1 Mercury, 6 Mars
Guru: 2 Mercury, 7 Mars

Seer: 6 Mercury, 1 Venus
Diviner: 5 Mercury, 2 Venus
Shaman: 3 Mercury, 4 Venus
Druid: 1 Mercury, 6 Venus
Oracle: 7 Venus, 2 Mercury

Ranger: 4 Mars, 3 Jupiter
Bard: 4 Mars, 4 Jupiter
Warlock: 5 Mars, 4 Jupiter

Medium: 4 Venus, 3 Jupiter
Conjurer: 4 Venus, 4 Jupiter
Dark Mage: 5 Venus, 4 Jupiter

White Mage: 3 Jupiter, 4 Venus
Pure Mage: 5 Venus, 4 Jupiter

Item Classes

There are three items in the game that change your class. These are the Tomgathericon(Gabomba Catacombs), Trainer's Whip(Yampi Desert), and Mysterious Card(Kandorean Temple). To increase their class level, you must equip them with an equal number of Djinni that is NOT of their type.

Example:

Isaac w/ Tomgathericon: 3 Mars, 3 Jupiter, and 3 Mercury will upgrade his class to Necromage. 1 Mars, Jupiter, and Mercury will upgrade him to only a Crypt Lord. He doesn't need any Venus Djinni because he is a Venus Adept!

If you give Tomgethericon to Garet though, he will need 3 Venus, 3 Jupiter, and 3 Mercury to become a Necromage but NOT 3 Mars because he is a Mars Adept. Get it?

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Most of these items are found in some kind of shop or as an enemy drop.
Nothing here is really that rare.

Normal Items:

Item Name	Effect
Antidote	Cures poison.
Apple	Permanently strengthens attack.
Bramble Seed	Damages enemies.
Cookie	Boosts PP.
Corn	Restores 100 HP.
Crystal Powder	Damages enemies.
Elixir	Cures stun, sleep, and delusion.
Empty Bottle	Can carry liquids*coughHermes'Watercough*.
Game Ticket	Plat the slot machine in Tolbi.
Hard Nut	Permanently boosts defense.
Herb	Restores 10 HP.
Hermes' Water	Restores all HP.
Lucky Medal	Chuck it at Tolbi Springs for special prizes.
Lucky Pepper	Permanently boosts luck.
Mint	Permanently boosts agility.
Nut	Restores 200 HP.
Oil Drop	Deals fire damage to enemies.
Potion	Restores all HP.
Power Bread	Permanently boosts HP.
Psy Crystal	Restores all PP.
Sacred Feather	Reduces enemy encounters.
Sleep Bomb	Chance of enemy falling asleep.
Smoke Bomb	Chance of causing delusion to enemies.
Vial	Restores 500 HP.
Water of Life	Revives downed ally.
Weasel's Claw	Damages enemy.

Class Changing Items:

Item Name	Location
Mysterious Card	Kandorean Temple
Tomegathericon	Gabomba Catacombs
Trainer's Whip	Yampi Desert

Forging Items:

Item Name	Effect
Dark Matter	Dropped by Wonder Bird in Islet Cave.
Dragon Skin	Dropped by Winged Lizard in Yampi Desert Cave.
Golem Core	Dropped by Bombander in Anemos Sanctum.
Mythril Silver	Dropped by Soul Army in Yampi Desert Cave.
Orihalcon	Dropped by Sky Dragon in Anemos Sanctum.
Salamander Tail	Dropped by Pyrodra in Treasure Isle.

Star Dust	Dropped by Sand Scorpion in Yampi Desert Cave.	
Sylph Feather	Dropped by Great Seagull in Treasure Isle.	
Tear Stone	Dropped by Gillman Lord in Treasure Isle.	

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|**| {10.0} Weapons |**|
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Actually, this section is more a list of equippable items rather than just weapons only. :)

Note: Some weapons can be found in multiple locations. I will only name ONE location for each weapon.

Note: Artifacts, when sold, can be rebought.

Note: Enemy drops are really, really, rare.

Note(yes, yet another one): The Shaman's Rod is a weapon that you can't buy or sell, so I'm not going to include that in this list.

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| [10.1] Weapons |
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Long Sword: Equippable by Felix, Piers, Isaac, and Garet

Name:	Effect:	Location
Arctic Blade	Unleashes Blizzard	Golden Sun 1 Weapon
Broad Sword	None	Alhafra
Claymore	None	Kibombo
Cloud Brand	Unleashes Raiden's Rath	Gaia Rock
Darksword(cursed)	Unleashes Acheron's Grief	Forge from Dark Matter
Excalibur	Unleashes Legend	Forge from Orihalcon
Fire Brand	Unleashes Purgatory	Treasure Island
Gaia Blade	Unleashes Titan Blade	Golden Sun 1 Weapon
Great Sword	None	Contigo
Hestia Blade	Unleashes Crucible Fire	Lemuria Springs
Huge Sword	Unleashes Heavy Divide	Forge a Goldem Core
Levatine	Unleashes Radiant Fire	Froge from Mythril
Lightning Sword	Unleashes Flash Edge	Tundaria Tower
Long Sword	None	Delia
Muramasa(cursed)	Unleashes Demon Fire	Golden Sun 1 Weapon
Mythril Blade	Unleashes Lethe Albion	Forge from Mythril
Phaeton's Blade	Unleashes Light Surge	Jupiter Lighthouse
Robber's Blade	Unleashes Shred	Rusty Sword at Aqua Rock
Rune Blade	Unleashes Void Beam	Lesser Demon @ Magma Rock
Shamshir	Unleashes Acid Bath	Izumo

Silver Blade	Unleashes Aqua Shock	Shaman Village
Sol Blade	Unleashes Megiddo	Mars Lighthouse
Soul Brand	Unleashes Soul Shatter	Rusty Sword @ Western Sea
Storm Brand	Unleashes Hurricane	Air's Rock

Axe: Equippable by Felix, Piers, Isaac, and Garet

Name:	Effect:	Location
Apollo's Axe	Unleashes Flare Burst	Made with Salamander Tail
Battle Axe	Damage	Madra
Broad Axe	Damage	Mikasalla
Burning Axe	Unleashes Broil	Golden Sun 1 Weapon
Captain's Axe	Raises Defense	Rusty Axe at Eastern Sea
Demon Axe	Unleashes Poison Cloud	Golden Sun 1 Weapon
Disk Axe	Unleashes Power Dive	Kibombo Mountains
Dragon Axe	Unleashes Heat Mirage	Apojii Islands
Gaia's Axe	Unleashes Mother Earth	Forge with Golem Core
Giant Axe	Unleashes Meltdown	Earth Golem drop
Great Axe	Damage	Contigo
Mighty Axe	Unleashes Heat Shatter	Lemuria Springs
Stellar Axe	Unleashes Supernova	Forge with Orihalcon
Tartarus Axe	Unleashes Vein Trap	Minotarus at Angkor Ruins
Themis' Axe	Unleashes Stone Justice	Dehkan Plateau
Viking Axe	Unleashes Stun Bolt	Treasure Isle
Vulcan Axe	Unleashes Barrage	Golden Sun 1 Weapon

Light Blade: Equippable by Felix, Jenna, Piers, Isaac, Ivan, and Garet

Name:	Effect:	Location
Assassin Blade	Unleashes Mortal Danger	Golden Sun 1 Weapon
Battle Rapier	Damage	Naribwe
Bandit's Sword	Unleashes Rapid Smash	Golden Sun 1 Weapon
Burning Sword	Unleashes Blaze Rush	Made w/ Salamander's Tail
Corsair's Edge	Unleashes Lunar Slash	Rusty Sword at Lemuria
Elven Rapier	Unleashes Vorpal Smash	Golden Sun 1 Weapon
Hunter's Sword	Damage	Alhafra
Hypno's Sword	Unleashes Moon Air	Garoh
Kikuichimonji	Unleashes Asura	Golden Sun 1 Weapon
Masamune	Unleashes Rising Dragon	Yallam, Force required
Master Rapier	Damage	Contigo
Mist Saber	Unleashes Searing Fog	Aqua Rock
Mystery Blade	Unleashes Life Nourish	Golden Sun 1 Weapon
Ninja Blade	Unleashes Cyclone Attack	Izumo
Pirate's Sabre	Unleashes Scorpionfish	Near Tundaria Tower. Fly
Pirate's Sword	Unleashes Dreamtide	Osenia Cliffs
Short Sword	Damage	Daila
Swift Sword	Unleashes Sonic Smash	Shaman Village
Sylph Rapier	Unleashes Mad Zephyr	Forge from Sylph Feather
Tisiphone Edge	Unleashes Vengeance	Cruel Dragon @ Islet Cave

Mace: Equippable by Felix, Sheba, Piers, Isaac, Mia, and Garet

Name:	Effect:	Location
Battle Mace	Damage	Naribwe
Blessed Mace	Unleashes Shining Star, restores 200 HP and can break.	Turtle Dragon drop at Eastern/Western Sea
Blow Mace	Unleashes Boost Hack	Yampi Desert
Comet Mace	Unleashes Ice Crush	Forge from Star Dust
Demon Mace	Unleashes Evil Eye	Rusty Mace at Gaia Rock
Grievous Mace	Unleashes Terra Strike	Golden Sun 1 Weapon
Hagbone Mace	Unleashes Wyrd Curse	Rusty Mace @ Eastern Sea
Heavy Mace	Damage	Alhafra
Mace	Damage	Delia
Righteous Mace	Unleashes Binding Smog	Shaman Village
Rising Mace	Unleashes High Vitals	Blue Dragon at Jupiter Lighthouse
Thanatos Mace	Unleashes Heartbreak	Tundraria Tower
Tunsten Mace	Unleashes Hammersphere	Forge from Golem's Core
Wicked Mace(cursed)	Unleashes Poison Death	Golden Sun 1 Weapon
War Mace	Damage	Contigo

Staves: Equippable by Jenna, Sheba, Mia and Ivan

Name:	Effect:	Location
Angelic Ankh	Unleashes Life Leech	Apojii Islands
Atropos' Rod	Unleashes Life Shear	Fire Dragon in Yampi Desert Cave
Blessed Ankh	Unleashes Psyphon Seal	Mikasalla
Clotho's Distaff	Breakable, restores 1000HP	Minos Warrior at Mars LH
Cloud Wand	Unleashes Stun Cloud	Forge with Tear Stone
Crystal Rod	Unleashed Drown	Shaman Village
Demonic Staff(curse)	Unleashed Bad Omen	Champa
Dracomance	Unleashes Aging Gas	Rusty Staff at Islet Cave
Fireman's Pole	Resists elements	Lemuria Spring
Frost Wand	Unleashes Frost Bite	Kibombo
Glower Staff	Unleashes Flash Force	Rusty Staff at Shrine of the Sea God
Goblin's Rod	Unleashes Sargasso	Rusty Staff @ Western Sea
Lachesis' Rule	Unleashes Apocalypse	Mad Demon in Anemos Sanctum
Magic Rod	Unleashes Murk	Madra
Meditation Rod	Unleashes Nirvana	Jupiter Lighthouse
Nebula Wand	Unleashes Reverse Star	Forge with Orihalcon
Psynergy Rod	Unleashes Psynergy Leech	Naribwe
Salamander Rod	Unleashes Fire Dance	Forge w/ Salamander Tail
Shaman's Rod	Damage	Mandatory/Can't be sold
Staff of Anubis	Unleashes Life Leech	Dropped by Red Demons in the Gabomba Statue
Witch's Wand	Unleashes Stun Voltage	Garoh
Wooden Stick	Damage	Daila
Zodiac Wand	Unleashed Shining Star	Golden Sun 1 Weapon

This is a list of all the armor in the game. Like weapons, armor is essential to your battle strategy and how strong you are throughout the game. Always have some good armor to repel attacks. Some even have special bonuses, like healing you! Note that I will only list ONE location for each armor, if there are multiple locations.

Hats: Equippable by everyone

Name:	Effect:	Location
Alastar's Hood	+47 Defense, haunts foes	Mars Lighthouse
Crown of Glory	+40 Defense, +8 PP recov.	Lemuria Spring
Floating Hat	+34 Defense, +20 Wind Resist, 1.2x Luck	Forge from Sylph Feather
Hiotoko Mask	+33 Defense, releases fire breath(guys only)	Little Death at Magma Rock drop
Jeweled Crown	+35 Defense, +5 Luck	Contigo
Leather Cap	+3 Defense	Daila
Lure Cap	+20 Defense, increase wild encounters	Transfer from Golden Sun
Mail Cap	+23 Defense	Yallam
Ninja Hood	+28 Defense, +20 Agility	Transfer from Golden Sun
Nurse Cap	Recovers HP, +18 Defense	Madra(chest)
Otafuku Mask	+31 Defense, releases water breath(females only)	Grassil drop
Prophet's Hat	+30 Defense	Transfer from Golden Sun
Thorn Crown	+28 Defense, +8 Attacj	Naribwe(chest)
Thunder Crown	+40 Defense, +4 PP per turn, cursed	Transfer from Golden Sun
Wooden Cap	+10 Defense	Garoh

Circlets: Equippable by Jenna, Sheba, Ivan, and Mia

Name:	Effect:	Location
Astral Circlet	+32 Defense, max PP +15	Forge from Star Dust
Berserket Band	+46 Defense, +15 Attack	Druj drop in Islet Cave
Brilliant Circlet	+36 Defense, +10 Luck	Lemuria Springs
Circlet	+6 Defense	Madra
Clarity Circlet	+21 Defense, 15 Wind Power	Air's Rock
Glittering Tiara	+27 Defense, no delusions	Transfer from Golden Sun
Guardian Circlet	+25 Defense	Apojii Islands
Mythril Circlet	+34 Defense, PP recov. +3	Transfer from Golden Sun
Platinum Circlet	+29 Defense	Contigo
Psychic Circlet	+39 Defense, PP recov. +12	Forge with Mythril Silver
Pure Circlet	+29 Defense, +20 Water Power	Forged from Tear Stone
Silver Circlet	+16 Defense	Naribwe

Helms: Equippable by Felix, Piers, Isaac, and Garet

Name:	Effect:	Location
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Adept's Helm	+29 Defense, x1.2 max PP	Transfer from Golden Sun
Bronze Helm	+14 Defense	Mikasalla
Dragon Helm	+42 Defense, +20 Water	Forge from Dragon Skin
	and Fire resistance	
Fear Helm(cursed)	+48 Defense, +10 Attack	Forge from Dark Matter
Gloria Helm	+49 Defense, HP recov. +10	Aka Manah drop in Mars LH
Iron Helm	+20 Defense	Kibombo
Knight's Helm	+33 Defense	Contigo
Millenium Helm	+45 Defense, +20 Max HP	Forge from Orihalcon
Minerva Helm	+43 Defense, +20 Max PP	Lemuria Spring
Mythril Helm	+44 Defense, +Criticals	Forge from Mythril Silver
Open Helm	+9 Defense	Alhafra
Silver Helm	+30 Defense	Champa
Steel Helm	+27 Defense	Apojii Islands
Viking Helm	+30 Defense, +30 Water	Hidden chest in Champa
	Resistance	
Warrior's Helm	+35 Defense, +10 Earth	Transfer from Golden Sun
	Power, +Criticals	

Gloves: Equippable by everyone

Name:	Effect:	Location
Aerial Gloves	+37 Defense, +30 Agility,	Forge from Sylph Feather
	+20 Wind Power	
Aura Gloves	+36 Defense, all elements	Transfer from Golden Sun
	resist	
Battle Gloves	+26 Defense, +8 Attack	Transfer from Golden Sun
Big Band Gloves	+47 Defense, +40 Fire Pwr.	Forge from Orihalcon
Crafted Gloves	+35 Defense, +5 Attack	Lemuria Spring
Gauntlets	+23 Defense	Kibombo
Leather Gloves	+10 Defense	Alhafra
Padded Gloves	+2 Defense	Daila
Riot Gloves	+45 Defense, +15 Attack,	Mino Knight drop in Yampi
	+Criticals	Desert Cave
Spirit Gloves	+34 Defense, all elements	Transfer from Golden Sun
	resist	
Titan Gloves	+43 Defense, +30 Max HP	Forge form Golem Core
Vambrace	+27 Defense, +5 Attack	Transfer from Golden Sun
War Gloves	+32 Defense, +10 Attack	Izumo

Bracelets: Equippable by Jenna, Sheba, Ivan, and Mia

Name:	Effect:	Location
Armlet	+17 Defense	Mikasalla
Bone Armlet	+30 Defense, Haunts foe	Gabomba Statue
Clear Bracelet	+31 Defense, Water Power	Forge from Tear Stone
	+25	
Guardian Armlet	+27 Defense, Use as Elixir	Transfer from Golden Sun
Heavy Armlet	+25 Defense	Yallam
Jester's Armlet	+39 Defense, Max PP +30	Treasure Isle
Leather Armlet	+7 Defense	Madra
Leda's Bracelet	+38 Defense, Wind Power+30	Lemuria Springs
Mythril Armlet	+46 Defense, +criticals	Forge from Mythril Silver
Silver Armlet	+30 Defense	Champa

Spirit Armlet	+38 Defense, Earth +Water	Loho
	Power +10, cures ailments	
Virtuous Armlet	+35 Defense, Fire + Wind	Transfer from Golden Sun
	Power +10, restore 100 HP	

Shields: Equippable by Felix, Piers, Isaac, and Garet

Name:	Effect:	Location
Aegis Shield	+41 Defense, +Critical	Lemuria Springs
Bronze Shield	+14 Defense	Garoh
Cosmos Shield	+49 Defense, Resist all	Forge from Orihalcon
	elements +20	
Dragon Shield	+26 Defense, +30 Fire Res.	Transfer from Golden Sun
Earth Shield	+31 Defense, +20 Earth	Transfer from Golden Sun
	Resist	
Flame Shield	+44 Defense, +60 Fire Res.	Forge w/ Salamander Tail
Fujin Shield	+23 Defense, +50 Wind	Air's Rock
Iron Shield	+20 Defense	Naribwe
Knight's Shield	+28 Defense	Contigo
Luna Shield	+33 Defense, +30 Earth	Forge from Star Dust
	Resist	
Mirrored Shield	+39 Defense, Deludes foe	Contigo
Terror Shield(curse)	+49 Defense, +5 Attack	Forge from Dark Matter
Wooden Shield	+6 Defense	Daila

Clothing: Equippable by everyone

Name:	Effect:	Location
Adept's Clothes	+18 Defense, Max PP +8	Naribwe
Cotton Shirt	+3 Defense	Daila
Elven Shirt	+22 Defense, 1.5x Agility	Transfer from Golden Sun
Erinyes Tunic	+45 Defense, +5 Attack,	Jupiter Lighthouse
	+criticals	
Festival Coat	+28 Defense, +10 Luck	Gaia Rock
Faery Vest	+38 Defense, Recov. 200 HP	Forge from Sylph Feather
Floral Dress	+38 Defense, makes foe	Lemuria Spring
	sleep	
Full Metal Vest	+21 Defense	Dehkan Plateau
Fur Coat	+16 Defense, +20 Water	Transfer from Golden Sun
	Resistance	
Kimono	+25 Defense, +10 Agility,	Transfer from Golden Sun
	+10 Fire Resistance	
Mythril Clothes	+49 Defense, +criticals	Forge from Mythril Silver
Ninja Garb	+36 Defense, +30 Agility,	Transfer from Golden Sun
	+10 Wind Resistance	
Silver Vest	+28 Defense	Izumo
Storm Gear	+42 Defense, Fire, Water,	Transfer from Golden Sun
	Wind Resist +20	
Triton's Ward	+47 Defense, +30 Water	Ocean Dragon drop in
	Power, +30 Water Resist	Treasure Isle
Travel Vest	+7 Defense	Madra
Water Jacket	+30 Defense, +30 Water	Transfer from Golden Sun
	Resist, +20 Fire Resist	
Wild Coat	+37 Defense, +40 Agility	Lemuria Spring

Robes: Equippable by Jenna, Sheba, Ivan, and Mia

Name:	Effect:	Location
Aeolian Cassock	+46 Defense, +15 Wind pwr, +50 Wind resist	Wyvern in Jupiter LH
Ardagh Robe	+44 Defense, +20 Fire power, +40 Fire resist	Forge w/ Salamander Tail
Blessed Robe	+36 Defense, +5 HP recov.	Champa
China Dress	+19 Defense, drops enemy attack	Transfer from Golden Sun
Cocktail Dress	+29 Defense, +15 Max PP	Transfer from Golden Sun
Dragon Robe	+42 Defense, +18 Fire and Water resist	Forge from Dragon Skin
Feathered Robe	+45 Defense, +20 Wind pwr, +30 Wind res, +30 agility	Transfer from Golden Sun
Iris Robe	+47 Defense, +30 Fire res, +15 Luck, +12 PP recov.	Treasure Isle
Jerkin	+26 Defense	Yallam
Magical Cassock	+39 Defense, +2 PP recov.	Shaman Village
Muni Robe	+39 Defense, +10 HP recov.	Ankhol Ruins
Mysterious Robe	+48 Defense, +10 HP recov. +10 PP recovery	Prox
One-Piece Dress	+4 Defense	Daila
Oracle's Robe	+43 Defense, +40 Water Resist, +10 HP recovery	Transfer from Golden Sun
Silk Robe	+20 Defense	Naribwe
Travel Robe	+10 Defense	Garoh

Armor: Equippable by Felix, Piers, Isaac, and Garet

Name:	Effect:	Location
Armored Shell	+30 Defense	Apojii Islands
Asura's Armor	+42 Defense, +5 Attack, +8 HP Recov.	Transfer from Golden Sun
Chain Mail	+25 Defense	Kibombo
Cronos Armor	+47 Defense, +30 Max HP	Forge from Golem Core
Demon Mail	+50 Defense, -10 Wind resist	Transfer from Golden Sun
Dragon Armor	+44 Defense, +15 Fire & Water resist	Forge from Dragon Skin
Dragon Scales	+44 Defense, +30 Fire & Water resist	Transfer from Golden Sun
Erebus Armor	+43 Defense, +6 HP recov.	Lemuria Spring
Ixion Mail	+26 Defense, +20 Wind/ Water resist	Alhafra Cave
Leather Armor	+12 Defense	Garoh
Phantasmal Armor	+38 Defense, +7 Luck, deludes enemy	Izumo Ruins
Planet Armor	+36 Defense, All element power +10	Forge from Star Dust
Plate Mail	+33 Defense	Champa
Psynergy Armor	+21 Defense, +20 Max PP	Mikasalla
Spiked Armor	+34 Defense, +10 Attack,	Transfer from Golden Sun

	+Criticals	
Spirit Armor	+32 Defense, resist all elements +15	Transfer from Golden Sun
Stealth Armor	+48 Defense, -10 Earth resist, cursed	Forge from Dark Matter
Steel Armor	+36 Defense	Contigo
Valkyrie Mail	+53 Defense, +Criticals	Mars Lighthouse
Xylion Armor	+50 Defense, +12 Attack	Forge from Orihalcon

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 | [10.3] Accessories |
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Undershirts: Equippable by everyone

Name:	Effect:	Location
Golden Shirt	+12 Defense, +10 Max HP	See Transfer Events sctn.
Mythril Shirt	+10 Defense, +5 Max HP	Contigo Slots
Running Shirt	+1 Defense, +15 Agility	Contigo Slots
Silk Shirt	+6 Defense, +1 Luck(girls)	Contigo Slots

Boots: Equippable by everyone

Name:	Effect:	Location
Dragon Boots	+13 Defense, Earth, Water, Fire resist +10	Forge from Dragon Skin
Fur Boots	+2 Defense, +15 Water res.	Contigo Slots
Golden Boots	+30 Defense, +15 Attack	See Transfer Events sctn.
Hyper Boots	+4 Defense, +Criticals	Contigo Slots
Leather Boots	+6 Defense	Madra
Quick Boots	+3 Defense, +20 Agility	Contigo Slots
Safety Boots	+12 Defense, 0.7x Agility	Garoh
Turtle Boots	+3 Defense, 0.5x Agility	Islet Cave

Rings: Equippable by everyone

Name:	Effect:	Location
Adept Ring	Restores 7 PP	Contigo Slots
Cleric's Ring	Removes Curse	Transfer from Golden Sun
Fairy Ring	Use like an Elixir	Transfer from Golden Sun
Golden Ring	+all elemental resistance	See Transfer Evens sctn.
Guardian Ring	+4 Defense, +20 Max HP	Yampi Desert
Healing Ring	Restores 70 HP	Dropped by Nightmare
Sleep Ring	Makes foes sleep	Contigo Slots
Spirit Ring	Restores 160HP to allies	Forge from Tear Stone
Stardust Ring	Seal enemy's Psynergy	Forge from Star Dust
Unicorn Ring	Removes Poison	Sea Dragon at Aqua Rock
War Ring	Boosts attack	Contigo Slots

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|**| {11.0} Forged Items |**|
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You can forge items from this game. To do this, you must have a forgeable item. Go to Yallam. It's the town on the eastern most town in Osenia, the southeastern continent. The blacksmith's house is to the east. It's the one with the chimney. Talk to him and give him the item. For him to forge it, you must exit the town and re-enter. Talk to his wife. Pay for the item. You will not know how much to pay.

Rusty weapons will always forge into the same item. However, the other forgeable items will be random. Some items that you can get from the items will be rarer than others. This list will be the items that you can get when you forge things.

Orihalcon:

- Nebula Wand
- Stellar Axe
- Excalibur
- Millenium Helm
- Big Bang Gloves
- Cosmo Shield
- Xylion Armor

Dark Matter:

- Darksword
- Demon Circlet
- Fear Helm
- Terra Shield
- Stealth Armor

Mythril Silver:

- Levatine
- Mythril Blade
- Psychic Circlet
- Mythril Helm
- Mythril Armlet
- Mythril Cloths

Golem Core:

- Tungsten Mace
- Gaia Axe
- Huge Sword
- Titan Gloves
- Chronos Mail

Salamander Tail:

- Salamander Rod
- Apollo's Axe
- Burning Sword
- Ardagh Robe

Dragon Skin:

- Dragon Helm
- Dragon Shield
- Dragon Robe
- Dragon Armor
- Dragon Boots

Star Dust:

- Comet Mace
- Astral Circlet
- Luna Shield
- Planet Armor
- Star Dust Ring

Tear Stone:

- Pure Circlet
- Clear Bracelet
- Cloud Wand
- Spirits Ring

Sylph Feather:

- Sylph Fapier
- Floating Hat
- Aerial Gloves
- Faery Vest

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|**| {12.0} Secrets |**|
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There are few secrets and unlockables in this game, but it's there nonetheless. Here's a list of the ones I know:

1. Enter the last town you visited:

 Hold L, R, and start before loading the game. Load the game.

2. Name People:

 At the beginning of the game, press Select three times when naming Felix. You can now name Jenna, Sheba, and Piers. Press Up, Down, Up, Down, Left, Right, Left, Right, Up, Right, Down, Left, Up, and Select while naming Piers and you'll be able to name Garet, Ivan, and Mia.

3. Battle Themes:

 Once you get Isaac and co., put Isaac in the party and not Felix. You'll hear his battle theme. Put Jenna in your party but not Isaac or Felix to hear her battle theme. Leave you Jenna, Isaac, and Felix and you'll still hear Felix's battle theme.

4. Easy/Hard Mode:

 If you have a saved clear data, start a new game. After transferring your data, the game will ask if you want to play Easy Mode. Say no and it'll ask if you want to play Hard Mode.

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|**| {13.0} FAQ |**|
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Q: Where can I get more forgeable items?
 A: Read the items section.

Q: Would the forgeable item change when I reset my game?
 A: Only if you save BEFORE giving the item to the blacksmith. Remember, some items are much rarer than others.

Q: I can't find an enemy drop!

A: They are rare. Keep defeating them and you'll find what you're looking for.

Q: Does transferring data from the original Golden Sun affect the rating of this game?

A: A little bit. Most of the exclusive original Golden Sun items aren't really that useful, but you can get some extra events that relate to the old game. Plus, playing the original Golden Sun will help your understanding of the game a lot.

Q: What does this item do?

A: Some items have no use at all. An example would Bone or Laughing Fungus. I don't know why it's there...

Q: What is the Random Number Generator?(RNG?)

A: It's really complicated. You should probably read another FAQ about it as I can't explain it well.

Q: Do you have any passwords that I can use?

A: Well, it's not mine, but here's one:

Gold Password:

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#

This will get you most of the exclude GS items, all the original Djinn, and a decent level. All events are also triggered.

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|**| {14.0} Conclusion |**|
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Well, that's it for my FAQ. I hope it helped you. If you have any more questions, feel free to E-mail me at:

plasmad00d13smooth{at}gmail{dot}com

Pass the potato.

<http://www.passthepotato.com/potato-1.php?potatoid=050715134719-600892>

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