

Golden Sun: The Lost Age Ship/Sailing FAQ

by Monet Vanilla

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Golden Sun 2 - The Lost Age; Ship & Sailing FAQ

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Contents:

Part A. - Version History

Part B. - Info on Author

Part C. - General FAQ

Part D. - FAQ Purpose

Part E. - Ship List & Owners

Part F. - Ship & Sailing FAQ

Part G. - Credits

Part H. - Copyright

Part A.

Version 1.0 - 5/22/03 I've started the FAQ today. Most of the work should be done on this occasion, and the rest of the addition should prove to be rather minor. Author Info, and General FAQ complete. Created large portion of Ship List & Owners, and Ship & Sailing FAQ.

Version 1.2 - 5/24/03 Decent Update. I've added new information to both Ship List & Owners, and Ship & Sailing FAQ.

Version 1.3 - 5/25/03 Minor Update. I've added some info to the General FAQ, and edited the Copyright section.

Part B.

Info on Author: This FAQ was created solely by Tom Sarigiannidis, a.k.a. Monet Vanilla. It is specifically made for Gamefaqs, however, if somebody wishes to use it for whatever reason, they must contact me first. I frequent a couple of gamefaqs boards, but not on a regular basis. I usually only visit Golden Sun I and II on a steady flow. I have played well over a hundred RPGs, and I am always more involved in the game's storyline rather than its gameplay, graphics, or nearly any other attribute RPGs have to offer. Golden Sun, however, has captured me on terms of graphics, gameplay, storyline, music, and in the case of TLA, replayability is well. My e-mail is gensosuikoden@hotmail.com

Part C.

General FAQ:

Q.: I have a question that has been unanswered even after reading your FAQ. How should I ask it?

A.: Feel free to e-mail me, and ask me through that. You may also add me to your msn, but I prefer if you added me for a valid reason, and not merely to "chat".

Q.: I didn't have the opportunity to transfer my GS 1 data in the beginning of the game. Can I still get my data across somehow?

A.: Yes, You can. You can just select the "Update" option in the main menu of TLA at any point before you actually meet up with Isaac and his Party.

Q.: Do I need to transfer my GS 1 data in order to have all the Djinnis?

A.: Unfortunately, yes. Although there are a few Djinn that you can get in TLA that you missed in 1, perhaps those particular Djinn were not the ones you have missed. Also, having all the Djinn will pay off later in TLA.

Q.: I discovered a mistake in your information, or you have some sort of unconfirmed information that I can confirm. What do I do?

A.: E-mail me, and pinpoint the exact location of the mistake, or where you wish to add your info, and I will get back to you as soon as possible. Thank you.

Q.: I discovered a typo in your FAQ. It's really pathetic. I don't know how anybody could make a typo like that. What do I do?

A.: Chuckle silently to yourself, and learn from other people's mistakes.

Part D.

FAQ Purpose - Why was this FAQ made?

As I have progressed through the game, a lot of questions regarding the Lemurian ships have formed in my mind. Unfortunately, most of these questions remain unanswered, but they nevertheless remain an interesting concept. It is obvious that some of these questions will never have an official answer, others might be hinted at in a later sequel, if there will be one. Either way, I created this FAQ to point out all the interesting facts and questions about the ships within Golden Sun 1. and Golden Sun 2. - TLA.

Part E.

Ship List & Owners

All of the ships within the two games, except for the one you use to get across the Karagol sea in GS 1, and the one you have to repair in Alhafra are 99% likely to be of Lemurian origin. It is sometimes difficult to imagine how some of the characters within the story got ahold of these ships, despite all the difficulties required to be overcome in order to even reach Lemuria, let alone to attain a ship from it. The following is a list of ships within the two games, and who they belong(ed) to.

Saturos' Ship: The ship you find at Idejima. This ship was most likely to have been used to sail the waters of Angara and Gondowan By Saturos and his group.

State: Washed Away at Sea

Piers' Ship: This is the ship Piers sailed out of Lemuria in his mission to bring news of the outside world. This is also the ship that is used throughout TLA by Felix and his companions.

State: Functional

Babi's Ship: A Ship that belongs to Babi, and then given to Isaac and his companions so they could reach Lemuria and other lands. When Felix

meets up with Isaac and his group, everybody fails to mention what happened to Babi's ship. Very eerie.

State: Location Undisclosed

Agatio's Ship?: This is only in theory, but I believe Agatio and his party also has/had a ship at one point. To back this up, I believe somebody even says so within the game the first time you see Agatio: "He must have remained in the ship last time" - referring to the time Felix only met Karst, but not Agatio. The evidence is not confirmed yet, but It is in progress.

State: Hypothetical

Kalay - Tolbi Ship: This is a wooden vessel that belongs to a Captain that Isaac meets at Kalay docks. It is used to cross the Karagol sea to reach Tolbi, and to pursue Saturos.

State: Docked at Tolbi

Alhafra Ship: This ship was devastated by a tidal wave in TLA, and was purchased in advance by Briggs. In the beginning, it was halfway fixed by Felix, but when the officials from Madra came and Briggs was locked up, it was reclaimed by Madra, yet was held at the Alhafra docks until it could be repaired. The major problem was the broken mast; there was a large boulder lying on it, so it could not have been lifted .. honestly, I don't see how even five grown men couldn't lift a boulder that size, but there were a lot more sturdy people in Alhafra to do that... Moving on, the boulder was destroyed by Felix, and the ship was reclaimed by Briggs who got out of prison. Briggs used the ship to return to Champa.

State: Docked at Champa

Part F.

Ship & Sailing FAQ

This section is mainly to point out interesting facts about the ships within the two games, in the form of questions. While you'll find it that some of these questions are not actually answered at all, this is exactly the point that this FAQ states; to unravel the mystery of the Lemurian (and regular) ships. You'll also find helpful information about your journey through Weyard on your ship.

Q.: How did Saturos and his group acquire the ship they used in GS 1?

A.: Let us start the indefinite, and cloudy answers thus: I do not know, however, it is clear that their ship is Lemurian. If not for the mere fact that it looks like Piers' ship, then the fact that it also needs a Black Orb to be operated. Saturos couldn't have entered Lemuria and stolen it from them; Simply because a special vessel is needed to even reach Lemuria. Unless he used another Lemurian ship to go to Lemuria and steal one; but if he's already in possession of a Lemurian ship, why steal one?

My guess is Prox somehow held a Lemurian ship in its possession, and has given it to Saturos on his journey to ignite the lighthouses, so he and his group could travel across the land swiftly, and efficiently. How Prox attained the vessel would spawn another question.

Q.: How did Babi get a ship?

A.: Ahh, finally a valid answer. Babi got his hands on his ship by

stealing it from Lemuria. Apparently, a 100, 150 or so years ago, when Babi and Lunpa were on their great crusade across Weyard, they somehow stumbled across Lemuria. While Lunpa remained there, and lived his life out slowly, Babi wished to leave Lemuria and return to the outside world; Without telling Lunpa in advance, he stole a ship in the process, and sailed out of Lemuria. His ship was docked in Lalivero at the end of GS 1.

Q.: How did Piers get a ship?

A.: Piers was sent off to the outside world by King Hydros, despite all the objections of the Lemurian senate. King Hydros gave him a ship, so he could use it to travel across the waters outside of Lemuria. Piers' mission's purpose was to gather information of the outside world. Mostly its geographical formation, and its state. This was conducted in order to confirm King Hydros and Lunpa's theory of what the seal on alchemy has done to Weyard.

Q.: What happened to Babi's Ship? Why don't you get to use it in TLA, or even see it?

A.: If you notice, Isaac fails to mention anything about the whereabouts of the ship. You simply use Piers', without even being told where the old one was left. I believe this is in some way linked to how Agatio could have had a ship at one point of the game (See next question)

Q.: Does Agatio have a ship?

A.: If you ask me, Yes, he did. But I have little evidence to back up my answer. For one, If I remember correctly, - though this needs to be confirmed, yet, - Somebody mentioned something about Agatio staying behind in a ship the first time Felix met Karst. The second time they ran into each other was in Champa, where they actually met Agatio and that is where this was spoken. Though my memory is vague of this, I will check up on whether this is true or not.

Nonetheless, it is possible; Alex did speak of needing a ship before, and he also states his past intentions of wanting to "borrow" Piers' ship. I don't know how he could have done this without a black orb, since Felix and his party were the ones to go to Kibombo and re-acquire it. Alex speaks of being "moments too late", but actually, if he wanted to sail the ship, he needed a Black Orb; in which case he was a lot more than "moments too late". But maybe Isaac's ships' mysterious disappearance has something to do with this. Maybe Agatio somehow got ahold of that ship at one point; as of yet, I couldn't say for sure.

Q.: Can one Black Orb control any Lemurian ship, or just the one it is for?

A.: I do not know, but the answer to this question would help us find the answer to a lot more. In my opinion, I think a Black Orb could control any Lemurian ship, yes. Though, this is only a vague perspective. I have little reason to believe so.

Q.: What Happened To Saturos' Ship?

A.: Saturos' ship was washed away when the tidal wave hit the floating land mass of Idejima; I believe Saturos or Menardi held the Black Orb to that ship, which is now, - just like the ship, - not likely to be found.

Q.: What Happened to the ship used in GS 1 to get across the Karagol Sea?

A.: In GS 1, it was docked in Tolbi and the Captain was unwilling to make another route back to the Kalay docks because of all the monsters at sea. I kind of feel for him, I wouldn't sail much either if huge pink Krakens, who can heal themselves, with two actions per turn attacked my

ship..

Q.: Is it true that you can get your ship to fly?

A.: Yep. Just after lighting Jupiter lighthouse, the wings of Anemos will be attached to your ship by a group of people from Contigo who have been working on the wings for a long time. They apparently await some kind of prophecy; a flying ship, and were willing to construct these massive wings, and install them unto your ship.

Q.: Why do you need a Lemurian Ship to sail in/out of Lemuria?

A.: Because of the water currents that prevent simple wooden ships from entering Lemuria. Only a Lemurian ship could handle these currents without being ripped apart into logs. Also, there's a thick fog around Lemuria that also enhances the difficulty of navigation.

Q.: Why did Babi give Isaac his ship?

A.: In GS 1, Babi was running low on the Mystic Draught that kept him alive for such a long time. He acquired this draught from Lemuria, and has used it since his return. However, that being the case, he needed to re-stock his supply, and has therefore sent Isaac and his group to find Lemuria and bring him more Mystic Draught.

Q.: I just got to the ship from Dehkan Plateau. I walked up to it, but I cannot use it yet. How can I use it?

A.: You'll need to do a few quests before you can sail. First, be sure to visit Madra, where you'll meet Piers. The ship you saw was his. Then, head to the north of the city to the mayor's house, where you will see the Black Orb that Piers uses to sail his ship. Unfortunately, neither Piers, or the Orb is available to you at this point. Just proceed with the storyline; you'll get the ship soon enough.

Q.: I sailed over the shallow water, and pressed A to bring up my menu screen, and I got a message like "There are some pirates off in the distance". What does this do?

A.: You can find some things in shallow water. Most of the time, you'll only come across some coins, but at specific places in the map, you'll be able to find rusty weapons that you can take to the blacksmith in Yallam; he'll make a good weapon out of them.

Q.: I'm trying to get to the western part of the map, but the way to cross is blocked by this stone spire pointing out of the water.

A.: You will have to remove that boulder with a special psynergy by the name of "Grind" that you attain in Lemuria.

Q.: I sailed north, but after a while, I got to a glacial wall that is blocking my way. What must I do to get through it?

A.: First of all, you have to go through Magma rock and acquire the Magma Ball. Afterwards, you must make your way to Loho, where you can destroy a wall blocking the villagers from being able to mine in the area beyond it. They will then volunteer to install the cannon onto your ship. Then, you must sail north, and use the magma ball once more to break down the glacial wall.

Q.: There are these bubble-like things in the water, and they are blocking my way. How do I make them disappear or get past them?

A.: You will be able to fly over them once you get the wings for your ship. Not the big rocks, though. Those aren't meant to be ventured beyond, unless there's another way around them.

Q.: I went into this area with fog around it. I tried to sail into it,

but all of a sudden my ship was carried back onto the world map.

A.: That's the way to Lemuria, also known as the Sea of Time. It is not a very difficult puzzle, although you need a little bit of timing skills mixed with common sense to get through it, so it shouldn't be difficult. First, you must enter from the bottom, not the left entrance. Later on, when you have already been to Lemuria, there will be a shorter way through the left entrance. Also, do NOT venture too far in the Sea of Time without the Trident. You will face a semi-difficult boss that is formidable, and cannot be beaten without using the Trident on him first.

Q.: I cannot get into the Atteka continent with my ship. How do I reach Contigo and Jupiter Lighthouse?

A.: You have to use a river passage to reach Atteka inlet first, and from there on, head left and then up. You will find yourself on the world map; on your feet, no less. Head north-east and you'll find yourself in Contigo in no time.

Part G.

Credits

Thanks To: Gamefaqs - For posting my very first FAQ on their site.

The Readers - Everybody who read this FAQ and found it useful, or educative in even the most remote way.

Me - For Compiling the FAQ.

Nintendo and Camelot - For making the most amazing two RPGs in the history of handheld consoles.

Part H.

Copyright

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