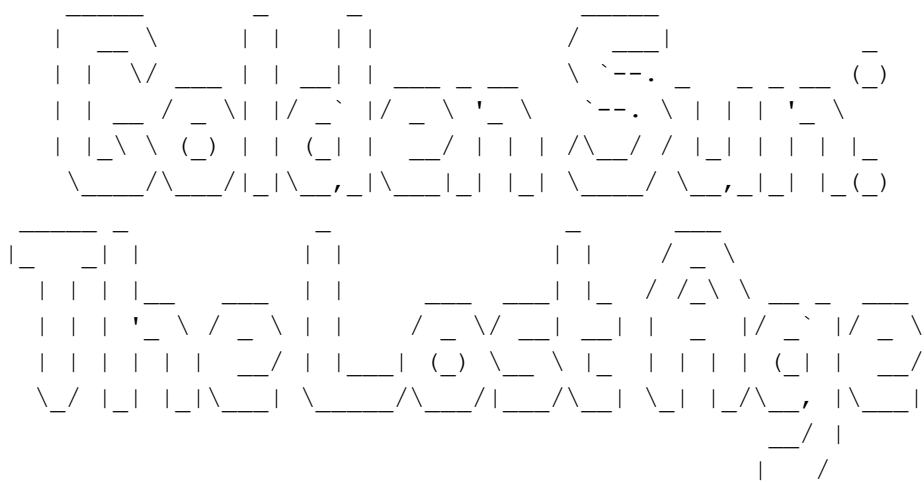


# Golden Sun: The Lost Age Djinni Stat Booster Guide

by Demooni

Updated to v2.4 on Sep 25, 2004



## DJINNI STAT BOOSTER-GUIDE

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- v1.0 - 20. October 2003 - First version out! \^o^/
- v2.0 - 21. October 2003 - Locations and Djinni-boost amounts added
- v2.1 - 26. November 2003 - Minor outlay corrections
- v2.2 - 31. March 2004 - Added the sites this FAQ can be found at
- v2.3 - 04. May 2004 - Minor spelling corrections
- v2.4 - 25. September 2004 - Minor content corrections and additions

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\* THIS FAQ CAN ONLY BE FOUND IN THE FOLLOWING SITES:

[www.gamefaqs.com](http://www.gamefaqs.com)  
[www.rpgclassics.com](http://www.rpgclassics.com)  
[www.neoseeker.com](http://www.neoseeker.com)  
[koti.mbnet.fi/demooni](mailto:koti.mbnet.fi/demooni)

PLEASE INFORM ME IF YOU FIND THIS FAQ ON ANY OTHER SITE \*

## 1. INTRODUCTION AND E-MAIL POLICY

Well, the making of this guide actually started when I started to list the statistics of the Djinni for my own use, but then thought "hey, why not" and made it into a guide. That's about it.

If you have a reasonable question, suggestion or a correction, feel free to MSN/e-mail me. Do not ask stupid questions or spam.

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2. THE BOOSTS

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Here we go. I've listed the stat areas and amount that each Djinn boosts.

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-----  
 Jupiter  
 -----

Aroma	HP	---	---	---	AGL	LCK
+	11	---	---	---	03	02
Blitz	HP	PP	STR	---	---	---
+	10	04	03	---	---	---
Breath	HP	---	---	DEF	AGL	---
+	09	---	---	03	04	---
Ether	HP	PP	---	---	AGL	LCK
+	08	04	---	---	03	02
Gale	HP	---	---	---	AGL	LCK
+	10	---	---	---	05	03
Gasp	HP	PP	---	---	---	---
+	09	04	---	---	---	---
Haze	HP	---	---	DEF	AGL	LCK
+	10	---	---	02	03	02
Lull	HP	PP	---	---	---	---
+	11	06	---	---	---	---
Waft	HP	---	STR	---	---	---
+	11	---	04	---	---	---
Wheeze	HP	PP	STR	---	---	---
+	09	03	05	---	---	---
Whorl	HP	---	STR	DEF	---	---
+	12	---	03	02	---	---
---						
Breeze	HP	PP	---	DEF	---	LCK
+	12	05	---	02	---	01
Gust	HP	---	STR	---	AGL	---
+	09	---	02	---	02	---
Kite	HP	PP	---	---	AGL	---
+	08	04	---	---	03	---
Luff	HP	PP	---	DEF	---	LCK
+	11	05	---	02	---	01
Smog	HP	---	STR	---	---	---
+	09	---	03	---	---	---

Squall HP --- STR --- --- ---  
+ 10 --- 05 --- --- ---

Zephyr HP PP --- --- AGL LCK  
+ 11 03 --- --- 02 01

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Mars

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Cannon HP --- STR --- --- ---  
+ 10 --- 03 --- --- ---

Char HP --- STR --- AGL LCK  
+ 09 --- 02 --- 02 01

Coal HP PP --- --- AGL ---  
+ 11 03 --- --- 03 ---

Core HP --- STR DEF --- ---  
+ 08 --- 04 02 --- ---

Fugue HP PP --- DEF --- ---  
+ 11 04 --- 02 --- ---

Fury HP PP --- --- --- ---  
+ 14 04 --- --- --- ---

Kindle HP --- STR --- --- LCK  
+ 08 --- 05 --- --- 01

Reflux HP --- --- DEF --- LCK  
+ 09 --- --- 03 --- 02

Shine HP --- STR DEF AGL ---  
+ 09 --- 02 03 02 ---

Spark HP PP --- --- --- ---  
+ 11 06 --- --- --- ---

Tinder HP PP --- --- --- ---  
+ 14 05 --- --- --- ---

---

Corona HP PP --- DEF --- LCK  
+ 12 03 --- 03 --- 01

Ember HP PP --- DEF AGL ---  
+ 09 04 --- 02 02 ---

Fever HP --- STR --- AGL ---  
+ 08 --- 03 --- 02 ---

Flash HP PP --- DEF --- ---  
+ 14 03 --- 02 --- ---

Forge HP --- STR --- AGL LCK  
+ 10 --- 02 --- 02 02

Scorch HP --- STR --- --- ---

+ 08 --- 03 --- --- ---

Torch HP --- STR --- --- ---

+ 09 --- 03 --- --- ---

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Mercury  
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Balm HP PP --- --- --- ---

+ 13 04 --- --- --- ---

Chill HP PP --- DEF --- ---

+ 10 03 --- 02 --- ---

Eddy HP --- --- --- AGL LCK

+ 09 --- --- --- 03 02

Fog HP --- --- DEF AGL LCK

+ 09 --- --- 02 02 01

Gel HP --- STR --- AGL ---

+ 09 --- 05 --- 02 ---

Rime HP PP --- --- --- ---

+ 10 06 --- --- --- ---

Serac HP --- STR --- --- ---

+ 12 --- 03 --- --- ---

Shade HP --- --- DEF --- LCK

+ 09 --- --- 03 --- 02

Sour HP PP STR --- --- ---

+ 08 04 03 --- --- ---

Spring HP PP --- --- --- ---

+ 11 05 --- --- --- ---

Steam HP --- STR --- --- ---

+ 10 --- 05 --- --- ---

---

Dew HP PP --- --- AGL ---

+ 13 04 --- --- 04 ---

Fizz HP PP --- DEF --- ---

+ 09 04 --- 03 --- ---

Hail HP --- STR --- --- LCK

+ 09 --- 04 --- --- 01

Mist HP --- STR --- --- ---

+ 11 --- 04 --- --- ---

Sleet HP --- STR --- --- LCK

+ 12 --- 03 --- --- 01

Spritz HP PP --- --- AGL ---

+ 08 04 --- --- 03 ---

Tonic	HP	PP	---	DEF	---	LCK
+	08	03	---	02	---	02

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Venus

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Crystal	HP	PP	---	DEF	---	---
+	10	05	---	02	---	---

Echo	HP	PP	STR	---	---	---
+	09	04	03	---	---	---

Flower	HP	PP	---	---	---	---
+	12	04	---	---	---	---

Geode	HP	---	STR	---	---	---
+	12	---	06	---	---	---

Iron	HP	---	---	DEF	AGL	---
+	11	---	---	02	03	---

Meld	HP	---	---	---	AGL	LCK
+	09	---	---	---	09	01

Mold	HP	---	STR	---	AGL	LCK
+	08	---	04	---	02	01

Mud	HP	PP	---	---	AGL	---
+	10	04	---	---	03	---

Petra	HP	---	---	DEF	---	---
+	11	---	---	03	---	---

Salt	HP	PP	---	---	---	LCK
+	09	05	---	---	---	01

Steel	HP	---	STR	DEF	---	LCK
+	09	---	04	02	---	01

---

Bane	HP	---	STR	---	---	---
+	12	---	04	---	---	---

Flint	HP	PP	STR	---	---	---
+	08	04	03	---	---	---

Granite	HP	---	---	DEF	AGL	LCK
+	09	---	---	02	02	01

Ground	HP	PP	---	---	AGL	---
+	09	03	---	---	03	---

Quartz	HP	PP	---	---	AGL	---
+	10	03	---	---	03	---

Sap	HP	---	STR	---	---	LCK
+	19	---	03	---	---	01

Vine        HP  PP    ---  DEF  ---  LCK  
+            12  04    ---   03  ---   01

=====  
3. THE LOCATIONS  
=====

The \*FIGHT\*-tag indicates that you must win the Djinn in battle before it'll join you.

NOTE: I've gotten a few questions about this. If a \*FIGHT\* Djinni escapes during battle, it disappears from the room. Just go to another room and go back, and it should be there again.

-----  
Venus

Echo -        As soon as you leave Daila he appears automatically

Iron -        \*FIGHT\* Random encounter in the forest next to Madra

Steel -       \*FIGHT\* Solve a small puzzle in the Kibombo Statue.

Mud -        \*FIGHT\* Use Cyclone to some weeds in the underground part of Kibombo Statue

Flower -     \*FIGHT\* Solve a small puzzle in the Taopo Swamp

Meld -       \*FIGHT\* Ride the logs in Islet Cave

Petra -      \*FIGHT\* Random encounter in the continent of Hesperia. In the southeastern part of the continent, ride up the river. At some point you'll see a patch of land with a forest. Walk around in the forest and you'll encounter Petra.

Salt -        In the critical southeastern part of Contigo, there is a circle of weed. Use Scoop on the little dirt part in the middle.

Geode -      At Atteka Inlet, use Lift on the stone there, and then Cyclone the leaves.

Mold -        In the northeastern part of Prox. Go at him, and he'll slide away. Go north and use Scoop on the little bump of snow.

Crystal -    \*FIGHT\* In Yampi Desert Cave, use Scoop on the bump whirling in the patch of sand.

-----  
Mars

Cannon -     \*FIGHT\* Solve the little puzzle in Dehkau Plateau

Spark -      Use Scoop on the right spot in Mikasalla, at the area where the chicken and sheep are. Go through the cavern.

Kindle -     \*FIGHT\* Wander around a bit in the Gondwan Cliffs

Char -        In Gondwan Cliffs, have Piers freewe a certain puddle. Then

make your way to a green mushroom named Healing Mushroom.  
Take it to an old couple to Madra.

Coal - Give the Dancing Idol to Lady Uzume in Izumo.

Reflux - \*FIGHT\* Solve the ice-slide puzzle in Tundaria Tower

Core - \*FIGHT\* Random encounter in the continent of Atteka.  
Land on one of the two beaches in the western part of the  
continent. Go west, and you'll find a forest surrounded by  
water. Wander around in that forest.

Tinder - Solve a small puzzle in Hesperia Settlement.

Shine - Use Force on a tree stump in the western part of Contigo

Fury - \*FIGHT\* In Magma Rock, you'll see it if you aren't blind

Fugue - \*FIGHT\* In Mars Lighthouse, can't really miss it

-----  
Jupiter

-----  
Breath - \*FIGHT\* In the Shrine of the Sea God. Can't miss him.

Blitz - \*FIGHT\* Solve a small puzzle in Yampi Desert.

Ether - Maha the Werewolf gives Ether to you

Waft - \*FIGHT\* In Kibombo Mountains. Return when you have Piers.

Haze - In Apojii Islands, use Sand on the beach to get to the other  
side of the few rocks. Go along the path and you'll soon  
find him.

Wheeze - \*FIGHT\* Random encounter in the unnamed southern snowy  
continent. Wander around in the area surrounded by mountains  
in the western part.

Aroma - \*FIGHT\* Solve a small puzzle in Shaman Village

Whorl - \*FIGHT\* A small puzzle in Jupiter Lighthouse

Gasp - \*FIGHT\* Go through the Trial Road Cave. This Djinn will avoid  
you, but if you use Reveal you'll notice a small platform in  
the middle of every pond. Use these to catch this Djinn.

Lull - After you have the Magma Ball, go to Loho and fire the cannon.  
Follow the opened path.

Gale - \*FIGHT\* Solve the small puzzle in Treasure Island.

-----  
Mercury

-----  
Fog - \*FIGHT\* In Kandorean Temple, backtrack a little after getting  
the Psynergy Lash

Sour - \*FIGHT\* Random encounter in the area north from Mikasalla.  
Wander around in the area between the two mountains, near

the cave.

Shade - Comes with Piers

Spring - Comes with Piers

Chill - \*FIGHT\* Random encounter in the forest west from Naribwe. Go pass a few bridges and wander around in the forest by a beach.

Steam - You'll easily find him in Aqua Rock

Rime - Use Cyclone on a patch of weed in Ancient Lemuria. The patch is on another side of a wall, so you need to hug the wall in order to hit the weed. This Djinn will pop out and hide under a statue. Use Tremor to get the Djinn out.

Gel - In E Tundaria Islet, go through the small ice-slide puzzle

Eddy - \*FIGHT\* Return to Shaman Cave after getting Lift (comes with Isaac and gang). Solve the small puzzle.

Balm - \*FIGHT\* Solve the ice-slide puzzle in Mars Lighthouse. Note that you need to move the left statue by the door in order to solve it.

Serac - In Islet Cave, use Tremor on the shaking statue in the hallway.

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4. CREDITS  
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- Me, for obvious(?) reasons
- Ornitier, for mental support (told ya) and cosmetic tips (...for the FAQ)
- Nintendo, for GBA
- Camelot-department, for making Golden Sun
- CJayC, for (hopefully) accepting my guide and making it public

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5. COPYRIGHT  
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This guide is protected by international/European/whatever copyright law(s), to me of course.

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