

Golden Sun: The Lost Age Djinn Guide

by Jasmine

Updated to v1.2 on Mar 26, 2004

*****Golden Sun: The Lost Age*****

English Version Djinn Guide

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Version 1.2 , Last update on Sept 19, 2003

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* About this Guide *

This guide is to help people find the tricky djinn they missed.
Listed here are all 44 djinn you'll find in Golden Sun: The Lost Age.
If you transferred data from Golden Sun, you can get 72 djinn in total.
I also listed their Japanese names since some walkthroughs are still using them.

BTW, no matter how many times you play, djinn are always at the place they should be. There's no way they'll appear in different places.
Field djinn might appear a few steps from the place other people find them, but at least it's still in the same forest.

If you feel the description is not clear enough, or corrections are needed, feel free to e-mail me at shiningshizuko@hotmail.com

* History *

- v.0.8 (April 14, 2003)
- v.1.0 (April 17, 2003) Added more details.
- v.1.2 (June 5, 2003) Listed in order.
- v.1.3 (Sept 19, 2003) switched Reflux and Steam around

Checkpoint

You are about to start sailing.

By this time you should have 3 Venus, 4 Mars, 4 Jupiter, and 5 Mercury.

Mud (Venus #4)

In Gabomba Catacomb. (Gondwan Cotinent)
After you learned "Cyclone", go back to Gabomba Statue.
Find the ladder leading down.
Use Cyclone to sweep away the grass on the ground.

Flower (Venus #5)

I suggest getting Flower ASAP because Flower can heal the whole party.
Flower is in a cave in Taopo Swamp. (Osenia Continent)
To get to Taopo Swamp, leave Yallam Village from its north exit.
Head west, then walk south until you come across a bridge.
Move the piller to block the holes where steam comes out,
and steam will come out from other openings.
Use this to blow Flower to the lower layer, then jump down.

Coal (Mars #5)

Izumo Village.
After defeating the boss in Gaia Rock, take the Dancing Idol back to Izumo.
Give it to Master Uzume and she will give you her pet djinn in return.

Haze (Jupiter #5)

Apojii Island.
Use "Sand" to get to the other side of the beach.
Walk to the east part of the island.
Slide down the waterfall and go through the cave behind the waterfall.
Haze is at the other side of the cave.

Steam (Mercury #6)

You should see it on your way exploring Aqua Rock.
After Piers learned "Parch", use it on the green head that's pouring water
(not on the river itself) to stop the water.

Reflux (Mars #6)

Tundaria Tower.
To get to Tundaria Tower,
sail all the way south along Osenia Continent coastline.
Dock you ship at the beach at the east edge of Tundaria. Then walk west.
Reflex is on an ice puzzle in 4th floor of Tundaria Tower.

Wheeze (Jupiter #6)

Wheeze is randomly encountered on Tundaria Continent.
Walk southwest from Tundaria Tower.
It's in an area surrounded by mountains and iced lakes.

Meld (Venus #6)

After the item change event, the turtle will take you to Islet Cave.
When in the cave, turn right and solve the log puzzle, and Meld is there.

The item change event is in this order:

1. East Tundarian Islet- help the penguins and get a shiny stone.
2. Southeast Angara Islet- give shiny stone to bird and get a red scarf.
3. North Osenia Islet- give red scarf to cow and get milk.
4. West Indra Islet- give milk to dog and get a baby turtle.
5. Sea of Time Islet- give baby turtle to turtle.

Checkpoint
You are about to enter Lemuria.
By this time you should have 6 of each.

Rime (Mercury #7)

Ancient Lemuria.

After you learned "Grind", go back to Lemuria waterway.
When you hit a road fork, head left this time. (Lemuria is at the right.)
Use Grind to sink the rock and continue going left.
In Ancient Lemuria, use "Cyclone" to blow away the grass.
Rime will pop out and hide in a statue.
Use "Tremor" to shake the statue back and forth.

Core (Mars #7)

Randomly encountered at the forest southwest of Jupiter Lighthouse.

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(Attka Continent)              &&& r &&      rMMM
Dock you ship at the beach     &&& r &&&      rrrrr
on the west edge of Atteka.   &&&rr &&&&&&
Walk east into the heart of   s  &&& rrrrrrrrrrrrrrrrr
Atteka Continent              e  &&&&&&&&& ***** &&&& r
until you hit dead end.       a  &&&&&&&&& ***** &&&& r
Search the forest in that area. &&&&&&&&& ***** &&& r
                                &&MMMMMMrrrrrrrrrrrr
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(LH=Jupiter Lighthouse ; r=river
M=mountain; &=forest ; *=forest where the djinn is)

Tinder (Mars #8)

In Hesperia Settlement.
Hesperia Settlement is at the southwestern edge of Hesperia Continent.
Push the box off from the top of the cliff.
Use Move to use it to reach Tinder.

Gel (Mercury #8)

Kalt Island, the big island at northern Western Sea.
It's northwest of Loho Village. Once you get there you can't miss the djinn.

Petra (Venus #7)

Randomly encountered in a forest northeast of Shaman Village.

(Hesperia Continent)

It's across the river from Shaman Village.

Steer your ship upstream to a place

where 2 rivers meet,

and a mountain blocks their way.

Petra is at the north side

of that mountain.

r=river ; M=mountain

&=forest ; *=forest where the djinn is)

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Shaman M r r

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Aroma (Jupiter #7)

East Side of Shaman Village.

After winning the race in Trail road, you'll be able to enter the inn.

Go to the Inn, up the stairs, get outside from 2nd floor.

Walk right and pull the block down.

Go back to the chief's house, leave from the 1st floor.

Use Lash on the rope and climb up. Walk all the way right.

Salt (Venus #8)

At the entrance of Contigo Village. (Atteka Continent)

Turn right when you step into Contigo Village.

Find the place where there's a lot of grass on the ground, and dig the only part that's not covered in grass.

Whorl (Jupiter #8)

The East Tower of Jupiter Lighthouse.

At the puzzle which you have to move blocks around to make "currents" flow.

After you got the current flowing, use Hover to reach Whorl.

Checkpoint

Before Isaac joins, you should have 8 of each.

Shine (Mars #9)

Contigo Village. (Atteka Continent)

There are many empty stumps in Contigo Village that look just like the ones in Mogall Forest in Golden Sun.

After Isaac joins you, find the stump behind the inn, and hit it with Force.

Geode (Venus #9)

Atteka Inlet. Where people are messing with your ship.

Find a suspicious-looking round rock at the left side of Atteka Inlet.

Equip the Lift Stone that Isaac brought along, and lift the rock.

Then use Cyclone to blow away the grass.

Eddy (Mercury #9)

After Isaac joins you, solve the rock-lifting puzzle in Shaman Village Cave.

Gasp (Jupiter #9)

Shaman Village Catacomb.

Go to the purple circle at the top of Trial Road in the Shaman Village.
Use Hover on that circle to get to the left side.
Walk into the cave and use Lift to lift the rock that's blocking the way.
There's a swamp at the end of the staircase.
Use "Reveal" to find a way to reach the djinn.

Fury (Mars #10)

Magma Rock. (West part of Gondowan Continent)
You'll see him when you walk around inside Magma Rock. It's hard to miss.

Lull (Jupiter #10)

Loho Village. (West Angara Continent)
Use the Magma Ball you found in Magma Rock on the cannon in Loho Village.
After you blast the wall, walk through the broken wall and climb up.

Mold (Venus #10)

In Prox Village. (The northernmost place on the worldmap.)
Slide on the ice and kick Mold into a pile of snow.
Then use "Scoop" to dig it out.

Balm (Mercury #10)

Solve the ice puzzle in Mars Lighthouse. (Hint: the statue)

Checkpoint

Before you get Teleport, you should have 10 of each.

Fugue (Mars #11)

Mars Lighthouse.
After revitalizing the lighthouse, break the ice at the entrance.
Walk in the rightmost door.
When you reach a staircase, walk up and you'll find Fugue.

Gale (Jupiter #11)

Treasure Isle. Can't miss it.
You *could* sail here without Teleport.
But it's such a long distance I wouldn't recommend it.
My suggestion is Teleport to Izumo then sail here.

Crystal (Venus #11)

Yampi Desert Cave. (Osenia Continent)
After you learned Teleport, Teleport to Alhafra, then go to Yampi Desert.
There are places where 9 stones line up in a 3x3 manner. Use Reveal.
One of them should point out an arrow.
Go to the sand waterfall the arrow is pointing at, and use Sand to move up.
When you're at the top of the waterfall, you'll see a cave.
Go in and use Teleport to get in further.
You'll find something moving in the sand on your way exploring the cave.
Use sand to dig it out.

Serac (Mercury #11)

The item change event is in this order:

1. East Tundarian Islet- help the penguins and get a shiny stone.
2. Southeast Angara Islet- give shiny stone to bird and get a red scarf.
3. North Osenia Islet- give red scarf to cow and get milk.
4. West Indra Islet- give milk to dog and get a baby turtle.
5. Sea of Time Islet- give baby turtle to turtle.

After the item change event, the turtle will take you to Islet Cave.

Use Teleport to get to the inside of the cave.

In the second hallway there's a shaking statue.

Stand beside the statue and use "Tremor" to shake it back and forth.

* GS:TLA Djinn Guide *

This is for people who suddenly realized they missed some near the end.

The djinn are listed in order.

No matter how you get them, they are always arranged in this order.

I'm not going to write the exact same things twice.

So if you need more detailed description, see the list above.

Venus Djinn

1. Echo (Duo)
Automatically joins when leaving Daila Village (the first village).
2. Iron (Iron)
Randomly encountered in a forest near Madra. (Indra Continent)
3. Steel (Kiss)
Jump down the pink gears in Gabomba Statue. (Gondowan Cotinent)
4. Mud (Mud)
Get blown away in Gabomba Catacomb. (Gondowan Cotinent)
5. Flower (Flower)
In a cave in Taopo Swamp. (Osenia Continent)
6. Meld (Convoy)
In Islet Cave.
7. Petra (Petro)
Randomly encountered in a forest northeast of Shaman Village. (Hesperia)
If you really can't find it, see here:
<http://www.planetnintendo.com/goldensun/lemuria/djinn.htm>
8. Salt (Salt)
Dig at the entrance of Contigo Village. (Atteka Continent)
9. Geode (Geo)
Lift the rock at Atteka Inlet. (Atteka Continent)
10. Mold (Deck)
In Prox Village. (The northernmost place on the worldmap.)
11. Crystal (Mama)
Dig her out in Yampi Desert Cave. (Osenia Continent)

Mars

1. Cannon (Cannon)
Dehkan Plateau. (Indra Continent)

2. Spark (Guts)
Dig for entrance in Mikasalla Village. (Osenia Continent)
3. Kindle (Accelerate)
Gondowan Cliff. (Between Indra Continent and Gondowan Continent.)
4. Char (Chili)
This is the Mars Djinn that was kept as a pet in Madra Town.
5. Coal (Turbo)
Trade with Dancing Idol in Izumo Village.
6. Reflux (Baika, which means plum blossom in Japanese)
Tundaria Tower.
7. Core (Core)
Randomly encountered at the forest southwest of Jupiter Lighthouse.
If you really can't find it, see here:
<http://www.planetnintendo.com/goldensun/lemuria/djinn.htm>
8. Tinder (Phoenix)
Hesperia Settlement.
9. Shine (Shine)
Hit stump with Force in Contigo Village. (Atteka Continent)
10. Fury (Soul)
Magma Rock. (West part of Gondowan Continent)
11. Fugue (Samba)
Mars Lighthouse.

Jupiter

-
1. Breath (Rescue)
Shrine of the Sea God. (Indra Continent)
 2. Blitz (Blizzard)
Yampi Desert (Osenia Continent)
 3. Ether (Zen)
Garoh Village (the Werewolf town).
 4. Waft (Bouquet)
Kibombo Mountains. (Gondowan Continent)
 5. Haze (Hide)
Apojii Island.
 6. Wheeze (Virus)
Randomly encountered on Tundaria Continent.
 7. Aroma (Aroma)
East Side of Shaman Village.
 8. Whorl (Suu)
The East tower of Jupiter Lighthouse.
 9. Gasp (Moribund)
Shaman Village Catacomb.
 10. Lull (Peace)
Loho Village. (West Angara Continent)
 11. Gale (Gust)
Treasure island. Can't miss it.

Mercury

-
1. Fog (Fog)
Kandorean Temple. (Indra Continent)
 2. Sour (Sherry)
Randomly encountered in a triange forest northeast of Mikasalla. (Osenia)
 3. Spring (Pickle)
Comes with Piers when he joins.
 4. Shade (Shade)
Comes with Piers when he joins.

5. Chill (Mousse)
Randomly encountered in a forest southwest of Naribwe Village
If you really can't find it, see here:
<http://www.planetnintendo.com/goldensun/lemuria/djinn.htm>
6. Steam (Mellow)
Aqua Rock.
7. Rime (Spumoni)
Ancient Lemuria.
8. Gel (Gel)
Kalt Island.
9. Eddy (Cassius)
After Isaac joins you, solve puzzle in Shaman village Cave.
10. Balm (Thalasso, this means "ocean" in Greek)
Solve the ice puzzle in Mars Lighthouse. (Hint: the statue)
11. Serac (Zero)
Deep inside Islet Cave. The cave the turtle takes you to.

* Djinn you get without transferring data from Golden Sun *

Isaac & Co. bring only 18 Djinn if you don't transfer data.

There are one more of each kind in GS:TLA:

- Venus: Treasure Isle.
- Mars: Magma Rock.
- Jupiter: SW Ateka Islet.
At the top of the cliff, there's a round rock that you can lift.
Lift the rock and walk to the left side of the waterfall.
- Mercury: Prox Village.
Find the house where there are two people talking outside.
Walk in and a Mercury Djinn is right there.

Note that these 4 places are special VIP seats reserved for djinn of GS1.

This is a chance for players to make up for their mistakes,

not for some "bonus" or whatsoever.

If you have all 7 djinn of each element, there WON'T be any djinn there.

It's perfectly normal if you don't see any djinn at these 4 places.

If you missed a GS:TLA djinn, look at the list and get the djinn at where

it's supposed to be. NOT these 4 places.

I don't believe you can get all 10 djinn you lack from GS1.

Because "Update" can be done anytime before Isaac joins,

the game won't know if you'll update at the last minute or not.

Therefore, if you want to get an GS1 djinn,

it must be in places where you can't reach without Isaac.

And there aren't may places left.

If there's any more GS1 djinn, please mail me a save file (preferred)

or a screenshot of the location.

I'll add it to this FAQ and give you credits. :)

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Thanks

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Hiroyuki Takahashi sama and every staff of Camelot Software Planning.

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