

Golden Sun: The Lost Age Djini/Combo Tablet Guide

by D MAN

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Golden Sun: The Lost Age
For Game Boy Advance
In Depth FAQ - Djinn/Combo Tablet Guide
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1. Intro

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This FAQ goes about the obtaining of all Combo Tablets and Djini. They are all ordered on the way I found them, and in the order I did. Hope this will help you out,

Dennis

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3.1 DJINNI GUIDE (VENUS)

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Echo

This Djinni is the equivalent of Flint in the first game. When you walk outside Daila, he will be there waiting for you. He will then ask you if you want to hear the whole Djinn explanation concept, and if not, he will join you right away. There's nothing more to it

Iron

This critter is the first World Map Djinni. To find this kind of Djinn, you must walk around in a specific area of the world map until you encounter them in battle. Iron is hiding directly west of Mandora (in the forrest near the lake), so keep walking around in that area until you encounter him.

Steel

This Djinni appears right in your main game path, so in other words you cannot beat the game without passing right beside him. In Gabomba, when you reverse all the gears, go back to floor 3. You will find two pink gears parallel to each other, that are now spinning downwards. Ride on the western one and you will slide down beside this Djinni.

Mud

Once you've gotten your ship, and you are free to sail on the World Map, return back to Gabomba. Enter through the statue's tongue. Now keep going north and enter through the door. Keep going north and take the elevator down. Exit the elevator room, then go down the ladder north of you. Climb down the ladder here. Now walk into the small corridor next to you. Once you've reached it's end, use Cyclone, and be prepared to be sucked down beside the Djinni.

Flower

In Taopo Swamp, go into the cave right next to the Growth plant. Here walk through the corridor and go down the staircase. Make your way past the steam jets to the east. You will then spot the Djinni. Go around the loop, and make your way past some more steam jets. When you are the end, Move the pillar east to block the steam jet hole. This will force the steam to pop out right behind the Djinni, blowing him down. Now slide down the second slope from your standing point to get the Djinni!

Meld

This Djinni is found in Turtle Islet Cave. To gain access to this cave, you must do some chained deliveries. (ex: get the egg from the penguin, who you must give to the bird, who will give you the red scarf, who you must give to the cow... and so on.) Once inside the cave, go north and take the eastern door. Here ride the log east, then jump down and ride the lower log north. You will then be able to reach this Djinni.

Petra

This Djinni is found in the World Map of the continent of Hesperia. To reach him, you must sail your ship up a river south of the continent. There are two rivers south of Hesperia, but take the eastern one. If you end up in a big lake, you have taken the wrong river. Go up the correct river until you encounter a small river splitting into a dead end, as well as a lone hill to your right. The Djinni is found in this area.

Salt

This Djinni is quite simple to get. In Contingo, go directly east from the entrance. You will find a circle of leaves. Use Scoop in the middle and you will scoop this Djinni out of it's hiding place.

Geode

Once Isaac and Co. have joined your party, return to Atteka Inlet. Climb down your ship, and proceed west to the second screen. Here, go to the southwestern part of the map, and you will find a Lift boulder. Use Lift, then walk up to the single leaf hiding behind it. Use Cyclone to blow the Djinni out.

Mold

You will find this Djinni in the upper part of Prox. To reach him, you must walk under the bridge in the northern part of the main town. Keep going north and you will enter the upper part of Proctus. Here you will see the Djinni. Keep going north and you will bump into him. Head north still and you will face a pile of snow. Use Scoop to retrieve the Djinni.

Crystal

You can find this Djinni in Yampi Desert Cave. To reach the cave, go back to Alhafra once you've receive Teleport. From there, enter the desert. Go to the western end of the desert, and use Sand to climb up the most western sand waterfall. Go northwest and enter the cave. As you progress through the cave, you will encounter a little lump zooming through a sand patch. Set Scoop as a hot key and try to scoop it out. The "little lump" is actually a Venus Djinni!

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3.2 DJINNI GUIDE (MARS)
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Cannon

This Djinni will give you a long chase before he gives up. First, you must meet in him in about the middle of your adventure in Dehkan Plateau. Don't worry, you can't miss it. When the Djinni sees you, it will be startled, and it will run away. Follow that Djinni! As the chase progresses, you will follow the little guy throughout many puzzles. But whatever you do, just keep following him, and if you don't find him in one screen, keep looking. Eventually, he will drop the Pound Cube as you fall on him. Take what he has dropped and equip it. In the next room, use Pound on the darker pillar to corner him, so you can then claim your prize.

Spark

This Mars Djinni is hiding in the small town of Mikasalla. Reaching him can be quite a challenge if you do not know what to do. First, make your way to the bottom-left corner of the town, where wanders a chicken and a sheep. Use Scoop in the sand patch. If you do it at the correct spot, an underground ladder will be uncovered. Follow through the underground path, and when you reappear outside, go north to the next screen. Here you will meet the Mars Djinni Spark.

Kindle

This Mars Djinni is hiding on the top of Gondowan Cliffs. Once you've reached the Lash rope crossing the two continents, instead of crossing it, go up the vine north of you. Turn right and walk a bit, then climb up another vine. From there follow the path south and you will reach the Djinni.

Char

Once Piers joins your party, return to Gondowan Cliffs. Thanks to his ability to freeze puddles of water into tall ice pillars (using Frost), you can now reach a rare mushroom growing only in Gondowan Cliffs. There are two of them, but to get this Djinni, you must pick the green mushroom (Healing Fungus). Once you've gotten it, return to Madra. Inside the town, go to the fenced area surrounding four houses. Walk into the two-story house, and give the old man your Healing Fungus. In return, he will give you Char, the Mars Djinni.

Coal

The first step for getting this Djinni is to clear Gaia Rock. Once you have slain the dragon, return to Izumo. Go inside the northwestern house, and talk to the lady with blue hair. From your items, select the Dancing Idol. In exchange for it, she will give you this Mars Djinni.

Reflux

Hiding at the bottom of the world, Reflux is inside Tundaria Tower. The Djinni

is hiding in an icy room, and to reach it you must drop down from an upper floor. Once you've dropped down to the room where the Djinni is, go west onto the ice, then north, east, north, west, south, east, north, and finally east to crash into the Djinni.

Core

This Djinni will be encountered in a random battle on the continent of Ateka. Dock your ship on a beach found on the western side of the continent. Here, walk north a bit, then veer east. The Djinni is found in this area.

Tinder

This Djinni is inside the Hesperia Settlement. Once there, go up three staircases, then turn left. Climb the vine and use Growth on the Growth-plan. Climb it, and make your way east. Move and manipulate the box so that it falls down the western fence opening. Go back down both vines, and Move it once to the right. Now climb back up and get the Djinni.

Shine

Before even thinking of getting this Djinni, you must have transferred your information from your original Golden Sun game, and in that original Golden Sun game, you must have gotten Force. So, when Isaac and Co. join you in The Lost Age, you will be able to use Force. Once you have Force, go to Contingo. In the town, head to the top left corner of the town. You should see a hollow tree stump, with two Cyclone leaves next to it. Use Force on the stump, and Shine will emerge out of it.

Fury

Fury is hiding deep inside Magma Rock. Before activating the second large statue, check out the basin you're about to fill with lava. On a ledge, you will find this Djinni.

Fugue

Once you have lightened the Mars Lighthouse, make your way back to the first room of the lighthouse. Go up the western stairs and use Prominence. This will activate the dragon, who will spit out a huge fireball, that will crack the huge ice wall. Now go up to the ice wall, and use Burst. This will clear out all the ice. Go through the door, and take the path to your right. Keep moving along until you reach the Djinni.

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3.3 DJINNI GUIDE (JUPITER)

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Breath

This is without a doubt the most paranoid of all Djinn. He does whatever it takes to stay away from you. To get him, make your way to the Shrine of the Sea God. He is lying inside, and you must have the power of Lash to reach him.

Blitz

Blitz is hiding in the dry desert of Yampi. Inside the desert, when you find the townspeoples, move southeast to the next screen. The Djinni is found in this part of the desert. Here, you must carefully plan which pillars you are going to Pound, because if you Pound too many you won't be able to jump across

them to reach the Djinni, how is on higher ground. You must first Pound the first pillar you see when entering the screen, then go to the east end of the screen and Pound the pillar between the two rocks. Follow the path and Pound the next pillar you see. Behind it is a rock ladder. Climb it and jump across the pillars to reach Blitz.

Ether

This Djinni is inside the cryptic town of Garoh. Go to the northern part of town, and climb the stairs. A werewolf will Reveal itself in and out of the rock. Use Reveal and enter the rock. Go north, and you will see a small werewolf. When he runs away, follow him. Eventually you will meet him and the other werewolf. After a long conversation, they will give you this Djinni.

Waft

When returning from Kibombo with Piers on your party, return to Kibombo Mountains. Now that you have the Psynergy Frost, you can reach this Djinni. Once at the mountains, cross the river and go up three sets of staircases. Go south and use Frost on the puddle of water. Go back and climb up one more staircase, then go south again. Jump onto your ice pillar to reach the other ledge, then climb up a vine and use Growth to grow the plant into your own vine. You can now reach the Djinni.

Haze

The Apojii Islands are the home of this Djinni. Go south of the village to reach the beach, and use the Psynergy Felix learned at Gaia Rock. Make your way through the rocks to the eastern side of the beach. Walk east into the shadow waters to go to the next screen. Here, head south to purposely fall off the waterfall. Then, walk into the waterfall to reach a secret passage. This Djinni is found at the end of that passage.

Wheeze

This Djinni is found in a random battle in the freezing cold southern continent. You must dock your ship at the eastern tip of the continent, and this Djinni is found on the western end. That means you will be going through a long walk. Once you've reached the complete west end of the continent, walk around in the area shown in the screenshot until you encounter Wheeze.

Aroma

The town of Shaman is this Djinni's home. Inside the town, go east, cross the bridge, and enter the two story house. Go through the house and exit out from the second story. You should now be on higher ground. Walk east to the next screen, then go north and Move the pillar west. Now return back to the entrance, on lower ground. Head to the northwest area, and enter the house with the bull skull on the door. Go through the house, and exit through the lower floor. Use Lash on the rope, and climb across. Follow the higher ground ledge east to the next screen. Here jump across the pillar, and get the Djinni.

Whorl

Once you have Isaac and Co. on your team, return to Shaman. Go through the trials, but by taking the western entrance. Once you've reached the end, use Gravity on the symbol, and hover west. Go through the door, and use Lift on the boulder. Keep following the corridor until you reach a place with many pools of water. Go to the one in the bottom-right corner. Stand south of the

pool and use Reveal. When you hop on the newly found stone, the Djinn will run away and start spinning. You can now go and get him.

Gasp

This Djinni is inside the massive Jupiter Lighthouse. Where the gravity room is. You can't miss it.

Lull

Before thinking of getting this Djinni, you must have beaten Magma Rock and received the Magma Ball. Once that is done, go to Loho. Go to the eastern part of town, where you will find a cannon. Click on the cannon and select the Magma Ball from your inventory. The ball will be thrown out of the cannon, and it will shatter the stone wall. Next, go through the crumbled wall, and go up the vine. Go west to reach the Djinni.

Gale

This little guy is hiding in Treasure Island. To reach him, you must make your way to the lower floor of the cave, and enter the second room of the lower floor. Here you must Lift the middle boulder, then go up the ladder and keep jumping west until you reach his platform.

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3.4 DJINNI GUIDE (MERCURY)

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Fog

Once you have completed the Kandorean Temple, and you have learned Lash, return inside the temple. You will eventually reach a room with a Mercury Djinni, but you couldn't reach the Djinni before because you didn't have Lash. Now that you do have Lash, use Lash and climb up to reach Fog.

Sour

>From Mikasalla, head north. Keep walking along the path as it turns east. This Djinni will be encountered in a random battle in this area.

Spring

Piers has it when he joins your party

Cascade

Piers has it when he joins your party.

Chill

Chill is the second World Map Mercury Djinni. From Naribwe, go south until you find a bridge leading west. Cross it, then go south and cross another bridge. Keep walking south past that bridge until you encounter this Djinni.

Steam

Once you've learned Parch in Aqua Rock, don't leave yet. From the entrance of the interior of Aqua Rock, go through the northeastern door. Make a U turn and go through the door to your right. Go through the corridor and to the next room. Zig-zagging across the rocks, make your way northeast of the river. Climb

up two ladders, then face the water statue. Use Parch. This will dry out the river, so you can walk down and get the Djinni.

Rime

Once you've gotten the Psynergy Grind, return to the waterway right before Lemuria. Go north, then turn west. Use Grind on the rock. Proceed through and find a green slot where you can dock your ship. Leave the ship, follow through the path and you will make your way into a hidden part of Lemuria. Now go to the western end, and you should notice a Cyclone-leaf on the other side of the crumbled wall. Face it and use Cyclone. The Djinni will pop out, and run away. It is now hiding in the statue to your right. Face the statue and use Tremor. You can now get the Djinni.

Gel

This Djinni is found in Kalt, a snow-covered island to the complete north of the World Map. You must be sailing in the Western Sea to reach it. Once on the island, prepare yourself for another ice puzzle. If you are too lazy to figure it out, here's how to reach the Djinni: walk on the ice, then go west, south, east, north, west, north, east, north, west, north, east, north, west, south and finally west. Use Lash on the rope, then climb it and get the Djinni.

Eddy

To reach this Djinni, you must return to Shaman Village Cave after acquiring Isaac and Co. on your party. Once there, take the middle door. Use Lift on the two most eastern boulders. Then use Lift on the western boulder. Follow along the path it opened, and freeze the puddle. Keep following the path, and Whirlwind the bush, then climb the newly revealed ladder. Turn to your left, and use your ice pillar to reach the Djinni. When you approach it, it will run away, but it will eventually be blocked by one of the boulders you Lifted.

Balm

In the Mars Lighthouse, make your way to the floor directly under the first floor, that being the basement. You will reach a room with an ice puzzle. Here's how to reach the Djinni: first, use Move to push the statue to your left onto the ice. Then, walk onto the ice and go south, west, south, west, north, east, north, west, south, west, and finally south.

Serac

This Djinni is found in the Turtle Islet Cave. To gain access to this cave, you must do some chained deliveries. (ex: get the egg from the penguin, who you must give to the bird, who will give you the red scarf, who you must give to the cow... and so on.) Once you are in the cave, keep following the corridor until you reach a teleport symbol. Use teleport. Go through the door, and you will have to walk through a long corridor. Along you the corridor you will find a shaking statue. Use Tremor to knock this Djinni out of it's hiding place.

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4 COMBO TABLET GUIDE
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Zagan

As you exit the Dekan Plateau, turn west and you will see a small cave nearby. Once inside, face the wooden pillar and Move it to your right. Then use Lash

on the pile of rope and climb up to get the tablet.

Megaera

>From Mikasara, walk east a couple steps then head north and follow the path until you reach a cave. Inside, you will find a small "X" marked on the ground to your right. Face it, then use Scoop. Climb down the ladder, walk through an underground path, and then climb back up. You can now reach the tablet.

Flora

In Air's Rock after you've finished every thing else. Use Retreat to go back to the entrance. Now jump over some platforms and try to make your way to the center, where the small statue will blow you up. You will be back to floor one. Go west then climb up the the stairs. In the main room, go to the eastern door. Follow the path and don't take the first fork: go south and jump across the pillar. Follow the path into floor 3. Here, follow the path and go down the ladder. Go east and climb up. Follow the path into the next room. Push the pillar aside to stop the steaming hole. Walk through the opening, and go south through a door. You will see a pillar. Move it to east one step from the wall so that it won't stand by the wall. Go back into the room and go north. Follow the path and climb down. Move the pillar east, then go within the rocks and stand east of the steaming hole. Move it back. Climb up and go further west. In this room, ride a tornado. Make your way north of the air rock and face south. Use Whirlwind. It will blow a pillar to just where you need it. Slide down, climb up the western ladder, and jump across the pillar. Go south and slide down. Climb up the western ladder. Go south then east. Push the pillar. Now go get a new stone tablet (Flora) that combines Jupiter and Venus Djinn. Retreat, go outside and Retreat again to leave.

Moloch

Once you've met up with Piers and he has joined your party, return to Mandora. Then, head for the top right corner of the town, next to the Inn. You will see a girl standing beside a ladder going underground. Go down that ladder to enter Mandora Ruins. You will need Reveal, Shake and Frost to reach the tablet.

Ulysses

In Izumo, walk under the bridge to reach the top right corner of the screen. You will find a circle of wooden pillars, but with one pillar not quite in place. Move it so the pillars form a perfect circle, then use Reveal. A secret underground entrance will appear. To reach the tablet, you will need Scoop, Pound and Dry.

Eclipse

In Lemuria, walk up to the lower-middle part of the town. You will find a pool of water. Walk inside. It is a game: you must throw a Lucky Metal (these are scattered across your quest) and the closer you get to the middle, the better item you get. If you get it right into the middle, you will receive this summon.

Coatlicue

This summon is found in the Ateka Cave, which is completely south of the Ateka Continent. To reach the cave, you will have to enter a delta east of the continent, and once you have come to the end of it, use the wings on your ship to hover on top of the grass and reach it. Remember, on your ship, you cannot

hover over trees. To reach the tablet, you will need Dry.

Haures

First you must have Isaac and Co. on your party. Then, make your way to Angara Cave. It's found on the west side of the Angara Continent. In there, you will come across a room with Carry blocks. Carry them around to form a pillar which you can jump on to reach the tablet.

Azul

To get this tablet, you must make your way to the end of Treasure Island. This island is located in the top-right area of the world map. At the end of the dungeon, you will find Star Magicien who is guarding the summon. He is quite a hard boss, as he is assisted by magic balls. Each ball has a different magic power, and he can bring the balls back into the battle if you defeat them. After you defeated them, you will be able to take the Azul Combo Tablet.

Daedalus

You will find this Stone Tablet in Yanbi Desert Cave. To reach the cave, go back to Arafura once you've receive Teleport. From there, enter the desert. Go to the western end of the desert, and use Sand to climb up the most western sand waterfall. Go northwest and enter the cave. At the end of the cave is the tablet, but it's guarded by a boss: The Ballrog(forgot his real name). Defeat him and Daedalus' Combo Tablet will be yours to take.

Catastrophe

This tablet is found in Turtle Island Cave. To gain access to this cave, you must do some chained deliveries. (ex: get the egg from the penguin, who you must give to the bird, who will give you the red scarf, who you must give to the cow... and so on.) Once you are in the cave, go up to the teleport symbol, use teleport, and go through the door. From there there is a long hallway leading to this stone tablet. The tablet is guarded by a boss: Sentinel. Defeat him, and Catastrophe's Tablet will be yours.

Charon

Go to Contigo and use Teleport on the portal. You will be teleported to the Anemos Sauctum, than after you have obtained all 72 Djini you must stand in each elemental symbol. That way a door will be open. Go in and you will find the Combo Tablet of Charon.

Iris(The Ultimate Summon)

Go to Contigo and use Teleport on the portal. You will be teleported to the Anemos Sauctum, than after you have obtained all 72 Djini you must stand in each elemental symbol. That way a door will be open. Go in and you will find the Combo Tablet of Charon. Than walk futher. After you have completed all the puzzles inside you will have to face your worst nightmare: Dullahan. If you really wanna make a bit of a chance than train hard, and hope for the best. After you defeated him, he will allow you to get the Ultimate Summon Tablet.

5. Copyright

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