

Golden Sun FAQ/Walkthrough

by Vash The Stampede15

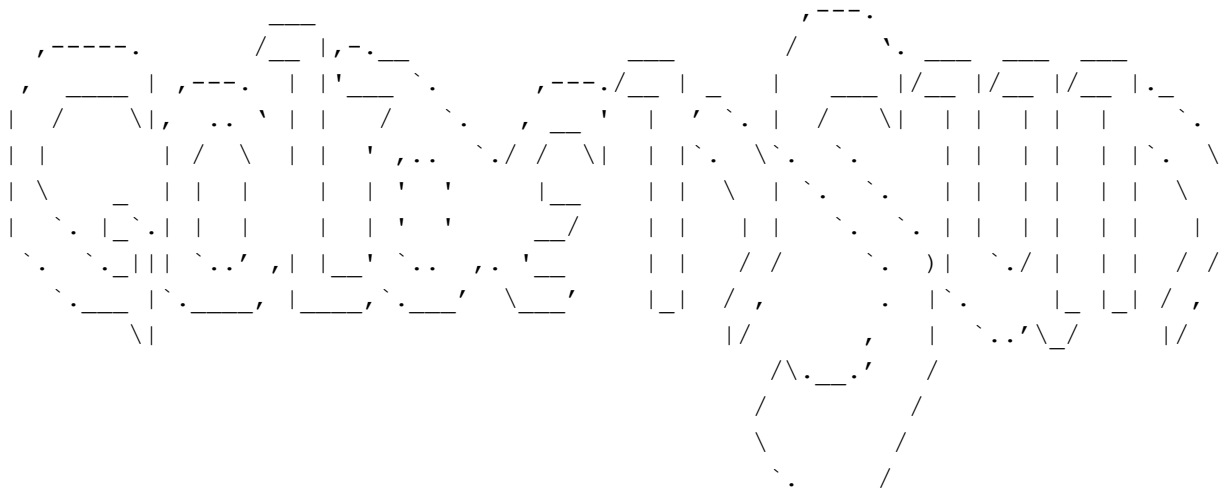
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GOLDEN SUN

A Full FAQ/Walkthrough, ver 1.8; March 13, 2005

For the Nintendo GameBoy Advance
By Merca <faintwhitefigures311@gmail.com>
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"I'll stare straight into the sun..."



"... and I won't close my eyes 'til I understand or go blind." - Thrice

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As this guide is somewhat on the large side, navigating it may seem a bit tricky. Fear not! To reach the desired chapter with lightspeed, simply press Ctrl + F, type in the corresponding Roman numeral, and hit enter. Voila!

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This section covers all the basic stuff you should know about Golden Sun before playing. If you've played an RPG before, chances are you won't ever need to read through this. However, if you're a newbie to the genre I suggest taking a look, as it'll help you get a hang for the nuts 'n' bolts of gameplay.

=====
a. Controls
=====

Pretty standard stuff, really. I tell ya, this is the kinda stuff you should be able to figure out yourself. Or at the very least just open up the instruction manual and read about them. Or not. Some people are just that lazy.

D-Pad - Move

As with most other games, the D-Pad is used to move around the main character. It is also used to move the cursor on the menu screen or during a battle.

A Button - Action

You'll find yourself using this button quite often, as it allows you to talk to other people and inspect strange objects, such as boxes or pots. When nothing of the sort is in range, pressing the A Button will open up the status menu.

B Button - Run

Hold down this button in conjunction with a direction on the D-Pad and Isaac will run instead of walking. On a menu or during a battle, this will also serve as a cancel button.

L and R Buttons - Psynergy Shortcuts

Under the Psynergy subscreen, you can set certain spells to the L and R buttons. Once back on the field screen, pressing the corresponding button will cast the spell set to it. Much easier than opening up the menu whenever you wanna use some Psynergy.

=====
b. The Basics
=====

Here's where I go over all the general stuff about the game besides the controls. Again, this is only worth a read if you're new to Golden Sun, or RPGs in general.

== COMBAT ==

This section is all about learning the best ways to not get killed. This is more commonly referred to as combat, hence the sub-subchapter's name.

=====
KICKING REAR END
=====

If you've ever played one of the Final Fantasy games or any other similarly-styled RPG you'll probably feel right at home here. Golden Sun utilizes a turn-based system, so feel free to take as much time as you want when planning out your next move. Usually, there will be five possible selections during a battle. Here are some nifty explanations of each...

-- ATTACK -----

This is your general run-of-the-mill physical attack. Useful for taking down weaker enemies or when your Psynergy runs dry. Occasionally you'll strike a more powerful blow than usual, which generally have cool particle effects to go along. These are called critical hits, and you'll learn to bow down before them. On the opposite end of the spectrum, you can also miss your target entirely, resulting in causing zero damage. Not cool.

-- PSYNERGY -----

Psynergy is pretty much a more glorified word for "magic". Each character commands a different element, which determines what kind of spells that character can use. Each spell also has a different range, so some can only target a single foe while other spells can blast up to seven foes at once. Psynergy is generally more powerful than your basic physical attacks, so it's recommended for taking down the tougher enemies, like bosses.

-- DJINN -----

Use the special move of a currently set Djinn. These work great against bosses and other difficult foes.

-- ITEM -----

This command allows you to use any item currently that the active character currently has in his/her inventory. Very useful for healing if you don't have any Psynergy left.

-- DEFEND -----

The most useless command at your disposal. Instead of doing something to heal your party or damage a foe, this simply reduces the amount of damage the defending character takes for the turn. Pretty weak if you ask me.

=====
NOT GETTING YOUR REAR END KICKED
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There are also some general statistics that I reckon are pretty important to know about. Hit Points, or HP, are more or less the same thing as your health. If any one character's HP drop to zero, said character is dead. Of course, it is to your best interest to heal that fighter with items or Psynergy. That brings me to my next point: Psynergy. Known to us normal folk as magic, Psynergy has two main uses: battle and non-battle. Check out chapter 11 to learn more about each. In any event, Psynergy Points, or PP, measure the amount of spells you can cast before running dry. These are recovered by using certain items or simply by running around for a while.

== OTHER BASIC STUFF =====

The miscellaneous crap that I couldn't fit anywhere else.

=====
DJINN
=====

Found hidden in various locations throughout the game, each individual Djinni commands a certain element. Set one of these to any character and unleash it in battle to strike your foes with devastatingly powerful moves. By giving a Djinn of one element to a character of another element, said character will change class and gain access to a whole new variety of magic. Check out chapter

VIII for the lowdown.

=====
RANDOM BATTLES
=====

Simply put, random battles suck! However, they are integral to the game; without them, the only battles you'd be able to partake in are boss fights, and by that time you'd be too weak to do anything worthwhile. Thus, we fight. As you stupidly charge through just about every area in the game save most towns, the screen will suddenly blur and some fast-paced music will begin to play. That means you've encountered an enemy (or several enemies, in many cases). Generally speaking, random battles are pretty easy and serve only two purposes: to beef up your character's stats and prolong the game's length. Indeed.

=====
ELEMENTS
=====

As with most other RPGs, every magical spell in the game is affiliated with a certain elemental power. Each of the playable characters also have natural affinities with one of the four elements. Some descriptions, for your reading pleasures...

- EARTH -----
Isaac's element. This opposes wind, so use it on foes who are friendly with Jupiter and whatnot.

- WIND -----
Ivan's element. Since it is the opposite of earth, wind-based spells tend to work quite well against earth-lovers.

- FIRE -----
Garet and Jenna's element. The opposite of water, this is the best way to burn the water-affiliated baddies.

- WATER -----
Mia's element. Spit this on any flamers you might run into, as that's how it's gonna cause the most damage.

=====
DETERMINING A FOE'S WEAKNESS
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When you hit a foe with an attack (physical, magic, or otherwise), you'll want to take notice of the end punctuation of the damage summary. If it ends with a period (.), then the foe is strong against that element. An exclamation point (!) signifies that the enemy is neither weak nor strong against that element. Finally, three exclamation marks (!!!) denote that your foe is weak against that element. Quite nifty, wouldn't you say?

Now that I've bored you all to death, I think I'm gonna go ahead and start with the walkthrough now. Too bad you're probably asleep by now...

As a pleading voice urges you to wake up, you (that's Isaac) awaken from your slumber, as a terrifying thunder storm rages in the background. The voice, which was your mother's, continues to tell you that the Mt. Aleph Boulder is about to fall and that you need to evacuate ASAP. After you roll out of bed, most likely still half-asleep, your mother will remind you to put on your tunic, and then you'll be off. Once downstairs, your father, Kyle, will show up and tell you to hurry.

Kyle orders the two of you to take refuge in the village plaza, but your mom, Dora, goes off with him to help the other villagers. As they head off, Isaac is told that he's a big boy and should be able to get to the plaza himself. Okay, how hard can it be? Once in control, descend the nearby stairs and a stone will crash down from above, impeding your path. Hmm... maybe it'll be harder than we thought, eh?

Run northward, up a set of stairs, and you'll find Isaac's good buddy Gareth. It seems he's so interested in saving his stuff that he has forgotten to save himself. Idiot. Talk to him and Isaac will set him straight, thus allowing him to join your party. Lovely. Head over to the west and cross the bridge suspended above a violently-flowing river. The boulder will begin to crash down from above, and some avid magic-users will try their best to hold it off, if only momentarily. One such magician will turn around and spot the two of you, urging you to hurry ahead, as the plaza seems to be just a little bit further.

Descend the stairs to the south and another rock will roll seemingly from out of nowhere to block your path. Oh well, let's just run off-screen to the left. Continue westward and as you make your way around some trees you may notice the man lying in his back, seemingly injured. Talk to him and he'll give you the four-one-one. Apparently the fence surrounded the village has been destroyed, so monsters can come and go as they please. That's not cool. Tell him he probably won't die and he'll realize that he isn't the least bit damaged! Apparently, though, he was serious about the monsters, so you need to be on the lookout.

When you regain control, proceed along the path, heading down another set of stairs and fending off any foes that you may run into. On the next screen, run south, down a couple set of stairs. At the bottom, you'll encounter several villagers who are trying to save Felix, who's fallen into the river. Because of the severe storm conditions, the water is absurdly turbulent, and no one has a long enough rope to help poor Felix. Your mother Dora and Felix's sister, who goes by the name of Jenna, race off to search for anyone with some Psynergy remaining. When she bumps into you, Dora commands Isaac to go chase after Jenna and give her a hand. Whatever you say, mommy!

Continue onwards past the drowning Felix and cross over the bridge above. Taking the stairs here down will do no good, as a boulder precludes the path ahead. Instead, you have to take the roundabout route; head east onto the next screen. If you feel the need to, you can check inside the various cottages and such over here. However, as far as I know there isn't anything worthwhile in any of them, so I suggest simply taking the stairs southward. When you start to see some people congregating, that means you've reached the plaza. Nice.

Everyone on the northern side of the plaza is either too old or too stupid to use Psynergy, so head down below and approach the group of people gathered near the lake. Two of the buff men head off to help the elders with the boulder, whilst Isaac and Gareth tell Jenna and the old man that they've come to find anyone who can help Felix. Shortly after, the guy who was previously sitting on the stone in the center of the lake will hop towards you and show off vigorously it's made him!

Jenna and the man who's all charged up with Psynergy (hereby Psynergy Man) will follow you back to Felix, as they don't know the way. Just retrace your steps and you'll find the way back eventually. When you do, Jenna will call out to her parents, telling them she's back. Dora has also returned, but not as successfully as you and your buds. As Psynergy Man hurries down to aid Felix, the boulder falls from above, smashing into the pier and killing Jenna's parents, as well as Isaac's daddy, Kyle, and Felix. Tragic stuff, I tell ya!

Speak with the people around you and they'll express their disbelief in what just happened. No one really has anything interesting to say, so just leave them to wallow in their despair (I didn't mean for that to make me sound like Cervantes from Soul Calibur, by the way) and cross the bridge to the south. As you head to the east, Gareth will start to feel bad about letting you go off by yourself, so he follows you.

Back to Isaac, he'll overhear two shady characters conversing about the boulder falling. Apparently, they think they're the only survivors and mention something about a switch causing a trap. Just who are these two creeps? As they speak of the powers of Alchemy and a place called the Sol Sanctum, Gareth will blow your cover, yelling out like the idiot he is. The mysterious pair will approach and question you, asking if you were listening in on their conversation. Whether you fess up or not, they'll tell Isaac to forget everything he overheard. To seal the deal, the two decide to beat the crap out of you, as well. Y'know, I always thought backwoods villages like this place were devoid of thugs. Guess I was wrong, eh?

At any rate, there is absolutely no way that Isaac and Gareth can win this battle with what little strength they possess. Just choose whatever actions you want and watch as you get your butts beat mercilessly. Leaving the two of you in broken heaps, the mysterious warriors hop off into the distance and the words "Golden Sun" appear on-screen.

=====
b. Secrets of Sol Sanctum
=====

Ahh... the fun continues!

== THREE YEARS LATER... =====

Enemies -> None
Items ---> 5 Coins, Antidote, Elixir, Herb, Smoke Bomb
Djinni --> None

The village of Vale seems to be quite nicely restored since the incident several years ago. Jenna stops by Isaac's house to observe his mother nagging at him incessantly, ordering him to thatch up the roof. Not wanting to get involved, Jenna continues onwards to find Gareth hard at work, diligently practicing his Psynergy. She asks what happened to him and Isaac three years ago, as it seems to be the reason why they've been studying Psynergy. Gareth begins to spill his guts, but Jenna interrupts him. After explaining to him just how weird he is, the two return to Isaac's place.

They watch as Isaac utilizes his 1337 Psynergy skills to patch up the roof, then Jenna and Gareth ascend the ladder to speak with him and his mommy. They explain about their plans to go mountain climbing on Aleph with some old guy named Kraden, then leave, but not before Gareth completely negates everything Isaac did to fix the roof. Geez, what an idiot!

When you regain control of Isaac, feel free to explore Vale at your leisure. There are plenty of items to locate and the shops carry a bevy of quality equipment, and you can get better acquainted with the controls and whatnot. Also, many of the villagers will provide useful insight to certain subjects, namely Kraden, Mt. Aleph, and Alchemy. Groovy!

Anyway, when you want to progress in the story, head just north of Gareth's house and cross the bridge to your left. Descend the nearby stairs, then run west onto another screen. Guess who's here? Those two mysterious freaks from three years ago! Since he apparently didn't learn a thing from said incident, Isaac decides to eavesdrop. They'll begin to talk about manipulating Kraden, but before you get to hear anything really juicy, they'll become aware of your presence. Like before, they'll ask if you were listening in on them. Also like before, your answer makes no difference. After some idle chit-chat, they'll decide to let you past to meet with Kraden. By the way, you'll also learn their names: Saturos and Menardi. Ooh... the plot thickens!

Just a bit to the left are some stairs that you should head up. Once you do so, you'll see Kraden talking to himself. Apparently Saturos and Menardi had a little conversation with him and they've shown that their knowledge about Sol Sanctum is unsurpassed by even the elders of Vale. Go speak with him when you get the chance and Kraden will decide to drag the three of you up to Mt. Aleph to confirm if what Saturos and Menardi said is true. Why is it that these games always force you to go do something forbidden? Honestly, why can't we just sit around and pick flowers... wait a second, what am I saying!?

Of course, ol' Kraden thinks it would be a good idea to make Isaac the leader (probably so he doesn't have to take the blame if you get caught), and he grabs something from inside his cottage. When you're back in control, head east one screen and cross the bridge, then ascend the stairs to the north. As you make your way past the temple, a guard will pop out at you from behind a tree and tell you that no one is allowed to go to Mt. Aleph. Whatever you say. ;)

== INTO THE SOL SANCTUM =====

Enemies -> Amaze, Bat, Slime, Vermin, Wild Mushroom
Items ---> Herb, Psynergy Stone, Small Jewel x2
Djinni --> None

Wait for him to look around on the eastern side of the temple, then bolt past the tree and up the stairs en route to the Sol Sanctum. Head inside and Kraden will make sure that this is the first time Isaac, Gareth, or Jenna has been inside and tells you to get a good look at it. Enter the door ahead and you'll come into a room with many stepping stones leading over a pool of water. To get across, you'll want to first jump over to the easternmost stone and proceed onwards from there. It's pretty straightforward, so you shouldn't have any problems making it across.

Just follow the path through the subsequent hallway and you'll soon enter into another water-filled room. From the get-go, there will be three different stepping stones that you can start from. The westernmost set lead to a dead end and are, thus, completely useless (for now, at least). First take the stones in the center the open the chest at the end of the hall to obtain a Small Jewel. Next, make your way over to the corridor to the east using the stepping stones that branch off from the central ones.

But wait just a minute--this hall looks to be another dead end! Ahh, but you are wrong! Notice the skull on the wall with the shining eye? Yeah? Good. Now

inspect it you'll learn that there is an empty hole for a second eye. Open up the menu and select that Small Jewel you found just moments ago. Place it in the slot to trigger the rumbling sound of shifting stones. Hmm... Perhaps a door has opened up somewhere, eh?

Head back over to the western corridor to find that a brand spankin' new door has appeared. Once inside, Kraden and the other members of your part will disperse. As the old man explains, Saturos and Menardi mentioned something about a hidden passage. Since this is an RPG, that means everything we hear from any miscellaneous punk is automatically true. Thus, we search.

If you check the western and eastern wings of this chamber you should be able to spot some statues surrounded by a dotted outline. Either Kraden is blind, stupid, or those dots magically only appear to use, because they are quite conspicuous. Push the easternmost statue aside to reveal a secret doorway, which you should eagerly head through. Run up the stairs ahead and Isaac and co. will emerge in a somewhat labyrinthine-type area. Move northward until you reach the three-way fork. At this point, you'll want to take the left path and grab another Small Jewel from the chest at the end.

From there, return to the fork and take the northern road (you could also go east, but it's just a more roundabout version of the path to the north). In the next room, Kraden will mention that you may not be able to reach the statues on the opposite side of the water, but Psynergy might just be the key to solving this puzzle. Use Isaac's "Move" spell on the statue farthest to the left and you'll uncover another minotaur skull hanging on the wall. Hop across and, like before, place the Small Jewel in the empty eye socket. Again, some stones will shift, most probably opening a hidden door some where.

Just where is that hidden door, you may wonder? The answer is, quite simply enough, on the opposite side of this chamber. That's right, just cast Move on the easternmost statue and slide it right out of the way, revealing the doorway leading ahead. As you enter the following room, move upward and take the path to the left first, as it'll lead you to a treasure chest containing an Herb. Once you've done that, head back the way you came and continue northward via the path to the east.

As you enter a chamber with an emblem of the sun engraved into the floor, Kraden will decide to show up again. He'll say that this room is clearly the heart of Sol Sanctum, and that Saturos and Menardi must've been truthful. While Jenna and Gareth want to hurry back to the village and alert everyone about those two tricksters, old man Kraden convinces them that it would be a waste to leave after coming oh-so close to the origin of Alchemy.

When you regain control of Isaac, proceed into the next room, which is quite similar to the previous one, only with the moon on the floor in place of the sun. Interesting, wouldn't you say? Kraden decides to hang around here (most likely to avoid pissing his pants upon encountering any creepy monsters) while you and the others explore the area up ahead. Oh joy.

Make your way upstairs and you'll have two paths to take. The southern one leads to a room containing a useful Psynergy Stone, whilst the northern path will take you to a chamber with several statues scattered around. Push any one statue and it'll cause lightning bolts to rain into the room below (where Kraden is). Since we don't want the old man to bite the dust, Isaac moves the statue back to its original place. Kraden will come upstairs and yammer on about how the statues must be a trap. He'll go on to say that the key to Alchemy may be hidden close by... Whatever you say, old man!

Once you're put back into control, run to the west into the Sol room and push

the two uppermost statues up and towards the center of the chamber. If done correctly, two beams of light will appear and create a hole in the floor. Now hop over to the island in the middle and use Isaac's move spell to drag the largest statue into the hole. Something will click, signifying that we did something right.

Return to the Luna room and push the closest statue into place. The trap seems to be deactivated, so the old man hurries up to see what Isaac has found. He won't tell you anything you don't already know, so proceed to move the remaining three statues into place once he leaves. Go back downstairs when all four are in place to find that the Luna emblem on the floor has changed to Sol! Kraden seems baffled that nothing else has happened and says that something somewhere else must've changed!

Simply head west to see that the Sol room has changed to Luna! There is also a mysterious beam of light shooting into the wall. Inspect said wall and a portal will appear. Kraden urges you to jump through, then he follows suit.

== THE ELEMENTAL STARS =====

Enemies -> None

Items ---> Jupiter Star, Mars Star, Mercury Star, Mythril Bag x4, Venus Star

Djinni --> None

Isaac and co. will emerge in a strange crystalline world. At first, Kraden thinks they are out in the ocean, but there are no waves so he throws that theory out the window. Gareth then shows off his naivety by asking what the ocean is. After explaining it, Kraden notices four statues at each corner of the area. He'll tell the Isaac, Gareth, and Jenna about the elements (fire, wind, earth, and water), then say that the four Elemental Stars are in this very room!

After a bit more conversing about the origin and powers of Alchemy and the elements and whatnot, Kraden, the feeble old man that he is, sends Isaac and Gareth out to grab the Elemental Stars. To do this, he'll fork over some special bags needed to hold the stars. Since three of the four statues are initially inaccessible, we need to head southeast first to grab the Venus Star. It isn't too tricky, so just make your way down there by yourself.

Once you've got the first star, some new platforms will rise from the abyss below, giving you access to the northeastern statue. With the Mercury Star in Isaac's grimy little hands, another set of platforms will appear. We still can't get the star due west of here, so return to the central platform (where Jenna and Kraden are idly twiddling their thumbs) and use the set of stepping stones to the south.

When they snatch the Jupiter Star, Isaac and Gareth decide to sneak a peak back at Jenna and Kraden. What do they see? Saturos and Menardi are here! They'll insult the old man for "stealing" their information, and then another enigmatic figure will show up, saying that Jenna and Kraden will not be hurt. Yeah, ok, like we can really trust someone who looks like that! S & M say that they'd be cool with not hurting anyone, but only so long as they get all four Elemental Stars!

Kraden will ask what guarantee S & M have that they will be safe if they cough up the stars. They tell the mysterious man to remove his mask and show his face. As he does so, he reveals himself as Felix, Jenna's brother who supposedly died in the incident three years ago! Just what is going on? He starts to go on about how it was a miracle that he survived and that S & M were

the ones who saved him. Some more chit-chat will go down, then you and Gareth have to hand over the Elemental Stars.

As he heads for the central platform where everyone is, another mysterious man, this one named Alex, shows up to relieve you of the stars. His sprite looks more than just a bit feminine, wouldn't you say? I sure would. He notices that you're missing the Mars Star and sends the two of you off to grab it for them. Is it just me, or does it seem like Alex could just teleport over and take it? Sounds like it'd be much less of a hassle. Whatever.

Once you regain control, you'll have to go northeast from the central platform and make your way to the west from there. Take the Mars Star all hell will break loose. The water below will drain away, leaving nothing but fiery cracks. Apparently, this chamber can't hold itself together without the power of the Elemental Stars. Soon enough, a giant floating eyeball will show up, and Kraden will wonder aloud if it's "the Wise One", whoever that is.

Saturos figures out that it must be a guardian of some sort, so he, Menardi, Felix, and Alex decide to escape without the Mars Star. However, they take Jenna and Kraden with them, to ensure that Isaac and Gareth bring them the final star if they survive. Just before being pushed through the portal, Jenna calls out to Isaac and Gareth, telling them not to die. Yeah, like they have any control over that at this point.

Emerging from their hiding place behind the Mars statue, Isaac and Gareth notice that everyone is gone. Just when they think they're out of the woods, that floating eyeball appears again. Strangely enough, it seems to be quite benevolent--it even tries to hold back the volcano from erupting so you can get out! Before you leave, though, it explains a bit more about the elements and some place called a lighthouse. The volcano begins to erupt before it can divulge any more, so the eyeball simply warps Isaac and Gareth out of the collapsing chamber. From here, you just need to retrace the steps you took to get through Sol Sanctum to get back outside.

== AFTERMATH =====

Enemies -> None
Items ---> None
Djinni --> None

When you make it outside, you'll see the denizens of Vale looking up at Mt. Aleph in awe. Apparently it was thought to be inactive. The villagers put together the pieces of the puzzle and figure out that Isaac, Gareth, Jenna, and Kraden all went up to Sol Sanctum. When you and Gareth come down from the mountain, the village bigwigs (aka Gareth's granddaddy and your mommy) express how complicated your story is. They force you inside to spill your guts.

After retelling everything that went down in Sol Sanctum, you'll get to read plenty of chit-chat. I'm not going over everything that is talked about, so I'll cut right to the chase. Getting back the Elemental Stars and saving the entire world from destruction is up to your mom... Seriously, it is! Okay, so that isn't really what happens. It's Isaac and Gareth's duty to do all that fun stuff! Gareth can't decide whether to save the world or not, so instead of doing what I'd do and consulting the magic 8-ball, he leaves the choice to Isaac. No matter what you're going, so it choosing no won't make any difference.

The Great Healer leaves after you make your decision, and the two monks (or whatever the heck they are) get all excited and passionate about meditating, so they get out of there, as well. Isaac's mommy then tells you to leave tomorrow.

The scene skips immediately to the following morning, where the entire village has congregated to see the two of you off. They make sure you know not to drink water if it smells funny, and Garet's sister forks over a Herb. You'll also receive some Catch Beads, which are from Isaac's mother. When everything is said and done, it's go time!

=====
c. The Quest Begins!
=====

Enjoy the world map!

== THE JOURNEY BEGINS =====

Enemies -> Amaze, Bat, Slime, Vermin, Wild Mushroom, Zombie
Items ---> None
Djinni --> Flint

Welcome to Golden Sun's world map! Off to the southwest, you should be able to spot a fiery creature flying around in circles. Approach it and it'll take note that you are an Adept and ask to tag along with you. He'll tell you a bit about the usefulness of Djinn such as himself, so after hearing what he can do I'm sure you'll want to let him join your ranks. Congratulations, you just got your first Djinni!

After a short explanation about how Djinni work, you'll be put back into control. At this point, run south a bit, then turn and head in an easterly direction across a bridge over a river. To the south is a village which should be your current itinerary. As you get near it, a caravan of covered wagons will leave, saying that the place is far too dangerous. Unfortunately for them, the bridge to the south is broken. They mention someone named Ivan who has strange powers, and they decide to head north instead of south. After they pass, Isaac and Garet head into the village of Vault.

== IVAN, VAULT VILLAGE, AND BAD HAIRCUTS =====

Enemies -> Bandit [BOSS], Thief
Items ---> 4 Coins, 7 Coins, Mint, Nut
Djinni --> None (for now)

For starters, take some time to explore this new village and look for some of the hidden items. Also, you'll definitely want to hit up the weapon and item shops, as they both carry valuable supplies. When you've finished all of that stuff, it's time to get down to business. Remember what Master Hammet the merchant said about the boy left behind? Yeah? Well, we gotta go find him. Why? Because RPGs are all about helping out miscellaneous people just for the heck of it!

At any rate, head up the stairs at the northwestern section of town and enter the house up here. Talk to the boy in the back corner of the cottage and he'll read your mind, then explain that he possesses unique powers. Since Isaac and him are both skilled in Psynergy, the boy feels safe spilling his guts for you. It turns out that he is in fact Ivan, and that Master Hammet's special rod was stolen. Agree to help him get the rod back and Ivan will demonstrate his Mind Read ability for Isaac and Garet. He'll also join your party! Cool beans!

With Ivan's mind reading skills, you should now head around town and see what everyone is thinking. It's a pretty cool ability, but there isn't a whole lot

of useful information to learn. If you haven't already, just speak with the denizens of Vault and you should hear that some suspicious men are staying at the inn. Make your way over there and head upstairs. Here you'll find two long-haired prettyboys who seem to dislike Ivan. Let's go kick their butts!

Unfortunately, no matter how hard you try it's simply impossible to get near enough to the prettyboys to read their most likely homosexual minds. Leave the room and Ivan will comment on their suspicious actions. He comes up with an excellent idea: surround one of them and corner him so he can't get away. It's pretty easy to do (and they provide you with a groovy tune), and once Ivan reads his mind you'll learn that the prettboys are the thieves. It seems they've stashed the loot somewhere in this here inn, but Ivan isn't sure of the exact location. Oh well, the inn's pretty small so we should be able to find it, right?

Of course, the solution to our problem isn't actually in the inn. Nope, instead we gotta head southward from the cottage where we first me Ivan. Shake down the prettyboy standing around up here and he'll ask if you're accusing him of stealing Master Hammet's rod. Your answer doesn't change a thing, so read his mind and to learn that they are in fact the thieves we're looking for. Climb the ladder just outside the inn and enter the hole on the roof.

Using your move Psynergy spell, push the wooden crate out of the way and hop across the hole in the floor. All the loot is hidden away in this next room, along with some dude who's all tied up. He'll explain how he got here and the prettyboys will show up, unhappy that they've been found out. After a bit of talk about Master Hammet and the thief-filled city of Lunpa, the three thieving girly-men challenge you to a fight.

BOSS: Bandit and Thieves

EXP: 66 Coins: 110 Items: Bandit's Sword Weakness: N/A

Okay, so this is more of a mini-boss, really, but I decided to classify these punks as a real boss. That cool with you? Good. Anyway, I like to take down the two Thieves first, as they go down easier. Just toast them with your new Djinn and any powerful Psynergy you've got. Heal with Herbs or curative magic if necessary, otherwise this battle should be a breeze.

When the battle's over, the guy who was previously tied up will go fetch the mayor while Isaac, Garet, and Ivan watch gleefully as the prettyboys writhe in pain. Garet divulges upon just how wrong it is to steal and how "evil never prevails". The cheese is overwhelming. In any event, Ivan says that he's gonna head for Lunpa after he gets the rod and reads your mind to see what's going on with you next.

At this point, the mayor comes in and tells the prettyboys what a horrid crime they committed. I say we stone them! Instead, they just get a nice trip to the slammer. Psssh, that's weak! I wanna see a stoning! Anyway, the mayor ties them all up and sends them away, then he takes a look at what they stole. So just what did they take? The mayor's precious urn, a golden statue from the sanctum, and, of course, Master Hammet's Shaman Rod.

The mayor goes on to tell Ivan that Hammet has almost certainly been kidnapped, but chances are he's still alive. Why? Because Dodonpa, the evil thief who runs Lunpa, knows he can get a huge ransom from the merchant town of Kalay, which is where Hammet hails from. The mayor and his mindless lackey then leave, telling

you to visit him before leaving, as he has something for you. Let's hope he decided to stone the prettyboys after all!

Ivan goes to claim his master's rod, then heads off. Make your way back into town and go visit the mayor one last time. To show his gratitude, he'll fork over some Water of Life (think Phoenix Down, my Final Fantasy brothers). Then he asks if you're heading to the Goma Range, so reply yes and he'll inform you of a cave to the northeast that leads to some place called Bilibin. With that done, it's finally time to get outta here!

== OFF TO BILIBIN =====

Enemies -> Amaze, Bat, Ghost, Mars Djinni, Skeleton, Slime, Vermin,
Wild Mushroom, Will Head, Zombie
Items ---> Lucky Medal
Djinni --> Forge

Once you're back on the world map, head northward until you reach a village and an adjacent cavern. The village is the infamous Lunpa that we've been hearing so much about, but the gates are closed so there isn't anything worthwhile to do here. Also ignore the western cave, since we can't do anything in there, either. Instead run to the east and head south around the mountain range. Cross the first bridge and head northeast from there, going over the next bridge. At this point, there should be a cavern directly in front of you, so head on in.

Use the stump to cross over the river since the bridge is broken and push the tall log ahead over a bit so that you can climb the ladder. Once you've done so, run east a bit and you'll find a chasm that you can't cross. Cast move and drag the vertical log into the gap, allowing you to cross it. Ascend the ladder ahead and run along the path until you reach another gap. Try to cast move on the stump, but it won't work and Ivan will suddenly show up. He uses some whirlwind magic to free up the stump, then explains that he couldn't get into Lunpa. Since he didn't have anything else to do, he decided to come help out Isaac and Garet with in their quest! As a result, Ivan joins your party again, but this time it's for good!

Now that you've regained control of Isaac, cast move again and push the stump over the edge so that it falls into the river. Then cast Ivan's whirlwind spell again to blow away the leaves on the northern wall, revealing the entrance to the cave. Run forward and cross the river using the stepping stone ahead. From there, start heading southward and you'll come across a set of stairs that lead into a new room.

Descend the stairs before you and run as far to the east as you can. You should come across a man who mentions seeing something strange. After talking to him, push the vertical log as far to the north as it'll go (it'll lock into place if you've done it right). With that done, go back to the left a bit and run south where towards the river. Hop over it and head down the staircase ahead. Follow the path until it comes to a dead end, then use the stepping stone to reach the adjacent path, where you should head up the stairs.

At the top of the screen is a vertical log, which you should push out of the way with Isaac's move spell. Hop across next to it now, and then jump south. Cast move again and push the log back into its original position. At this point, leap back over next to the log and then jump east to the ledge with the treasure chest. Open it up and claim the Lucky Medal inside. Now that you've done that, hop back over to the southern ledge and cast move again, this time to push the stump off the ledge.

Return downstairs and use the new stepping stone to access the eastern ledge. Run up the stairs here and use the vertical log we pushed around earlier to reach the ledge where the Djinni is floating. Talk to it and a battle will begin! It isn't really a boss, so I won't categorize it as such. Just nail him with your most powerful Psynergy spells (although just have Garet attack, as this foe is quite resistant to fire) and he'll go down in no time flat. Keep in mind, though, that if you take too long he'll run away and you'll have to retry the battle. Anyway, once he's been felled, he'll join you as the Mars Djinni Forge! Sweet!

Now then, head upstairs and run north along the path. When the ledge comes to an end, you know it's time to use move again. Push the stump off the edge and it'll fall into the river, creating a way to return to the entrance of this cavern. At any rate, exit through the northern doorway and head east through the final chamber in this cave. After heading down the stairs, leave via the door at the bottom of the screen.

Outside again, simply run just a bit to the right and you'll reach Bilibin.

== BILIBIN =====

Enemies -> None
Items ---> 5 Coins, Antidote, Elixir, Hard Nut, Herb, Nut, Smoke Bomb
Djinni --> Gust

The first thing you should notice in this town is the strange-looking tree right near the entrance. Ask around a bit and you'll learn that said tree was formerly a man who was cursed! Speak with some more people and you should hear that some guy named McCoy cut down a buttload of trees and, thus, angered some sacred tree or something. Apparently, the heart of this problem can be found in a place called Kolima. However, McCoy has created a blockade so that no one can get there. Hmm... Let's go have a word with him eh?

McCoy's Palace can be found on the northern side of Bilibin, but some guards are blocking the entrance. Luckily, they'll agree to take you to see McCoy, since you seem to be powerful warriors. Although the guard told Isaac to follow him, he's nowhere to be found once inside the manor, so just take some time to look around and find some items. When you're ready to progress, return to the first floor, where you should follow the red carpet.

The guard who you were supposed to be following appears and tells McCoy (who talks like a leprechaun or someone Scottish) about Isaac and co.. He seems more than just a bit skeptical about your skills (apparently he's never played The Legend of Zelda and seen how much butt little kids can kick!), but he likes your courage and forks over the key to the eastern barricade. Ivan seems scared at first, but he decides to blindly follow Isaac just for the heck of it!

However, McCoy begins to have second thoughts about sending "children" off to do his bidding and takes back the barricade key. The no-good, rotten Indian giver! He then has the guard escort you back outside. Before heading off, though, the guard expresses his condolences for being rejected and mentions that you may not need a key to get past the barricade. He quickly stops himself from spilling any more beans, but we've already heard everything we needed to hear! It's time to move out!

=====
d. Curse of a Tree Spirit
=====

== GETTING PAST THE BARRICADE =====

Enemies -> Bat, Ghost, Rat, Rat Soldier, Skeleton, Zombie
Items ---> 7 Coins, Apple, Herb
Djinni --> Granite

Back on the world map, set your course to the east, staying south of the river, and you'll soon reach the barricade. As expected, the door is tightly locked. However, the tall wooden crate just left of the door can be pulled away using Isaac's move Psynergy. Head through the gap in the barricade and you'll be free to leave!

To the east is Kolima, and Kolima Forest is off to the north. If you want, head to Kolima first, as there are some items and a new Djinni over there. You can find the items by yourself, but the Djinni can be trickier to get. Find him enclosed in a fence to the southeast and go into the invisible door on the northern side of the house. Make your way through the basement and you'll soon emerge back outside, with the Djinni right next to you. His name is Granite, and he's willing to join you without a fight.

== SAVING KOLIMA FOREST =====

Enemies -> Drone Bee, Rat, Rat Soldier, Skeleton, Troll, Will Head
Items ---> Fur Coat, Nut
Djinni --> None

When you first arrive, Ivan will notice some strange sparkling stuff all over the ground. Before long, some immense beams of energy will appear, as if someone is trying to read your minds. Soon enough, Isaac, Garet, and Ivan all keel over and more sparkly stuff begins to rain down from above. Realizing that the sparkles are probably what turns people into trees, the three try to get away, but find that they cannot move. Fortunately, some mysterious barrier envelopes them, protecting them from the sparkles. When he comes to, Ivan concludes that the barriers must've been their Psynergy.

They'll continue to talk for a while, and it starts to rain sparkles again. Like before, the Psynergy barrier provide protection and a mysterious voice wonders why they aren't turning into trees. The voices go on to say that they are dying, and Kolima Forest will follow suit short after. Apparently Tret, one of the voices, has two sides: a kind side that has all but disappeared and a wrathful face, which turned to people of Kolima into trees. In order to save the people who've become trees, we need to reawaken the kind side of Tret.

All right, now that we've regained control of Isaac, run north and to the east when you get the chance. Roll the log impeding your progress to the left and it'll plop into the river. From there, proceed northward across the log bridge. Now then, push the log directly in front of you to the left and you'll be able to go up and around it. Make your way westward onto the next screen.

Run to the south, ignoring the log right in front of you for now. Proceed to the left and you'll come across two more logs. The top one is laying vertically, so push it to the east. Then, push the southernmost log downwards, which will allow you to roll the vertical log back over to the left. Continue to the next area after that's all over.

Okay, this next area is more complex than the previous two, but that's why I'm here--to help you through the puzzles and whatnot! Anyway, run around all the stumps to the east and roll the vertical log to the left. From there, head

north around some more stumps and push the horizontal log downwards. After that, roll the first log back over to the east, thus allowing you to push the southernmost log down. Next, push the other horizontal log to the north. Finally, simply roll the log to the east left into the river. Whew, I told you this one was more complicated!

Use the log floating in the river to reach the west bank and head north from there, ascending some stairs and following the grassy path to the east. Guess what greets you on the next screen? MORE LOG ROLLING FUN! If you're growing tired of Isaac's log-rolling capades, allow me to clarify that I too do not enjoy it all that much. That said, let's get down to business!

To begin with, head south and you should spot a sign reading "Do not touch Floodgate Switch!". Well, you know that means we have to flip the adjacent switch, so go ahead and do so. It'll drain out the lake, so head down into the dried out basin. There is a vertical log to the northwest -- roll it to the left, then go flip the switch again, refilling the lake (at a surprisingly quick speed!).

Once the lake is all watery again, hop onto the floating logs and make your way towards the one you moved. From there you can hop back onto solid ground. Head north to meet up with Laurel, the tree chick who was hanging out with Tret before. She'll explain that Isaac and co. are already too late to save him, and she urges you to leave before the forest dies. Seriously, if you actually do what she says and leave, I really don't know why you're playing this game. Run to the east to find Tret himself. Try talking to him and "Evil Tret" will speak up and say that he controls the forest.

Climb up the vine hanging off Tret and enter the tree.

== INSIDE THE TRET TREE =====

Enemies -> Creeper, Drone Bee, Gnome, Rat Soldier, Spider, Tret [BOSS],
Troll

Items ---> Healing Ring, Nut, Psynergy Stone

Djinni --> Breeze

Okay, so in order to save Tret and the entire forest, we're gonna go inside the Tret Tree and make everything cool again. In this initial room, make your way to the back and climb up the vine. Now head as far south as you can and hop across the spider webs using the golden leaves. Keep in mind that stepping on one will cause it to break, so stepping back onto it will result in you falling into the room below. Anyway, use the leaves to cross the cobwebs and head onto Tret's branches via the eastern exit.

The first two alternate paths don't lead to anything useful, so stay on the main branch until you find a vine to climb up. Once you've done so, run west and head back into Tret. This room's southern exit is simply a dead end, so avoid it and climb the vine to the northeast instead. Before doing that, however, you may be interested in grabbing the Psynergy Stone and Healing Ring items that are in this area. Taking each item will result in you being forced back to earlier rooms, though, so you may wanna just skip ahead without them. Your choice.

As you enter the subsequent room, you'll have the choice of exiting either to the south or to the west. Head south, because although both paths inevitably lead to the same room, this one will net you a new Djinni along the way. Once out on a limb (get it? GET IT!?), head east, ignoring the branch leading upward, and climb the vine at the end. Now, you can either go all the way west

and return inside, or you can proceed to the north and say hi to a new Djinni.

Just like the Mars Djinni you met not too long ago, this guy, a Jupiter Djinni, needs to have his butt kicked before he'll join you. Also like last time, just wail on him with your best Psynergy (especially Isaac's stuff, as this guy is quite weak against earth-related stuff) and he'll give up rather soon. He'll join your ranks as the Jupiter Djinni Breeze. Dandy.

Now then, head back into Tret via the doorway to the west. Grab the Nut from inside the treasure chest directly ahead, then head back outside the same way you came in. Why, you ask? Because otherwise you won't be able to hop onto the right leaves. Confused? Just do as I say and you'll understand soon enough. Okay, this next part can be a little difficult to describe, so I made a pretty little map instead. Check it out:

```
[L] [U] [L]      Here's the lowdown. [L] denotes a normal leaf, while
[U] [X] [L]      [U] indicates an unstable leaf that'll break when you
                  stand on it. [X] marks the spot you wanna end up on, so
[L] [L] [U] [L]  start from the bottom-left corner and hop once to the
                  right, the up one, right one, and back once to the
                  left. Voila! Problem solved!
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Once you bust through the correct leaf, Isaac will fall straight through that hole in the center of each room that was previously blocked off. You'll land in a relatively small room, so simply make your way through the mini-maze and say hello the Tret. He doesn't seem happy to see us, so let's kick his butt, shall we?

BOSS: Tret
EXP: 226 COINS: 700 ITEMS: Potion WEAKNESS: Fire

At this point, all three of your characters should be equipped with a Djinn, so I like to begin this battle by using each one. The following round should see you summoning the elemental deities to dole out some serious damage. In the following rounds, watch out for his Sleep Star attack, as it has the capability to put your characters to sleep (seriously, what did you think a move called "Sleep Star" would do?). Also, use Garet's move powerful Psynergy as often as possible, since Tret is weak against the fire element. Luckily, though, Tret seems to concentrate more on trying to put Isaac and co. to sleep than he doesn't use any actual attacks very often at all! Continue to wreak havoc with strong Psynergy and physical attacks and Tret will fall before you know it.

After the battle, Tret will regain his former self and thank Isaac and his buddies for driving out the evil from within him. Tret will ask if you need something before he dies, so tell him yes and he'll happily try restore the tree-people to their former selves. However, his powers have grown too weak, and he can't do a thing to help out the people of Kolima. Ivan and Garet get all gung-ho about saving Kolima, and of course you get dragged into doing everything for them.

Return outside using the vine that appeared after you won the battle and go read Laurel's mind. She'll say that the "healing waters of Mercury Lighthouse" might be able to save Tret. Hmm... I guess it's worth a try, right? Cast Retreat to return to the forest's entrance and get outta there.

=====
e. The Mercury Lighthouse
=====

== NORTH THROUGH THE WINTER WONDERLAND =====

Enemies -> Bat, Ghost, Ghoul, Gnome, Mauler, Ooze, Rat, Rat Soldier,
Skeleton, Troll, Zombie

Items ---> Elven Rapier

Djinni --> None

For starters, we need to head west back past the Bilibin Barricade. From there, head north past Bilibin. Once you cross a wooden bridge, proceed in a westerly direction towards the next few bridges. Continue this way and you'll soon come across a cavern entrance--head inside.

By using the stepping stone to cross the river, you can enter the cavern, but you really don't wanna do that just yet. Instead, give Isaac's Granite Djinni to Garet (don't worry, it's just for a second) and he'll gain the Grow Psynergy spell. Cast said spell on the little shrub against the northern wall and it will, surprisingly enough, grow. Climb the newly-created vine and run to the north, hopping across the chasm to the easternmost ledge. Follow the only path there is and slide down the wall where it looks strange. Enter the cavern from here and follow the path, as it leads to a treasure chest containing an Elven Rapier. Lovely.

Slide down the strange part of the wall and follow the path around past the cave's real entrance. As you head north you'll stumble across a fork in the road. Hmm... Which direction to take? Well, north is just a dead end, so take the eastern road and head through the doorway into the next portion of this cavern. Although there are plenty of torches and icy pillars in the following chamber, there isn't anything we can do at the moment, so simply run past all of the said obstacles and exit to the south.

Now that you're back on the world map, you should notice that it's all snowy and whatnot. Head north first, then west across a bridge. Continue on westward until the land begins to curve to the north again. When it does so, set your direction to the northeast and you should spot a town off in the distance. Head for it.

== THE PLAGUE OF IMIL =====

Enemies -> None

Items ---> 9 Coins, Empty Bottle, Lucky Medal, Lucky Pepper, Sleep Bomb

Djinni --> Fever

Just by talking to the inhabitants of Imil, you should learn that there's a nasty cold going around at the moment. Unfortunately, this works as a disadvantage, as the weapon and armor shops are closed. Speak with a few more people and you should hear something about some chick named Mia. It seems that she's done something to help out this perpetually-infected town. Talk to the little girl inside the sanctum and she'll tell you that Mia's chilling (get it?) at the house near the village entrance. Get over there, pronto!

Once inside, you'll spot Mia tending to a bed-ridden elderly man. She casts a Psynergy spell called Ply on him and the old man immediately begins to feel better. That must be some spell, eh? Anyway, Mia spots the three of you hanging

like heroes at the door, but before anyone answers her queries there is a strange light outside. She mentions something about the light house and Alex. Hmm... I wonder if it could be the same guy from Sol Sanctum? All signs point to yes </magic 8-ball>.

In any event, it's safe to assume that Mia took off for the Mercury Lighthouse, so get outta Imil and head northeast in pursuit of her.

== INTO THE LIGHTHOUSE =====

Enemies -> Cuttle, Ghoul, Harpy, Lizard Man, Mauler, Mimic, Saturos [BOSS]
Items ---> Nut, Psynergy Armor, Psynergy Stone, Sleep Bomb
Djinni --> Sleet

First of all, inspect the plaque just ahead to read about something called the "Water of Hermes". Continue ahead and you'll spot Mia at the top of the stairs. She'll tell you that someone else is here, and that she and Alex are the only two people who can gain access to the Mercury Lighthouse. However, she can't get in because there's a statue blocking the entrance. Of course, this is a simple problem for us to solve -- simply cast Move and push it out of the way. Once you've done so, Mia will explain that her Psynergy comes as a result of her being a part of the Mercury Clan. Mia then breaks the seal of the lighthouse and heads inside. Whaddya think you do now? No, you don't go home! Follow her!

Inside is a reptilian creature who won't let Mia past. She seems shocked to find a monster inside the Mercury Lighthouse, so beat it down for her. The battle isn't difficult in the least -- just nail him with physical attacks or fire magic if you feel the need. Proceed into the subsequent room and read the plaque. It says:

"He who honors the heart
of the goddess shall stand
at the center of all,
like a swan in the
center of a rippling
pond."

Hmm... the key to a puzzle, maybe? Anyway, exit using either door at the back of the room and use the northern doorway in the following room. You'll enter into a water-filled chamber with many stepping stones all over the place. Hop across the only stone you can reach and head on upstairs. Head south down this corridor and you'll meet up with Mia again. Like before, her lack of the Move Psynergy spell has gotten her into a quandary. Help her out by dragging the statue into the gap in the floor. Mia will express her gratitude and ask Isaac if he's got business in the lighthouse. Since she senses something special about Isaac and Mia knows she won't be able to progress by herself, she gladly joins your party. Lovely.

Continue down the hall and exit through the door at the end. Make your way eastward through this next room with a waterfall and exit on the other side. Okay, so now we're standing in a room filled with pipes and whatnot. Head into the groove to the left of the pipe right in front of you and roll it to the east. It'll lock into place and cause water to spurt out from another pipe off to the west. Run to the south and step into the water jet, which will push you over towards a set of stairs that you should descend.

Head south from where you emerge and step into another water jet. From there, make your way around the mess of pipes and use the only staircase in sight.

After reappearing east of where you were previously, run towards the top of the screen and use some more stairs to reach the area just east of where you first began. Push the pipe you moved earlier back to the left, then head as far west as possible. From there, just navigate southwards and enter the doorway at the very bottom of the screen.

In this next area, hop over the gap directly south of where you entered and, ignoring the ladder, follow the ledge around until you reach the end. On the west should be a switch that'll open the door ahead. However, said door will slam shut the second you step off of the switch, so we need to move the statue from the east onto it. Simple pushing shouldn't require any more explanation. Once you've opened the doorway, slide down the strange part of the wall and head north through it.

The next room seems devoid of anything worthwhile, so just slide down the wall and Isaac will fall straight through the hole in the floor. He lands in that first room, with the plaque that said something about honoring the heart of the goddess. Whatever. Anyway, hop over to the statue and have Mia cast her Fly spell. Doing so creates some magical energy on the stepping stone, so hop back onto it and three golden circles will appear above Isaac's head. These denote the amount of times he can touch the water before having to try again. Nifty. Just go east or west three times in a row and head north through one of the doors on either side of the room.

Last time we were in this chamber we couldn't do anything, but now we can! Leap onto the sole stepping stone in the eastern pool of water and you'll gain three golden rings, meaning you can touch the water three different times. Go east with all of your jumps, then hop south once and go through the doorway. A waterfall will spit you out into a room containing a treasure chest. What's inside? Nothing! The chest was an enemy called a Mimic! He's got quite a bit of HP, but his attacks aren't too powerful, so taking him down should be simple enough.

Once that battle is over, check out the easternmost waterfall to find some sweet Psynergy Armor, then return to the previous room using the waterfall furthest to the west. Enter the northernmost doorway and get ready for some more stepping stone fun!

For starters, hop over to the one stone you can initially reach to gain three rings. From there, jump east twice, south once, then east again to receive some more golden rings. Next, head east all the way to refill your rings again, and use all three jumps to go due north. At this point, hop north twice, then east once to replenish your rings. Then, go east a single time, then north until you reach the ledge at the top. Jump over to the ring-stone before leaping east three times, then south once. Use these few stepping stones to access the ledge to the west, which you should follow until you get to the water again. Now then, charge up three more rings and use them all to head south. If you've done everything correctly, then you should now be standing on a ledge in the southwestern corner of this chamber. Head through the doorway.

Know where you are? You should. Use the stepping stone to travel across the pool and head through the southern doorway. Although it may seem like there's nothing in the follow room, you actually can go through the door hidden behind the middle waterfall. The pillars won't help you at the moment, so just run north through the door and prepare yourself for more pipe-pushing fun!

First of all, find the horizontal pipe furthest to the north and roll it upwards until it locks in place. Then, push the other horizontal pipe to the north. Finally, roll the remaining pipe to the left and it'll lock right into place, causing the previous chamber to fill up with water. Head back there.

All right, jump onto the first stepping stone and you will, of course, gain three rings. Hop west twice, then north a single time, and finally west once more. Run upstairs, then make your way through a small corridor and up another set of stairs. The next room has two more doors, as well as a switch in the center of the floor. Of course, standing on said switch will open the middle door, but stepping off of it will result in the door closing. What to do? Head up the eastern stairs.

This room presents the trickiest pipe-rolling puzzle yet, so listen up. First things first, head as far north as you can and duck underneath some pipes by using the stairs. Once on the other side, push the vertical pipe to the west, which will turn on a water jet. This will force the blocked-off statue over to the west a bit, which is just what we want. From there, use the stairs again and roll the same pipe back over to the east, thus causing the statue to be pushed southward. All right, now roll the very same pipe you've been using all along back over to the west. That done, head north and push the horizontal pipe to the south. Now then, use the stairs one final time and roll the vertical pipe that we've been using the whole time to the right. BAM! The water jets push the statue through the hole in the floor. Return downstairs.

Before anything else, push that happy-looking statue onto the switch, thus causing the door to open. Go inside and you'll find four statues. Only the third statue has anything behind it, so that should be the only one that you bother to move. Run through the secret doorway you reveal and grab the Nut from inside the chest, then return outside and head south through the hall, then back north, where you'll find a fifth statue. Move that out of the way with the Move spell, then hop over and enter the hidden door.

Although it may seem like another obnoxious pipe puzzle is at hand, all you need do is roll the singular horizontal pipe upwards to reveal a new door, which I assume you can head through on your own. One of the waterfalls in the subsequent corridor will lead you to a Mercury Djinni called Sleet, so I suggest taking him on before continuing through the western doorway. Make your way through the next few corridors, as there isn't anything you can't do on your own in them.

When you reach the room with several waterfalls, enter the hidden door in the easternmost one. Hop over the small gap to the east, then push the statue out of your way using the Move spell. After entering the door, run down the hall and exit through to the south. In this next room, a message saying the following will appear on-screen:

"He who honors the
goddess of rainbows shall
be guided to the heavens
upon wings of fluid grace."

I'm guessing it's another hint to a puzzle. Well, since you can't move the statue anywhere, try casting Ply on it. Doing so will cause the waterfall to flow backwards, so Mia leads the way up using this nifty slide. Welcome to the apex of the Mercury Lighthouse. Grab the Psynergy Stone behind you, then cross the magically-floating stones ahead, making your way towards the massive sphere before you.

As you approach it, Garet will cry out in woe that the lighthouse has already been lit. Mia says that the beacon cannot be lit without the use of the Mercury Star, but Ivan decides to fill her in on the events at Sol Sanctum. When Garet tells her about Vale and their duty to guard the Elemental Stars, Mia sees the similarity between them and her own Mercury Clan. As she goes on about how she

failed to do her job, a familiar voice calls out to Isaac and Garet.

Guess who? It's Felix, Menardi, Kraden, and Jenna! After hearing that Isaac and co. have come to stop them, Menardi gets ready to beat you down. However, Saturos shows up and tries to talk you out of fighting. Seeing that such you aren't gonna back down, Saturos willingly agrees to kick your butts by himself. Menardi and the others then head off for the next lighthouse. So Saturos is just here to stall us, eh? Before he can begin to fight, though, the light of Mercury starts to weaken his Psynergy, giving us a better chance to win!

BOSS: Saturos

EXP: 331 COINS: 800 ITEMS: Psy Crystal WEAKNESS: Water

Right off the bat, use Granite and Breeze to put up a protective barrier on all of your characters. This will reduce the damage Saturos deals out by a LOT, so it's definitely worth doing. After that, have Garet use physical attacks and use items to heal whenever it's needed. Isaac and Ivan should also serve as part-time healers and cast their most powerful spells whenever they've got the chance. Only have Mia use restorative spells or magic if it is REALLY necessary, as you need her to pee on Saturos with her best water-based spells. Additionally, the Nereid and Ramses summons both do over 130 points of damage, so I highly recommend using them as soon as possible to end the battle quickly.

Once he's been defeated, Saturos will be in awe of Mercury Lighthouse's great power. Ivan asks what he meant when Saturos said his Psynergy was weakened, but he refuses to answer. However, Alex appears as if from nowhere and yammers on about the powers of the lighthouse. Ivan reiterates his question to Alex and he explains that Saturos is aligned with the fire elemental. Since water, the element embodied in the Mercury Lighthouse, is opposed to fire, Saturos is naturally weaker in it's presence.

Alex goes on to say that he was watching the battle, but didn't intervene because he was certain that Saturos would be able to kick our butts. At this point in time, Saturos regains his strength and Alex reveals that he was simply buying time until his buddy got better again. Before anything can be done, the two warp away and escape.

Once they're gone, Mia goes back to doubting herself and rambling on about how she failed her clan. The group agrees that while they may not have been able to prevent them from lighting the Mercury Lighthouse, there's still a chance to stop them in the future. Mia also decides to join your cause, as the lighted beacon will cause healing waters to run and aid those who are sick in Imil.

When you're put back into control, head west and use the same elevator that the others used to escape. Back at the base of the lighthouse, the people of Imil have already discovered that the Water of Hermes has returned. This is the same water we need to save Tret back in Kolima Forest, so fill that Empty Bottle you found back in Imil with it before leaving.

Also before backtracking to Kolima Forest, you may wanna stop in at Imil and see how everyone is doing. Now that there's a cure for the epidemic, the weapon and armor shops are open for business, so be sure to hit them up as well.

== BACK TO KOLIMA FOREST =====

Enemies -> Bat, Drone Bee, Ghost, Ghoul, Gnome, Mauler, Ooze, Rat,
Rat Soldier, Skeleton, Troll, Will Head, Zombie

Items ---> None

Djinni --> None

After gearing up in Imil, head south through the Bilibin Cave and return to Kolima Forest. Once you're there, make your way towards Tret like you did last time, as none of the puzzles have changed. Use your Hermes' Water on Tret when you get to him and the forest will suddenly become brighter. Life flowing through Tret once again, Laurel comments on how the forest has rejuvenated as well. Using his new energy, Tret uncurses the denizens of Kolima! He goes on to say that some strange gems that fell from the sky are what granted him this mysterious power. Psynergy Stones, perhaps?

Utilizing some unique powers of her own, Laurel sees that an evil forest has appeared to the south. Since you're headed that way, Tret urges you to go with haste, as it is growing more dangerous by the second. Now then, let's head over to Kolima and see what's going on there, shall we? There actually isn't much to do, but you can speak with the cured villagers and stuff. Head west to Bilibin when you're ready.

== BACK TO BILIBIN =====

Enemies -> Bat, Ghost, Rat, Rat Soldier, Skeleton, Zombie

Items ---> Potion, Psy Crystal, Vial, Water of Life

Djinni --> Gust (if you didn't get him before)

As you arrive, immediately head to McCoy's manor. The guards will first ensure that you are the ones who broke the tree's curse, then they'll put Isaac and co. under arrest! What's going on!? The guard leads you to McCoy, who then asks to hear everyone's names. McCoy will thank you for breaking the curse and decides to give you a gift of your own choice. Mr. Guard Soldier takes you into the treasure room, where you must choose one of four chests. The first chest contains a Vial, while the second has a Potion inside. The third and fourth chests contain a Psy Crystal and some Water of Life, respectively. Personally, I like to go for the last chest, but that's just me. Choose whatever you want.

== HEADING EAST =====

Enemies -> Bat, Ghost, Ooze, Rat, Rat Soldier, Skeleton, Zombie

Items ---> None

Djinni --> None

Now that we're done with Bilibin and that Irish-wannabe McCoy, it's time to make our way to the east. Start towards Kolima, but pass that up and continue eastward until the path begins to curve southward. At this point, you'll wanna change course and head west whenever you get the chance. You'll soon arrive at Kolima Bridge.

The man controlling this drawbridge will eagerly let you across, so do so. Back on the world map, follow the path south a bit, then turn east when there is no other direction to go. Continue onward in this direction and you should soon spot a place nestled between some mountains. Head for it.

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f. Fuchin Temple and Beyond

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== THE TRIALS OF FUCHIN TEMPLE =====

Enemies -> Bone Fighter, Dirge, Lizard Man, Mimic, Mole, Ooze, Skeleton,
Spirit
Items ---> Arctic Blade, Dragon's Eye, Psynergy Stone
Djinni --> Zephyr

When you arrive, dash on up the stairs ahead and, after grabbing the Psynergy Stone to the right of the building, head into the shrine. If you spoke with some of the people outside, you'll know that the monk in here, Nyunpa, is fasting to become enlightened and save the world. Since he won't talk to you, there's only one way to gain information from him--the Mind Read.

Use Ivan's Mind Read Psynergy and Nyunpa will hear it in his head. Startled, he hops up and asks if you were the one speaking in his mind. He'll say that you need to go through some place called Mogall Forest (Mogall? Sounds like Moogle! Too bad this isn't Final Fantasy!). However, getting through said forest is quite a difficult task, and Nyunpa refuses to help you if you can't first pass the trials in the waterfall grotto. After revealing that he can also read minds, he sends you off to complete the test.

Head down the stairs and use the stepping stones to hop towards the waterfall. Speak with the man and he'll grant you entrance. First of all, read the words engraved on the stone ahead, as they'll provide a helpful clue. What's it say? Something like this:

"The dragon's flame
illuminates the path of
truth in darkness."

Whatever that means. Anyway, hop onto the eastern log and roll across to the north towards a treasure chest. Open it and it'll reveal itself to be a Mimic! Beat it down, then ride the log back to where you entered. From there, take a ride on the left log and head north onto the next screen. You'll come into a chamber filled with water, with several stepping stones serving as bridges. There are three stones that you can reach from the get-go, but only the middle one will lead to any others, so take that.

From there, simply make your way over the various stones to the north, where you'll find three doorways. The middle door is the one that'll lead to where you really wanna be, although the taking the western path will result in finding a new Djinni. With that done, take the eastern door and ride the log across. Directly to the north should be two logs floating in a pool. Ride the top one up to the north, then get off of it and ride the easternmost log over to the west.

At this point, hop onto the log above and return south to the other horizontal log. Ride that to the north, then dismount and head through the western door. Take the Dragon's Eye from the altar, then go back to the previous room and head north through the door at the top of the screen. As you reach the next area, again make your way northward through a doorway. Climb up the ladder ahead, then place that Dragon's Eye into the dragon statue. Doing so will illuminate the room considerably, revealing what seems to be some sort of path.

Backtrack to the room filled with stepping stones and head through the central doorway, the one at the top of the screen. As usual, you'll wanna read the plaque, as it will impart these words of wisdom:

"Rays of light give
birth to shadows,
revealing the way."

Hmm... I'm guessing it has something to do with the Dragon's Eye that we just used. Anyway, enter the room ahead and you'll find... absolutely nothing! The solution to our problem? Simple. Backtrack to the room with the stepping stones and exit via the westernmost doorway. Head north until you come to a ledge overlooking the room with all the spikes and the strange path. Now then, above the path is an invisible bridge, so walk across and enter the door it leads you to.

Follow the road northward and slide down the wall when you get the chance. Ignore the ladder for the time being and head through the northern doorway instead. Hop across the pool and read the plaque. It says:

"The secret of Ki shall
be revealed to the
disciples of truth."

Who cares what that means, there's a treasure chest right next to it! Open it up and say hi to the Orb of Force, which allows it's wielder to use the Force Psynergy spell. Fabulous. Head back to the previous room and ascend the ladder, then follow the path around and you'll be pooped out into the spike-filled room with the invisible bridge. You've now completed the trials, so return outside and the man will tell you to go speak with Nyunpa in the temple.

Nyunpa will congratulate you on mastering the secrets of Fuchin Temple and explain that monks like himself call your new power "Ki". He goes on to say that Ki, or force, will help you through Mogall Forest, as it causes hiding monsters to reveal themselves. Since monsters are cowards, they'll run away if they spot you. Thus, following them will lead you deep into the forest... or at least that's how Nyunpa sees it. For all we know he's just leading us on some wild goose chase. Or not. Whatever.

Anyway, head for the world map and, once there, make your way due south across a bridge and into the forest.

== MOOGLE... ERM, MY BAD... MOGALL FOREST =====

Enemies -> Ape, Bone Fighter, Death Head, Dirge, Killer Ape [BOSS], Mole,
Spirit
Items ---> Nut
Djinni --> Quartz

First of all, I've forgotten why we need to come here. Aren't we supposed to be going after Saturos and his buddies? What's up with this? Anyway, some monster will spot you entering and piss his pants (he would've if he was wearing pants, at least) and escape. Hmm... In any event, cast Force on the tree trunk in the center of the screen and the monster will emerge, then head to the south. Follow him.

Head south one this next screen as well and you'll come into a clearing with a stump to the south. Hitting it with Force will result in a battle with an Ape, so ignore it. Instead, push the first log eastward, then roll the horizontal log down. After that, roll the vertical log back to the left, and finally push the horizontal log north into the river, creating a kind of bridge that you can use to access the area ahead. Once on the other side, punch the tree trunk with Force and a monster will race off to the east. Pursue the bugger.

Continue east on the next screen and you should come to an area with two tree trunks to the north. Cast Force on to the one to the left and a monster will escape southward. You know what to do. Proceed south again on the following screen and you'll come to a larger area. Start off by heading east towards the horizontal log. Although said log cannot be moved just yet, you can cast Move on the rock just south of it and push it downwards, thus allowing you to push the log outta the way.

Make your way around some stumps and you'll soon find another horizontal log impeding your path. Simply roll it south, then navigate around the stumps to the right and roll the vertical log to the left. If you want, continue south from here and you'll encounter a Venus Djinni that you'll probably wanna get. After that, push the horizontal log to the north, thus allowing the vertical log to be rolled west into the water. Hop over and pop the tree trunk with the Force spell, causing a monster to appear and leap westward into another trunk.

With that done, return to where you entered this screen and cross the log bridge to the south. From there, make your way through the various trees and shrubs until you reach the tree trunk that the monster hid inside. Nail it and watch as the monster flees to the west. Follow him and continue to the west on the subsequent screen. Hmm... three different trunks in one area, eh? Which one to hit? Well, the easternmost stump contains a very hostile ape, so steer clear of it. Go with the middle trunk and pursue the monster as he races off to the south.

Now then, run to the left until you can cross the log bridge. Do so, then proceed southward. To your right, there should be a log with a rock behind it, preventing it from being pushed. Move the rock into the hole below using Isaac's Move Psynergy spell, then roll the log east into the water. Stand on it, then bust the stump ahead with Force and watch as the monster heads into another trunk, this one to the south.

Head back to the west, going around the various stumps, and roll the first vertical log right. Then, run downward and push the horizontal log blocking your path in the same direction. After that, head west around the stumps and push the next vertical log eastward into the water, creating a nifty new bridge for you. Use it to cross to the other side, then punch the trunk using Force and trail the monster southward.

First of all, I suggest saving your game right now, as you're about to encounter a boss. Once you've finished with all that, run south towards the bridge, then cross it and approach the trunk on the island. Hitting it with Force apparently has no effect, so instead run across the next bridge. As you attempt to do so, the boss shows himself.

BOSS: Killer Ape
EXP: 460 COINS: 1500 ITEMS: Douse Drop WEAKNESS: Fire

Before the battle begins, I hope you unequipped all of your Djinni, allowing easy use of your best summons from the get-go. If not, simply begin by unloading with some offensive Djinni, then use the following round to bust out with the summons. Once you've expened those moves, have Isaac and Garet unleash their most powerful Psynergy (probably Ragnarok and Fireball at this point). Since the Killer Ape is rather resistant to wind, have Ivan serve as a healer, while Mia either helps Ivan with the party's restoration or uses her strongest spells to chip away at this behemoth's health. If you find that your characters tend to take a lot of damage from the ape's attacks, try

using protective Djinni such as Granite and Breeze. One last thing: be on the lookout for the ape's Bind attack, as it prevents a single character from using Psynergy for a while.

When the battle is over, proceed south across the bridge. Say buh-bye to Mogall Forest--we're outta here, baby!

== THE ROAD TO XIAN =====

Enemies -> Ape, Dirge, Mole
Items ---> None
Djinni --> None

Once you're back on the world map, head west and you'll stumble across a bridge. Cross it and the town of Xian will be directly ahead.

== DON'T EVEN ASK HOW TO PRONOUNCE XIAN! =====

Enemies -> None
Items ---> Antidote, Elixir, Lucky Medal
Djinni --> Mist

As usual, you can do all your item-collecting and exploring by yourself. Take note that there is a new Djinni here that you can get--check chapter 10 for specific details on how to get it. Once you're ready, enter the building on the northeast side of town and speak with the man standing near the tree trunk. Tell him yes when he asks if you want to see Master Feh and he'll tell you to use "Chi" to knock over the tree trunk.

Stand right outside of the white line to the south and hit the tree trunk with your Force Psynergy spell. If you do it correctly, the trunk will keel over and the various students will "ooh" and "ahh" at your 1337 Chi. One such student asks if you know kung fu, then bolts off to inform Master Feh of just how cool you are. However, before said student can open the door, the master's daughter Feizhi storms out, apparently worried about something. As it turns out, Feizhi was hit by the raining crystals after the explosion at Mt. Aleph and gained some sort of psychic powers as a result!

After a bit of conversation, Feizhi leaves Xian, en route to help some mysterious friend of hers named Hsu. Master Feh, however, doesn't seem miffed about it. Anyway, Feh soon notices that the tree has been toppled and entreats you to try it again. Do exactly as you did before and Master Feh will command your skills, but inform everyone that your magic is, in fact, not Chi. As he explains, Chi releases energy from the hand while our spiffy spell utilizes magic from the mind. The two appear quite similar, but are actually on opposite ends of the magic spectrum. Or something along those lines.

In any event, there isn't anything left to do inside, so head for Xian's exit. Here you'll find Feizhi, Master Feh's daughter. She mentions that she's glad to see some buff warriors such as ourselves and encourages us to head west. Maybe we will... Maybe we won't! Keep reading to find out!

== ON THE ROAD =====

Enemies -> Ape, Death Head, Dirge, Mole, Spirit

Items ---> None
Djinni --> Corona

Back on the world map, head northwest around a mountain range, then press northward over a bridge. From here, travel due west to enter into a small region known as Alpine Crossing.

NOTE: There's a Djinni lurking around this area! Check chapter 10 for a nifty explanation of how to get it.

=====
g. The Altin Flood
=====

== ALPINE CROSSING =====

Enemies -> None
Items ---> Power Bread
Djinni --> None

The moment you enter, Feizhi from Xian will appear, screaming like some sort of intoxicated banshee. Apparently her vision came true, and the path westward has been blocked off. Well that's a shame, but there really isn't anything we can do for her. Or at least, anything we want to do for her. Haha. Sucker.

Before exiting this area via the northern road, mess around with your Djinni until one of your characters has the capability to cast Growth (giving Garet two Mars Djinni and one Venus will do the trick). Use this spell on the small green plant adjacent to the exit and a tall vine will grow, allowing you to climb right on up it. Before doing so, however, have Mia cast Freeze on the puddle to the south, thus creating an icy column. Now then, climb up that vine and slide down the ledge to the left. From there, use the ice pillar to hop onto the eastern plateau. Grab the Power Bread from the chest up here, then return to groundlevel using the slide just south of the icy column and exit to the north.

The town of Altin is just ahead in plain sight, so mosey on over in that direction and enter.

== ALTIN =====

Enemies -> Ape, Bone Fighter, Calamar, Dirge, Hydros Statue [BOSS],
Living Statue, Rat Fighter, Slime Beast, Tarantula
Items ---> 9 Coins, Dragon Shield, Frost Jewel, Lifting Gem, Lucky Medal,
Nut, Psy Crystal
Djinni --> Spritz

Welcome to the town of Altin! What's with all the water? As the guy standing by the village's entrance will explain, the entire town has been flooded by some water-spewing monsters. Speak with all the denizens of Altin, especially the two elderly men on the western side of the village. They both inform you that the monsters are creating quite a mess, and that something must be done. Well, any RPG gamer worth his salt will know that we're the ones who have to solve this problem. It doesn't matter that we have no business in Altin and that we've never been here before--everyone's counting on us to get the job done.

Although the shops and many of the homes have all been drenched and are completely submerged, the inn is dry as a whistle, luckily. Spend the night if

you need to, otherwise use the ladder near the inn and head south towards the water-spewing monstrosity. As soon as you're in sight, the beast ceases it's spewing and flees into Altin Peak. You know what to do--follow it!

Follow the curving path ahead to encounter the beast again. As with before, it'll escape, this time demonstrating it's uber Psynergy skills in the process. Whoa, doesn't look like purging these creatures is gonna be an easy task. Nevertheless, taking care of them is our duty, so run ahead, use the ladder, and approach the icy pillar. Again the beast will run off, so pursue it, sliding down the ledge and sneaking up behind it. Well, well ladies and gents, it's time for a fight!

Although I wouldn't consider this guy a boss per se, he can still be more than a formidable opponent, so here are some awesome tips:

- * Isaac's Ragnarok spell can dole out some serious damage here. Use it as often as possible.
- * The Living Statue is a water-based foe, so reserve Mia's turns for either healing purposes or basic physical attacks.
- * Garet should be your main man for this fight, as his fire spells are sure to leave some bruises in the morning. That is, if magic leaves bruises. I don't think it does, actually... But I digress, as per usual. Coming into this battle with a Level 3 Mars summon is not a bad idea in the least, so it's highly recommended.
- * Have Ivan join Mia in with the party's restoration if need be, otherwise he can chip away at this watery behemoth with some Psynergy of his own.

After the battle, the pool of water will drain away, revealing a ladder and a small puddle. Have Mia turn said puddle into an icy column with the Frost spell, then ascend the ladder and return to the village. Well, the village is still soaked, but at least now you have access to the item shop and a single cottage.

After checking out the shop, follow the train tracks into another dark entrance of Altin Peak. Run ahead on the path and keep going past the first door you see, as nothing worthwhile is inside. Instead, continue along the path and enter the door you find at it's end. On the next screen is a fork in the road. After picking it up, take the eastern path, as the one to the left is simply a dead end. Just ahead is a second fork, at which you should head to the west this time. Continue onward through the door that it'll lead you to.

Hear that familiar pouring water sound? Yeah? You know what it means? Well, head over to the west and take a look--it's another Living Statue! Unfortunately, it's a bit out of reach at the moment, so we'll have to find a method to get near it. You may notice a mine cart just to the north. As tempting as it may be, don't hop into it just yet. Before doing so, you have to flip the switch that's over to the east a bit. Once you've done that, climb into the cart and enjoy the ride--it'll take you directly to the Living Statue.

Apply the aforementioned tactics (or whatever worked for you before) to cut this water-spewing behemoth down the size, then watch as still more water is drained from the mines. Nice! Ride the mine cart back and exit the caverns for the time being. With the town a bit dryer than it was before, you now have access to a second cottage, as well as the armor shop. Buy whatever you want, then return to the mines.

This time, head through the first doorway you come across, as we can actually do something in here now that the water's been drained. Descend the ladder and enter the next chamber, where you'll find a mine cart to the east. Hop into it and take a ride if you feel so inclined, but you'll have to flip the switch to the southwest before it can take you anywhere worthwhile. Once you've hit the switch, return to the cart and hop in. When it stops on the far northern side of the chamber, run ahead into the next area.

Follow the semi-winding path until you come to a series of small blocks. Weave through them and avoid the northern treasure chest unless you feel like fighting a Mimic. Yeah, I hate 'em, too. Anyway, head south and continue along the path into the subsequent chamber. Before climbing up the ladder that is before you, run to the left a bit and cast Frost on the puddle to create an icy pillar. After that, ascend the ladder and use your new pillar to cross the gap, then head through the door.

You can hear and spot a third Living Statue in the next room, but reaching it is impossible currently. To reach it, climb down the nearby ladder and head to the left, curving northward just before you get to the second ladder. As with before, create a pillar by casting Frost on the puddle. Now then, climb up the nearest ladder and hop across to the eastern ledge, where you'll find another mine cart. Jump in and it'll take you to the south, where a chest containing a Dragon Shield awaits.

After grabbing that, hop back into the cart and ride back to it's original position. Now cross over the icy column again and drop down the ladder. Run to the west and climb up the ladder furthest from where you came in. From there, head due north and flip the switch, then return to the mine cart and it'll take you to a ledge on the northernmost section of the chamber. Run towards the east, where you'll find a ladder to climb down. Curve around the pool and say hi to Living Statue #3. Oh, and beat him down while you're at it. ;)

In case you don't realize, defeating that third statue caused still more water to drain out, so return to town (the icy pillars have melted, so you'll have to slide down the strange-looking parts of each ledge) to see what we've uncovered this time! Guess what? We got the weapon shop! Sweet! Check out the dealer's wares, along with the various houses that are no longer flooded, then enter the newest entrance into Altin Peak.

Follow the one and only path until it forks into two paths, at which point you should take the east path. Enter the door said path leads you to, then head north through the door in the subsequent room, as well. The only direction you can move in at this point is south, so head towards the bottom of the screen and you'll soon come to another fork--take either direction, as they both lead to the same place. The southern path has a chest containing a Lucky Medal along the way, though, so you'll probably want to head that way. Anyway, continue eastward along the winding path and enter the doorway that you eventually come to.

As you enter the subsequent area, run northward and give a hearty greeting to the Djinni that is just out of your reach. Head over to the east and ascend the ladder that is just ahead and cast the Frost spell on the puddle ahead to create an icy pillar. There is a second puddle towards the west that you should also cast Frost on. Now then, flip the nearby switch and climb up the ladder to the north. Using the icy pillars that you just created as stepping stones, make your way to the west, where you'll find a doorway to head through.

Just ahead the road will split up yet again, however the path to the right is nothing more than a dead end, so run west, then south when the path changes direction. In the following chamber you'll want to head northward and navigate

through the stones. At the end of the road is a sign that reads:

"Watch for falling rocks!
Do not strike the wall!
Rocks may fall!"

Guess what? That rhymes! Guess what else? We have to strike the wall! Why? Because Golden Sun is an RPG, and RPGs are all about doing the exact opposite of what you're told. So anyway, stand behind the rock directly to the left of the sign and cast Force on the log just ahead. It'll fall over and cause an absolutely massive boulder to appear as if from nowhere. Isaac displays some mad skillz as he nimbly makes his way to safety whilst the boulder crashes through the floor, thus creating a gaping hole.

Drop down the ladder on the western side of this cavern and slide down the wall. Now approach the top of the hole you just created into the ground and climb the track down. Follow the path and you'll enter a very shrine-esque area. Sitting on the altar at the end of it all is the final statue foe. However, this isn't one of the average Joes you've been fighting...

BOSS: Hydros Statue
EXP: 496 COINS: 2400 ITEMS: Lucky Medal WEAKNESS: Fire

Since this guy is pretty much just a souped-up Living Statue, it will be in your best interest to pound him in the same way you pounded his weaker bretheren. Coming into the battle with all of your Djinni unequipped is never a bad idea, as it allows you to jump straight into the summoning. Isaac and Ivan's 3-Djinni summons should be able to deal out well over 200 damage, while Gareth's 3-Djinner can cause a good 300. After pummeling this fool in the initial round with your elemental summons, have Isaac and Gareth go to town on him with their best Psynergy (Ragnarok and Flare Storm respectively, most likely). Ivan can also chip in to cause some damage when the opportunity presents itself, otherwise he and Mia should serve as your healers. Keep your HP high and the Hydros Statue probably won't cause too much trouble.

When the battle ends, Isaac, Gareth, and Ivan will wonder about this strange room. Ever the smart one, Mia steps up and explains that Altin's guardian statues were created long ago. Their purpose? A mystery. Nevertheless, hidden behind the final statue was a treasure chest. Open it up and snatch the Lifting Gem tucked away inside.

At this point, you have two choices: you can return to town and see everything all nice and prestine again, or you can use your new Lifting Gem to proceed deeper into the caves. You know what to do for the former, so I shall now explain the latter.

== DEEPER INTO THE MINES =====

Enemies -> Ape, Bone Fighter, Calamar, Dirge, Rat Fighter, Slime Beast,
 Tarantula
Items ---> Vial
Djinni --> None

Return to the first area in this portion of the mines and you should see a doorway that was previously inaccessible due to the presence of a circular

boulder. By using Lift, we can move that right out of the way, allowing us to proceed onwards. Three paths lay before you in the subsequent grotto. The eastern road, which then curves north leads to nothing more than a dead end. Don't bother with it. The westernmost path will take you to a tree stump, which you should move out of the way and grab the Vial concealed behind it.

The final path is, as you may guess, the one that allows you to proceed. As with before, you'll have to cast Lift to remove a round boulder from your path. Once that's no longer an obstruction, follow the path ahead and prepare to be blinded: we're outside again! Run just ahead and enter the community you see directly below the mines.

== LAMA TEMPLE =====

Enemies -> None
Items ---> Psynergy Stone, Water of Life
Djinni --> None

Another kung fu village, eh? Whatever. Head for the temple to the north and enter. Here you will meet Master Hama, who seems to have expected your arrival. As it turns out, Hama has been anticipating your visit to this temple for quite some time. Also, she knows all about the Elemental Stars, and even reveals that she is a Jupiter Adept, not dissimilar to Ivan. As Hama continues her rambling, she explains to Ivan that the ability to read minds is exclusive to the Jupiter Adepts.

Apparently, her foresight ability is also one that belongs to the Jupiter Adepts. Although he doesn't know it, Ivan has already acquired the gift of prediction. Furthermore, it is even possible for him to learn an even greater power--something that Hama calls Reveal. This is something that will be necessary on your quest, or so says Master Hama.

Continuing her spiel, Hama explains that the power of Reveal is vital to crossing the Lamakan Desert, which lies just ahead. Due to extreme heat in the desert, crossing it is next to impossible. However, the power of Reveal will allow you to find oases--that would be invisible to the naked eye--in which you can cool off.

So, just how do we get this seemingly invaluable power of Reveal? Well, Hama tells you that passing on the skill to Ivan might not work. As she recounts some past events about a failed attempt to teach a young girl something, Feizhi (the chick who ran away from Xian) shows up. It turns out that Feizhi is the girl Hama was speaking of, and the power has, in fact, finally come to her! Know what that means? Ivan will be able to learn Reveal! Cool beans!

Just before setting out with Feizhi to go help some guy named Hsu (whoever that is), Hama successfully passes the power of Reveal on to Ivan. Nice! Although Mia thinks it would be a nice gesture to stay behind and help Hama with Hsu, the remainder of the team decides it would be better to hurry on after Felix, Saturos, and co.. I agree with them!

Return to the world map and travel due south into the Lamakan Desert.

NOTE: Inside the temple, cast Reveal toward the eastern side of the area to find some Water of Life! Sweet! Thanks to Kristoffer for pointing this out!

== LAMAKAN DESERT =====

Enemies -> Ant Lion, Fighter Bee, Grub, Manticore [BOSS], Orc, Rat Fighter,
Salamander
Items ---> 777 Coins, Lucky Pepper, Mint, Potion, Psynergy Stone, Vulcan Axe
Djinni --> Smog

Okay, chances are the first thing you'll notice is the strange gauge that appears on the left side of your screen. Just what is it? Well, it measures how hot your team is. The higher it the bar goes, the thirstier your characters become, meaning that you need water fast. Also note that the bar only increases while you are standing on sand, so step onto the darker brown terrain to stop it for a while. Finally, if the bar becomes completely full, you're characters will lose some HP. Nothing big, but still its a good idea to use oases whenever possible.

So anyway, back to the walking-through. Run ahead along the path, turning west, and then south as the path does. Cast Reveal in the center of the circle of rocks to locate your first oasis. Take a nice bath in it, then proceed onwards. Head west, ignoring the option to head north that you will come across, and use Reveal a second time in another circle of rocks. No oasis this time, but you will find a useful Psynergy Stone. Continue to the north from here, stopping to use the hidden oasis in the next rock circle.

After that, proceed to the west, then run north when the path changes direction. Soon enough you'll have two choices: continuing north or heading east. Well, the former leads to a hidden treasure chest containing a Vulcan Axe whilst the latter will take you to a rock circle, where you can Reveal a hungry Ant Lion if you wish. Head north from the Ant Lion pit to find another hidden oasis, as well as the path to the next portion of the desert.

From here, run north onto the sand, then head due west to find a circle of rocks that conceal a Potion. Just west of there is yet another hidden oasis for you to use. Now, run to the north, passing the two rock circles on your sides and cool off in the one directly to the north. Once you've done that, head due west onto the subsequent screen.

On this next screen, ignore the various side paths offered to you and simply cross the "sand rivers" to the west. From there, head south between a set of plateaus and follow the only path there is around to a sandy area. Although it seems like a dead end, cast Reveal to make visible an entrance to the cavernous parts of this desert.

Head inside and follow the winding path around, exiting the caves to the south. Back outside, you'll have two ways to go: north or south. You can find a Mint hidden to the south, so I suggest grabbing that, then heading back northward. Cross a couple of sand rivers, then climb down the wall and cast Reveal on the sand waterfall to show another entrance to the caves, which just happens to be blocked off by a despicable monster!

BOSS: Manticore
EXP: 590 COINS: 3400 ITEMS: Psy Crystal WEAKNESS: Water

Since this beast is quite susceptible to water and ice spells, have Mia enter into the battle with all four of her Djinni unequipped. This will allow her to wreak havoc with her best summon at this point in time: Boreas. In successive rounds, Mia should be considered your main artillery, so have her pummel the Manticore with Ice Horn or any other powerful spells of hers. Garet's fire elemental spells won't be very effective in this fight, so have

him act as the party's main healer, using items and whatever else he might have at his disposal. Isaac's restorative Psynergy will also be very useful here, so don't hesitate to use him as a healer, as well. However, try to use Isaac's Ragnarok spell as often as possible, since it can dole out some major damage.

With a handful of dangerous attacks, you need to be ready to take on some huge damage against this guy. The Manticore's Nova attack is especially deadly, so be sure to heal up after being hit by it. If you seem to be taking on excessive damage from his offensive moves, use a defensive Djinni, such as Granite, Breeze, or Corona. All three of them work quite well in reducing the amount of damage sustained, so they should help to make this battle a great deal easier. One final thing: make sure you have some Antidotes on hand, since this foe can poison your characters.

After the fight, enter the cavern ahead. The path is pretty straightforward, so simply follow the road and you'll soon come to the exit. Welcome back to the world map!

== THE ROAD TO KALAY =====

Enemies -> Death Cap, Fighter Bee, Mad Vermin, Undead
Items ---> None
Djinni --> Vine

From the cave's exit, you'll be able to see two bridges. Take the southern one and head east across another bridge. At that point you should see a town off in the distance--head for it.

== KALAY =====

Enemies -> None
Items ---> 11 Coins, Elixir, Nut x2, Sleep Bomb, Water Jacket
Djinni --> Scorch

Well, there's plenty to do in this town when you first arrive: hit up the shops, search for hidden items, and there's even a new Djinni to be found! When you're ready to actually progress, you need to head northward up the set of stairs. This is where you'll find Lord Hammet's Palace. Remember Hammet way back from the beginning of the game? Well, he isn't at home right now, but Ivan will step up and demand to see Hammet's wife, Lady Layana.

However, as the guards reveal, Lord Hammet has been taken captive by a terrible group of thieves who hail from Lunpa. At this point, the guards permit you to enter the palace and meet with Lady Layana. After informing her of Hammet's position, the group comes to the conclusion that Dodonpa, the leader of the thieves, likely has no intention of releasing Hammet.

Although the soldiers of Kalay are all gung-ho about raiding Lunpa, Layana feels that it would be better to think it over carefully before doing something rash. While Gareth volunteers to help out, Layana declines his offer, saying that it would be too dangerous. Besides, we've got our own quests to pursue!

As Layana tells Ivan that Hammet wouldn't have wanted him to give up his quest, she realizes that she just spilled the beans. It seems that Hammet once swore an oath to a Jupiter Adept from Vale (!!). After learning of Isaac and Gareth's

heritage, Layana drops the four-one-one about a prophecy that said Ivan would someday embark on a journey with some warriors from Vale. Looks to me like that prophecy came true, eh?

Layana continues her rambling for a good while. Eventually she shuts up and you're put back into control. Take this chance to explore Hammet's palace, as there are couple of items to locate. Talking to the people inside will also yield some interesting information about the whole Hammet-Lunpa dealio. Once you're done, leave the palace and enter the inn back in town.

Speak with everyone inside the inn, then try to leave Kalay. You'll overhear the tour group that was staying at the inn. It seems they are all headed for Colosso, which is being held in Tolbi. After a good bit of squabbling about absolutely nothing, they finally head off for Kalay Docks. That should be your itinerary, as well.

NOTE: At this point in time, you have the option of revisiting certain areas from earlier in the game (namely Vale and Vault). By doing this you can gain some new Djinni, so it's definitely recommended that you do so, although it isn't required. Anyway, head due north from Kalay to find a bridge. Cross it, then continue northward and cross a second bridge. Vault will lay just ahead. From there, you should be able to remember how to get to Vale and the other locales. Skip down to chapter 10 to learn the exact locations of the new Djinni.

=====
h. Colosso!
=====

== HEADED FOR KALAY DOCKS =====

Enemies -> Death Cap, Fighter Bee, Mad Vermin, Undead
Items ---> None
Djinni --> None

Travel south near the mountain range, then head westward once the mountains stop. The Kalay Docks are just ahead.

== KALAY DOCKS =====

Enemies -> None
Items ---> Boat Ticket
Djinni --> None

The moment you arrive, Garet will become all giddy, amazed at the ocean. Someone overhears him, however, and explains that this sea, called the Karagol, isn't a true ocean--it's surrounded by land! Anyway, once you're put back into control, take some time to look around the dock and speak with the various people. You may notice that there is Djinni to the north. Currently, it is impossible to get it, so ignore it for now.

When you're done, enter the sole building and speak with the girl behind the counter. Tell her that you've come for boat tickets and she'll say that the cost for all four of us is 600 Coins. Pay up, then head outside and talk to the guy on the dock. Show off your tickets and he'll gladly let you onto the ship.

== CROSSING THE KARAGOL SEA =====

Enemies -> Kraken [BOSS], Lizard Fighter, Man o' War, Rabid Bat, Virago
Items ---> 23 Coins, Anchor Charm, Nut
Djinni --> None

Onboard the ship, approach the group of people congregating on the western side to learn something interesting. Apparently, the Karagol Sea is quite dangerous, yet the captain refuses to lose the business of every passenger on the boat. One of the three men, named Kaja, comments that the oarsmen are fearless, but he himself won't be able to hold off the monsters that are sure to appear. The captain seems to think that some measly amulet of his will protect the ship from any danger. I think he's gone loony.

As the group disperses, the captain says that they'll be sailing in no time. However, one of the other men mumbles something along the lines of "not if I can help it" and heads into the cabin. You need to follow him. A moment later, he emerges, acting very suspiciously, then runs off. Enter the cabin if you want, but the only thing you'll find is a Nut in one of the jars. Back outside, head to the northern section of the ship and speak with the suspicious fellow again. What's he say? "Oh! At the risk of sounding repetitive, I didn't do anything!". Ecks dee, I say!

Now then, enter the northernmost cabin to find many of the tourists gathered together. Everyone is quite eager to get a move on so that they can get to Colosso ASAP, but the tour guide doesn't seem to know what to say. Rather angry, Ouranos and his buddy head for the captain's quarters to raise some hell.

Return to the captain's quarters (the southernmost cabin) to view the carnage. Ouranos and his buddy are pissed, but the captain explains that the ship will be setting sail any minute now. Just as Oury and co. get ready to leave the cabin, the captain begins to talk about how dangerous the sea is--there are monsters that appear as if from nowhere and attack the crew! Oury and his friend, who's name turns out to be Sean, volunteer to help out with the monsters. Before setting off, some warriors are still needed to protect the oarsmen from harm. I'm sure you can imagine who those warriors are. Just as the cap'n mentions how the ship will soon be invincible, he turns to find that his lucky amulet--an anchor--is gone! Ever the superstitious one, cap'n refuses to set sail without his amulet.

Of course, WE know who stole the amulet. The problem is finding where the man with the blue hair hid it. I guess you probably expect me to tell you exactly where it's hidden, don't ya? Lazy bums, why don't you figure it yourselves!? Probably because you can't... Anyway, climb up to the crow's nest and inspect the mast to find the Anchor Charm! Nice! Now bring it back to the cap'n's quarters.

Present the Anchor Charm to the cap'n and he'll express his thanks. Granted, we still don't get to set sail. As Sean points out, someone is still needed to guard the oarsmen. Know who that is? Of course you do! It's you! Agree to help out and the cap'n will reveal one last preparation: the ship needs some backup rowers.

Enter the northern cabin and descend the semi-hidden stairs on the western side of the room. Here you'll find the rowers, who are being explained the situation by Kaja. Although they seem a bit skeptical about your skills and dependability, Kaja is able to convince them of your worth. If one of the main rowers becomes incapacitated during the journey, it's gonna be our duty to select a replacement for him. Meh, how hard can it be?

At this point, it's finally time to set sail for Tolbi! It isn't long before a set of monsters appear off on the horizon, however. This first time it's a pretty simple battle against a mere three Man o' Wars. They don't have a whole lot of HP, so you should be able to take them down in a couple of rounds. After the fight, Kaja will come down and discover that a single oarsman has been knocked unconscious! Looks like we need to head upstairs and find a replacement!

NOTE: Depending upon who you choose, you may end up on Crossbone Island. According to Pablo, choosing the following passengers in this order will take you there: 1) Man with purple vest. 2) Woman with green dress. 3) Warrior with long hair and sword. 4) Woman with blonde hair on the right side, near the window. Thanks again to Pablo for bringing this order to my attention.

It really doesn't matter who you chose, so go ahead and pick whomever you want, then return to where the rowers are. The ship will set sail again and, as expected, another set of monsters show up. This time it's a pair of Rabid Bats accompanied by a Lizard Fighter. As with before, the battle is pretty simple-- just concentrate on taking down the Rabid Bats first and you'll be fine. When the battle ends, you'll be sent off to find a second replacement rower, as the monsters got another one!

Like before, your choice really isn't all that important. Once you've made your selection, head downstairs and the ship will get moving again. Guess what? Before long, more monsters attack! Your foes in this battle are a couple of Man o' Wars and a solo Virago. Use the first round to defeat the Man o' Wars, then take down the remaining enemy during the next round. As usual, you're required to select a new oarsman before the ship can continue onward.

Once you've done so, the boat will get moving again. Soon enough the ship will be raided by a huge monster! Kaja calls you onto the deck to help out.

BOSS: Kraken
EXP: 711 COINS: 5200 ITEMS: Water of Life WEAKNESS: Fire

The Kraken has some totally devastating attacks and can attack multiple times per round, so you need to be defensively prepared. I recommend casting several defensive Djinni, such as Granite, Breeze, and Corona. Using these will set up a nice defensive wall, which will then allow you to focus on the offensive. Since the Kraken is weak against Fire, pummel it with the best Mars summon you have at your disposal. Garet's best Psynergy also works great for wreaking some major havoc. As for your other characters, Isaac's Ragnarok always works well, and Ivan's spells can cause some massive damage, as well. Mia's Psynergy isn't too effective here, however, so allow her to sit back and restore the party's HP. If you get the chance, try to blast this foe with some 4 Djinni summons to really cut down its HP. Another good strategy is to use the Mist Djinni to lull the Kraken into a sleep, buying you a few free rounds.

After the battle you need to go find another replacement oarsman. When the ship finally gets moving again, the man in the crow's nest spots land off on the horizon! Sweet! We made it! Before you leave, Kaja will express his thanks for your help.

== LAND HO! =====

Enemies -> Armored Rat, Foul Dirge, Gnome Mage, Mad Mole
Items ---> Potion
Djinni --> Ground, Hail

There isn't really much to do at the Tolbi Docks, so simply head west onto the world map. From there, Tolbi is just ahead!

== WELCOME TO TOLBI =====

Enemies -> None
Items ---> 9 Coins, Hard Nut, Lucky Medal x2, Vial
Djinni --> Ember

When you first arrive in the bustling town of Tolbi, there will be plenty for you to do. By now, you're probably extremely interested in this "Colosso" event that everyone seems to be talking about. Don't worry--we'll get to that in just a bit, but for now you should mill about the town and check out the various shops. There are also a couple of mini-games that you can partake in, namely Dice, Lucky Wheels, and the Tolbi Springs. Since I'm so cool, I've decided to provide you with some nifty explanations for each game.

- DICE -----

Find this game in the tent downstairs from the inn. In order to play, you first have to fork over 200 coins to the bookies. Once that's over with, we finally get to try our luck! The game's pretty simple; basically, you hit A and hope that the dice land on something favorable. A great way to earn some cash if you're lucky. A great way to lose some cash if you're not.

- LUCKY WHEELS -----

Check the place on top of the inn to find this game. This is the place where we finally get to use the game tickets that you've either been hoarding or sold by now. If you fall into the former category, then you are in luck, good sir! The Lucky Wheels are pretty much just your average slot machine, with a myriad of different prizes just waiting to be won. Have fun (omg omg that rhymes)!

- TOLBI SPRINGS -----

This game is located due north from the town's entrance. The basic gist is that you either toss some coins from your stock or a Lucky Medal that might just be laying around in your inventory into the fountain. Depending on where it ends up (and what it bounces off of), you can win a plethora of spiffy prizes! Good stuff, I say! Of course, it's also possible not to win anything at all, so don't get your hopes up. In any event, here is a list of the various prizes that I've won. From my personal experience, it seems that the good prizes (ie, top-notch equipment) can only be won if you toss in a Lucky Medal. Throwing a coin in tends to yield nothing but more coins.

- * Adept's Helm
- * Assassin Blade (thanks to JDragon69on74 for pointing this out)
- * Cocktail Dress
- * Earth Shield
- * Spirit Armor
- * Ninja Hood (thanks to Bryan for pointing this out)
- * Glittering Tiara (thanks to Bryan for pointing this out)
- * Varying amounts of coins

When you're finally done gambling and all, make your way to the northernmost

part of town, where the coliseum try-outs are being held. It sure looks like getting into Colosso won't be easy... So what do we do? Return to the main section of Tolbi and head to the west, where you'll find a set of stairs that seem to lead onto a new screen. Try to go up the aforementioned stairs and a pair of guards will appear, asking if you've seen some daft old man. Tell them no and they'll race off again, allowing you to take the stairs up to Babi's Palace.

Enter the palace and explore by your own volition. When you've explored all you wish, take either staircase in the main foyer and head north through the hallway. Here you'll encounter a man named Iodem, who seems to have sent a dynamic duo of soldiers to a nearby place called Altmiller Cave to search for Lord Babi. It seems that Babi has snuck off into the cave before, but never has he been gone for such an elongated period of time.

After the scene, feel free to explore the remainder of Babi's Palace, otherwise we're off to Altmiller Cave! Once you're back on the world map, follow the dirt path west, then head north across a bridge. Continue along the path, crossing another bridge northward and you'll soon come across this cavern. Head inside with caution.

== ALTMILLER CAVE =====

Enemies -> Armored Rat, Clay Gargoyle, Dread Hound, Foul Dirge, Gnome Mage,
Golem, Mad Mole, Mimic, Wight, Worm
Items ---> Cookie, Mystic Draught, Vial
Djinni --> Squall

In this first area, simply follow the extremely straightforward path around in a counter-clockwise direction. The following chamber is so dark that you can only see a small radius around Isaac. Fortunately, navigating through the "rock maze" is a simple procedure--just head west around the first set, east around another, and finally northward towards the exit. The subsequent area provides a most tantalizing temptation to the south; however, I suggest holding off from opening the treasure chest you see ahead, as it is, in fact, a Mimic. Those guys just aren't cool!

Instead of heading south, you'll want to move west until the path stops, at which point north will be the only possible direction to move in. Continue along the path until you reach a fork--take the western path, as east is but a dead end. Laying on the ground just ahead is a strange outline of a person; inspect it. As it turns out, this man is quite well-versed when it comes to Psynergy, thus his ability to turn invisible. However, his special draught ran dry and he collapsed as a result.

When the man asks, agree to head deeper into the cave and grab the draught for him. Despite Gareth's incredible stupidity (and stubbornness), the group decides to go for it. The man will begin some spiel about rocks, lights, and colors. Don't bother paying attention to his mumbo-jumbo--I'll tell you what to do when the time comes.

When control is yours again, run northwest past the man and he'll say one last thing: the draught is on a table behind some door. Descend the stairs, then head west and run clockwise around the path until you come to another doorway, which I recommend entering. Run down the staircase ahead, then move north into a large chamber where you'll find a Djinni, as well as some logs that look like they wanna be rolled around. However, I haven't been explaining how to find the Djinni in the walkthrough before, and I don't intend to start now. Sorry, but you'll have to get your grimy eyes down to a later chapter to see what you

want.

Continuing on with the walkthrough, head up the staircase and push the first log outta your way. After that, roll the southernmost log upwards, thus creating a path to the east. Push the upright log off the ledge, then use it as a bridge and enter the doorway. After grabbing the cookie to the west, head back east of where you entered and move in a clockwise direction around the chamber. When you reach a set of stones that seem to block the path ahead, go as far south as you can to get around them. From there, head north and run along the path until you come to another doorway, which you should enter.

Time for some more log-rolling fun! Don't worry, it's nothing to difficult. In fact, you don't even have to touch any of the logs. Instead, simply head south and ascend the staircase you find. Hop over the small gap and run along the ledge until you reach the end, at which point you should slide down onto the main floor. Head through the door just ahead.

Ahh... it seems we've reached the rocks that Mr. Invisible was talking about! Inspect the westernmost rock first, then go check out the one furthest to the east. Doing so will activate a roulette of sorts--the lights we heard about earlier will begin to rotate. When it stops, a single color will be at the top. You need to check the rock that corresponds with the selected color. Since the colors are chosen randomly, allow me to simply list which color goes with which rock and wish you good luck.

Blue ---> Far left rock
Green --> Second rock from the left
White --> The rock in the center
Yellow -> You getting this yet? Fourth rock from the left.
Red ----> The easternmost rock

Inspect the correct stone and the roulette will start up again. Repeat the process a second time and the door to the future will open. Enter it and grab the Mystic Draught from the chest. At this point, you're going to wanna head back to Mr. Invisible. Simply retrace your steps, as nothing has changed since you entered.

When you arrive, Isaac will cough over the draught, and Mr. Invisible will reveal his true form. Just who the heck is he, you ask? Why, it's Babi of course! The group tries to figure out how he was able to turn invisible, and when no satisfactory answer is provided, Ivan steps forth and exploits his spiffy Mind Read ability. Was he using Psynergy after all? Nope. It was the power of some ancient civilization!

Babi admits to his deeds and asks if the group are Lemurians. I'd guess that we're not, since we have no idea what Lemuria is. Quite disappointed, Babi begins to ramble about his old body being frail and all sorts of other garbage. When Garet mentions Kraden, Babi seems to recognize the name. However, before anything worthwhile is divulged, some of Babi's faceless soldiers show up. They express their happiness for finally finding their lord, then race off. Babi asks you to visit his palace once Colosso ends, as he still has something to speak with you about. As a second though, he even encourages you to enter the finals. Nice!

Once you're back in control, exit the cave yourself (you know the way) and return to Tolbi.

== COLOSSO! =====

Enemies -> Azart [BOSS], Navampa [BOSS], Satrage [BOSS]
Items ---> Chain Mail, Claymore, Cotton Shirt, Iron Shield, Nut x5,
Oil Drop, Padded Gloves, Sleep Bomb, Smoke Bomb x2
Djinni --> None

Back in Tolbi, find your way to the Coliseum entrance at the northern part of town. Head up the stairs directly in front of the grand stadium and some soldiers will recognize you as Isaac, the warrior hand-picked by Babi. After some squabbling amongst themselves, they lead you to the waiting room.

As it turns out, Isaac and only Isaac will be entering the finals. Apparently the others are just too big of losers to participate, so they screwed. However, Mia, Garet, and Ivan are given special seats as close to the action as possible, so it's not all bad. After some more talking, one of the guards takes your team for a spin around the Coliseum, explaining the rules along the way.

As you'll be told, Colosso isn't just a battle between warriors. Nope. Before the carnage begins, you must race your opponent to the battlegrounds in order to earn the best possible equipment. Since you begin without any equipment, getting the top-notch stuff is integral. When the guard's explanation is over, you'll get to view the various stages of the arena and set of party member to "cheer you on" from there. Now, this is a clutch decision, as who you set gets a chance to make the stage a bit easier beforehand. For the first round, you should set things up like so...

Stage One ---> Character with the Move spell
Stage Two ---> Remaining character (can be swapped with stage four)
Stage Three -> Character with the Growth spell
Stage Four --> Remaining character (can be swapped with stage two)

NOTE: You may have had to mix 'n' match some Djinnis to get the desired spells. Don't worry if you had to strip Isaac of a Djinni or two--you'll be able to kick booty plenty well without them... I think.

Once you've set everything up right nice, go speak with the guard to return to the waiting room. You'll be told that the competition will begin shortly, then you'll be given the chance to meet your opponents. Ph33r their strikingly similar character designs! Once you know who's butts you're going to be beating, speak with the guard standing in front of the door. He'll tell you to stand in the eighth circle, which just happens to be the makeshift one setup next to Navampa. After some talking, the scenario will switch over to your remaining characters, where you get the chance to lend a hand!

For stage one, you should've chosen a character who can cast the Move spell. Move him/her straight ahead and push the upright log one space to the left. Our work here is done! The second stage can't be simplified, so speak to the man blocking the southern exit to skip ahead. As for stage number three, a character with the Growth spell. Use this spell on the small shrub to the northwest, thus creating a path to the upper ledge. Very nice, I say! If you happen to have anyone stationed at the fourth stage, just bypass the lend a hand section, as there isn't any way to help (as far as I know).

Now then, it's finally time for the match to begin! As soon as you can, sprint downward and hop across the log that should be moved in between the two ledges already. On the other side, slide the upright log outta the way and snatch a Nut from the chest. Proceed onward and simply roll the log to the left to raise the next ledge, allowing you to progress. Just ahead should a vine that you'll want to climb. Grab the Oil Drop from inside the chest, then continue along the path. In order to gain the treasure in this section of the arena, you need to first ride the vertical log to the right, then head back and ride the

horizontal one to the south. Return to the vertical log and move back to the west using it. Take the Nut from the chest, then ride the log eastward again and enter the arena. If you're the first to arrive, an Iron Shield is all yours. Otherwise, you'll find a pair of Padded Gloves waiting for you. Weak stuff, I say! In any event, the first arena battle shall now begin!

BOSS: Azart

EXP: NONE COINS: NONE ITEMS: None WEAKNESS: Earth

This guy's a joke. Since he's weak against the Earth elemental, just blast him with some high-caliber spells, such as Ragnarok. Go ahead and hit him with some damage-causing Djinni, as well, allowing you to really go to town on Azart with some heavy duty summoning. Should do the trick quite well. Should you need to, don't hesitate to cast Cure on yourself or use a restorative item--you don't have any extra characters sitting around to take care of that for you this time. One other thing to note: Azart can heal himself with Nuts, but if you hit him with the right moves it shouldn't pose much of a problem.

After the match, the soldier will take you to gander at the next few stages. As with before, it is in your best interest to drop off Ivan, Garet, and Mia at certain stages to make things easier for you. Here's the optimum line-up...

Stage One ---> Character with the Move spell

Stage Two ---> No one

Stage Three -> Character with the Frost spell

Stage Four --> Nope

Stage Five --> Character with the Force spell

Again, talk to the guard to return to the waiting room. Without a moment's delay, the "Lend a hand!" portion will begin. For stage one, simply move the easternmost tree trunk one space to the left. You shouldn't have anyone stationed at the second stage, so I'll just skip on ahead to number three. Here you should have someone who can cast Force. As you can probably guess, what you want to do is quite simple--knock over the upright log. The fourth stage should have been bypassed as well, so let's go to the fifth. Cast Frost on the left puddle to create an icy pillar that will prove invaluable during the race. With those preparations made, let round two begin!

READER TIPS!

Garoux sez: "The second stage is referred to as the Pipeworks stage, and requires you to roll a tube in front of running water to fill a bucket, which in turn raises a platform for hopping accross. If you assign someone to your cheering section in Stage 2 that has the Douse psynergy, that member can fill the bucket before the trials begin! That saves a little bit more time.

From the beginning, bolt southward and cut through the maze, emerging on the other end. Hop across the moving platforms as quickly as possible, making a short pitstop to collect a Nut from the northern chest. For the next area, ride the southernmost log across, then hop down and jump across the gap using the pillar. In the subsequent area, cast Move on the upright log and pull it to the

east, then climb the wall and climb back down to open the chest, which contains a Smoke Bomb. Ascend the wall again and slide down the middle slide, then hurry to the west. Roll the vertical log out of your way and race northward, sliding the upright trunk to the left. Grab the Nut from the chest before hurrying southward and descending the wall. Progress to the right, then climb the wall and enter the arena. The good prize? Some Chain Mail. The loser prize? A Cotton Shirt.

BOSS: Satrage

EXP: NONE COINS: NONE ITEMS: None WEAKNESS: Earth

As with the previous arena battle, this one isn't too difficult. However, Satrage is definitely a more skilled warrior than Azart, and has much more HP to boot! Since he, like Azart, is susceptible to earth Psynergy, you'll definitely want to blast him with your best spells, Djinni, and summons. Doing so will leave a rather large dent in his health, but it's important that you're conscious of your own HP as well. Heal whenever you need to, otherwise a single unexpected attack may leave you in tears. Haha. Cry baby!

When the round is over, you'll be back in the waiting room. Only one match until the championship is ours! Sweet! As per usual, one of the soldiers takes you to see the next arena. Of course, we also need to leave our good buddies at certain areas, so let's hop to it! Chop chop! Here's how your setup should be...

Stage One ---> Character with the Frost spell

Stage Two ---> Character with the Move spell

Stage Three -> Nope

Stage Four --> No one here

Stage Five --> Character with the Force spell

Stage Six ---> No one here either

As it comes time to lend a hand, have your character use Frost on the puddle to raise the platform. In the second stage, have your character cast Move on the brown log and slide it to the right. We skipped right over the third and fourth stages, so allow me to skip right to the fifth stage. Here you'll want to cast Force on the log directly ahead, stopping the conveyor belt.

Now then, let's begin the final round! From the get-go, you'll want to head straight for the first gap, which should be easy to hop over. Hop over the next series of ledges after that and head north to relieve of treasure chest of it's contents: a Smoke Bomb. After that, step onto the nearest log and hop over to the right once. From there, hop south once, then east and run across the logs. Jump east a few times to enter the piston area: time your steps carefully and make it past as the pistons retract. Push the upright log to the right and claim another Nut as your own. Next, climb down the wall and proceed onwards, where you'll find a huge wall that you need to scale (or you could just cast Growth on the shrub). Anyway, descend the stairs and run across the non-moving conveyor belt. In this final area, simply push all of the logs as far north as they'll go and slide the vertical log into the water, creating a spiffy bridge. The arena lays just ahead. The prizes this time are a Claymore for the winner and a Hunter's Sword for the loser.

BOSS: Navampa

EXP: NONE COINS: NONE ITEMS: None WEAKNESS: Earth

Surprisingly enough, Navampa isn't all that different from your previous two opponents. Apply similar tactics as you did in the other matches and you'll do just fine. Some of his attacks can be a bit painful, though, so make sure that you've got sufficient PP to prepare a healing spell.

After the match ends, Isaac will keel over. Your allies take turns saying "Isaac..." for a while, then find out that he simply fell asleep from exhaustion! When he comes to, Isaac is in a bed somewhere, with Ivan, Gareth, and Mia nearby. After talking about some random nonsense, the group decides to go see Babi.

== AFTER THE TOURNAMENT =====

Enemies -> None
Items ---> Cloak Ball, Corn, Lure Cap
Djinni --> None

The room you awoke in is a part of Babi's Palace, so exit via the southern doorway and take the stairs up to the second floor. Run due north down the subsequent hallway to find Babi's personal chamber. Head inside. After congratulating you on your spectacular victory at Colosso, Babi has Iodem present your prize: the Lure Cap! Sweet!

Of course, that's not all Babi has to say! He'll inquire about Isaac's health, but Gareth will cut him short and tell Babi to get to the point. The conversation begins about Psynergy and its myriad powers, but Babi soon changes the focus to Lemuria. Just what is Lemuria, you ask? To quote Babi himself, "It is the city of an ancient people, lying far out at sea." Ooh... who woulda thought?

As it turns out, Babi once paid a visit to Lemuria. While there, he gained an item that has allowed him to live for well over a hundred years. Though Gareth thinks it might be the Stone of Stages that Kraden mentioned before, it is actually the magical draught that has bestowed such powers. Now, this draught doesn't exactly grant immortality--even by using it you will eventually die as your senses grow dull.

However, Babi's magical draught is running out, and his death is nigh. Thus, he has the people studying to find a true form of immortality. Iodem suggest embarking for Lemuria right away, but Babi shoots the idea down. Lemuria, it seems, is impossibly difficult to locate. And guess what? Babi expects you to find it for him.

Continuing to reveal everything, the old man tells about Babi Lighthouse, which he had built to scan the seas for a trace of Lemuria. Since he just happens to have a Lemurian ship lying around, Babi hopes that you're Psynergy skills will be able to guide the ship to the ancient city. Should you agree to help Babi out, he offers anything that you may desire. Hmm... Don't get your hopes up!

Anyway, when Gareth mentions the Venus Lighthouse, Babi comments that he also has some business to take care of there. Iodem heads off to prepare for the imminent journey, and tells you to meet him at Gondowan Passage. Once you're back in control of Isaac, follow Babi west down a set of stairs. Enter his room and inspect his bedside table, where a strange orb lays. This turns out to be the Cloak Ball, which Babi will allow you to borrow. Nice!

NOTE: The Cloak Ball will only be available if you won Colosso. Otherwise, you're just plain screwed.

Return to town and hit up the weapon and item shops to ensure that you've made all the necessary preparations. Once you're ready, leave Tolbi for good and get ready to hit the road!

=====
i. The Venus Lighthouse
=====

We're nearing the end! I hope you're ready!

== MEETING AT GONDOWAN PASSAGE =====

Enemies -> Brutal Troll, Kobold, Orc Captain, Vile Dirge, Warrior Bee
Items ---> None
Djinni --> None

Once on the world map, follow the brown dirt path due south until you reach a bridge. This is the Gondowan Passage. Speak with Iodem and he'll "join" you, albeit not as a playable character or anything. He just comes with. Anyway, leave the passage and set your course to the southeast. Simply follow the dirt path and you'll soon come to a place I like to call Suhalla.

== SUHALLA =====

Enemies -> None
Items ---> 5 Coins, Hard Nut, Lucky Medal, Smoke Bomb
Djinni --> None

Hey, d'you suppose they call it Suhalla because someone named Sue is always hollerin'? No? Okay then. Moving on... There really isn't that much to do here in Suhalla. The item shop has some nifty rarities that you'll probably wanna check out, but that's about it. There is a short scene that'll take place if you enter the southeasternmost hut. Nothing big, though. Anyway, all the villagers are complaining about some sandstorms down in Suhalla Desert. Guess where our new itinerary is?

Just head due south from the village and you'll enter this perilous desert.

== SUHALLA DESERT =====

Enemies -> Acid Maggot, Brutal Troll, Harridan, Kobold, Magicore,
Orc Captain, Roach, Stone Soldier, Storm Lizard [BOSS], Tornado
Lizard, Vile Dirge
Items ---> Cookie, Lucky Medal, Psynergy Stone, Virtuous Armllet
Djinni --> Flash

From the entrance, there will be two directions that you can take. Head to the east and you'll soon get caught in your first sandstorm. No worries, though, just cast Douse and it'll dissipate, leaving a Tornado Lizard to do battle with. Defeat it, then quickly head south and grab a Virtuous Armllet from the chest.

Head back to the desert's entrance and take the western path this time. As

with before, you'll get caught in a cyclone, so extinguish it with Douse and defeat another Tornado Lizard. After that, continue along the path and it'll soon split off three different ways. Where to go? Well, the left and center paths both lead to a treasure chest that turns out to be a Mimic. Avoid them unless you wanna do some fighting. The right path, then, is the one that leads ahead. Take it.

As soon as you enter the subsequent area you'll find that you have to choose between three paths yet again. The westernmost path leads to a chest containing a Cookie while the path furthest to the east will bring you to a Lucky Medal. That leaves the central path, so take it and climb down the cliff wall when it comes to an end. At the bottom, a giant cyclone will appear and engulf you. There's no way to avoid it, so just cast Douse and prepare to fight the boss.

BOSS: Storm Lizard

EXP: 1300 COINS: 6100 ITEMS: Psy Crystal WEAKNESS: Earth

From the outset, you'll want to exploit the Storm Lizard's weakness by blasting him with the best Earth Psynergy you've got. As usual, it's never a bad idea to come in with all your Djinni unequipped so that you can begin with some summoning. The Storm Lizard does, however, have some heavy-hitting spells of his own, namely Tempest and Wing Stroke, that can dole out some serious damage. Always keep your party's HP above 130-ish, otherwise he'll knock you out before you can say "Son of a monkey's uncle!" Defensive Djinnis are also a must--apply the likes of Granite and Corona ASAP.

A difficult boss? I'd say so. Hurry southward to exit this evil desert. Just before the exit, though, Iodem will pop out and wonder about what happened to Sheba. When he asks, tell him that you wanna keep going and forget about Sheba for now.

Back on the world map, simply travel eastward along the path to reach...

== SUHALLA GATE =====

Enemies -> Cannibal Ghoul, Earth Golem, Gnome Wizard, Goblin, Horned Ghost,
 Mole Mage, Nightmare

Items ---> Black Orb, Mint, Psynergy Stone

Djinni --> Dew

Things are looking rather bleak here... head up the stairs to find the guards nearly dead. As it turns out, a group with mysterious magic (Saturos and them, no doubt) forced their way through not long ago. When you're in control again, run north through the gate and head right onto the subsequent screen. Here you can slide down the wall to collect a Mint at the bottom, then climb back up using the vines. Exit to the east.

There are an insane amount of places to slide down the wall here (the third one will lead you to a Djinni, but the rest are useless). Anyway, either slide down or use the vines at the end to climb to the bottom and enter a cavern you'll find. The path is quite linear, so simply make your way through to find your way to the world map.

Once here, Iodem will pop out and find Babi's ship. He hands over an item called the Black Orb and tells you to use it on the ship. Nothing happens, so

Iodem suggests pressing onward to Babi Lighthouse. He also takes back the Black Orb. INDIAN GIVER!

Anyway, head back through the cavern that you just came from and climb the vines back to the top of the cliff. Run east and you'll find another nearly dead soldier. Speak with him, then proceed eastward down some stairs and exit Suhalla Gate. Back on the world map again, the Venus Lighthouse can be seen just ahead! Head for it!

== VENUS LIGHTHOUSE =====

Enemies -> Earth Golem, Gnome Wizard, Horned Ghost, Nightmare
Items ---> Carry Stone, Lucky Cap
Djinni --> None

As soon as you enter the premises, speak with the fallen soldier to learn that Saturos, Felix, and co. have been here already. Follow the path ahead, speaking with the various soldiers and scholars as you go. The entrance to the Venus Lighthouse is wide open, so head on inside. Talk to the injured scholar in the first area, then exit to the north. As you did in the previous chamber, talk to another fallen scholar. However, instead of leaving via the northern doorway, you'll want to cast Reveal to find a hidden door. Go through it to find the Carry Stone, then return to the previous room and head north.

In the following chamber, there will be two doors to choose from. Take the eastern door first, and hop across the various platforms to reach a platform. Head up the stairs from here a relieve a treasure chest of the Lucky Cap inside. Backtrack to the chamber with two other doors and head west this time. Again you'll enter a room with two doors, forcing you to make a choice. The door directly in front of you doesn't lead to anything worthwhile at all, so take the far door instead.

Here you'll find that a lone block impedes your progress. Try pushing it if you like, but it'll only cause Garet to appear and suggest using some sort of Psynergy. Well, we DID just find that Carry Stone. Perhaps casting the Carry spell would do the trick? Try it out... Lo and behold, it works like a charm! Ascend the staircase and move onward.

Hmm... a field of electricity blocks the path here. What to do? Cast Reveal and a hidden doorway will appear--head through it. Run north in the following chamber and inspect the massive statue at the top of the screen. Doing so will cause some nodes on the floor to become lit. Inspect the statue a second time to illuminate the eastern nodes. Very nice. Now it's time to leave this place, if only temporarily. Yep; we'll be back.

Once you're outside the lighthouse, make sure you exit to the east instead of the west. On the world map, travel northward for a bit and you should spot a town off to the west. Head for it.

== LALIVERO =====

Enemies -> None
Items ---> Antidote, Lucky Medal, Psy Crystal, Warrior's Helm, Water of Life
Djinni --> Torch

The first thing you'll notice here is yet another pair of injured Tolbi soldiers. When Iodem asks if it was six people who attacked, one of the guards say there were seven. So who's the seventh person? Sheba, most likely. It seems

they've headed for Babi Lighthouse. Looks like we should probably get moving in that direction, as well. But first...

... there are a few items to pick up here in Lalivero, as well as a new Djinni. Also, I highly recommend checking out the shops, as there's plenty of stuff to purchase. When you're ready, take the northern exit and head for Babi Lighthouse.

== BABI LIGHTHOUSE =====

Enemies -> Chimera Mage, Ice Gargoyle, Gnome Wizard, Manticore King,
Nightmare, Orc Lord, Plated Rat, Skull Warrior, Wild Gryphon,
Willowisp

Items ---> Asura's Armor, Lucky Pepper

Djinni --> Luff

First of all, speak with the various workers before doing anything else. There is also a Lucky Pepper than can be found off to the east. Done with that? Then head northward to find a group of convulsing soldiers and workers. Speak with them to find that a group of six came through here long ago. Hmm... what happened to the seventh person in that group?

You'll probably notice the ladder to your left (there is also another one on the eastern side of the screen, but it's hidden beneath a column). If you so choose, climb down and check things out--it leads to a Djinni! Check the appropriate chapter for the lowdown.

After you've either gotten the new Djinni or completely ignored it, enter Babi Lighthouse via the main entrance. Run eastward around the pit in the center of this chamber and descend the staircase. There are two more doors in the following room, but only the northwestern one leads to anything worthwhile. Go through it. You'll emerge in the initial room in this lighthouse, only a different section of it. Head on up the next staircase.

You will now arrive in a room with two possible slides to take. Ride down the northernmost one and have fun as you fall through several different pits before finally landing on the ground floor. Approach the cluster of people and listen to their conversation--they won't mind if you eavesdrop; RPG characters never seem to.

It seems that one of the men saw some people (Saturos, Menardi, and them, no doubt) go through the door that looms ahead. However, the very same door seems to be locked tight, and is impossible to open. Soon enough, the group notices you and one of the men, Faran, speaks with Iodem. Since the people we're after apparently went through the door, we are left with no prerogative but to follow them!

However, things aren't so simple. Although Iodem tries to convince Faran and his lackeys of your powers, they refuse to believe anything without seeing it. Once you're back in control, approach the "unopenable" door and read the adjacent sign. What's it say?

"The truth of this door
is open to those seeing
with their true heart."

Well, what kinda magic do we have that lets us see the truth? Sounds like a great place to use Reveal! Do so and watch as the sign turns into a switch, which you should press. The door slides open and everyone acts as though you've

invented some kinda groundbreaking laxative dog cookies or something. Big deal. Anyway, Iodem tries to head through, but the door slams shut. What's going on? Being the omniscient little buggers they are, Ivan and Mia promptly explain that only those with Psynergy can go through. How'd they know this? Beats me.

When the scene ends and you're back in control, open the door again and head through. Descend the stairs ahead and make your way southward through what should be a very familiar-looking room. In the subsequent chamber, run down the stairs to the south and cast Move on the right pillar. Push it as far as it'll go to the east, then pull it south one time. Now run back up the stairs and use the pillar to access the far eastern ledge. Run south through another door from there.

Simply hop southward across the platforms and enter the door in the following room. Here you'll find a pillar that you need to push eastward in order to raise a pillar. Once you've done so, hop across to the right and approach a second column. Before pushing this one onto the floor panel, however, you need to cast Douse on it to fill it with water. With that done, slide the pillar to the left and hop across the now-raised platform. Exit south.

More platforms to hop across here, only now there are two doors to choose from. The eastern door leads to a room that is seemingly devoid of anything worth your while. However, cast Reveal on the statue to find a hidden chest that contains Asura's Armor. After nabbing that, return to the previous room and head into the southern chamber.

First of all, descend both sets of stairs and cast Move on the pillar. Push it to the opposite niche in the wall, then cast Douse to fill it with the wet stuff. Once you've done that, cast Frost on it to create a nice platform for us to utilize. Get to the top level and use our new platform to access the eastern ledge, from which you can access a door to the south.

Simply leap over to the central ledge in here and run southward to enter a chamber with several goddess statues. Use Ivan's Mind Read Psynergy to gather various clues about the proper positioning of each statue. You should learn the following information:

- * Red shines northwest of Violet
- * Yellow shines northeast of Green
- * Red shines due west of Blue
- * Violet shines southeast of Yellow
- * Violet shines southeast of Red

With that information in mind, start casting Move (or doing all the work manually--whatever floats your boat) to position the statues as such:

RED STATUE	BLUE STATUE
YELLOW STATUE	
GREEN STATUE	VIOLET STATUE

Given that all the statues are in the proper locations on the five golden squares in the center of the chamber, the door ahead will unlock. Nice! Head through the door and take note of the glyph on the floor--remember if from the Venus Lighthouse? You should. Head up the stairs.

== VIOLENCE ON VENUS =====

Enemies -> Boulder Beast, Chimera Mage, Fenrir, Grand Golem, Ice Gargoyle, Manticore King, Recluse, Skull Warrior, Thunder Lizard,

Wild Gryphon, Willowisp

Items ---> Dragon Scales, Gaia Blade, Psynergy Stone x2, Thunder Crown

Djinni --> None

Okay, so we're not actually ON Venus, but I thought "Violence on Venus" sounded a lot catchier than "Venus Lighthouse." Ya dig? In any event, the first thing you should notice is the Psynergy Stone ahead. Heal your party completely with whatever spells you have, then grab it to replenish your PP. Chances are you will also notice two doors that you haven't yet been through. Enter the westernmost door first.

Ahh... the field of electricity! Remember how this blocked off our path earlier? No? Well, I remember, and it DID block our path. However, now's our chance to stop the electric-madness for good! Simply move the nearby statue onto the adjacent switch and voila! It's gone! Now you're free to return to the earlier sections of the Venus Lighthouse. Not that you need to, but you might want to. By the way, if you happen to get "trapped" when the electricity comes back on, just cast Retreat to return to Babi Lighthouse. Save ya some traveling.

Now then, return to the room with three doors and enter the central one. Holy crap... too many doors here! o_O Where the heck do we start, I'm sure you're wondering. A good question, I say! Start off by heading due east from the entrance and enter the first door you come across. In here you'll need to push left a few spaces. When it won't go any further, cast Carry and drop it into the pit ahead. After that, step onto it and leap over to the western ledge. Enter the doorway ahead.

Ignore the staircase before you and run to the north instead. Cross the river of sand and carefully step onto the eastern platform. Head through the south doorway to find a Thunder Crown (but I wouldn't recommend equipping it, as it causes the Curse status, which isn't cool at all), then run back northward and enter the door up there. Although the subsequent room seems to be nothing more than a deadend, there is actually a hidden doorway behind the last sandfall.

Run east until the path ends, then jump across the various platforms to the south (stick to the eastern platforms to make it across). Since you can't access any of the other doors around here, simply exit to the south. In this room, it's your job to push the piece of the floor back into it's niche, thus opening the doorway to your future (or the doorway into the next room, but it sounded so much cooler to say something about your future!).

In the following chamber, step onto the floor switch to do two things. First, it moves a platform to the western side of the pit, allowing you to reach the far side of the room. Second, it stops one sandfall in an earlier room and creates another. Nice. Head down the stairs on the west side of the chamber. Guess where they take us? Back to that first room with a bajillion different doors!

Climb down the ladder towards the bottom of the room, then walk north and climb up the other ladder in this area. Ignore the door right at the top of the ladder--instead cross the sand river and go through the eastern doorway. In here, climb down the ladder and pull back the left pillar using your Move spell. This will reveal an opening that'll allow you to access the northern column. Move it all the way to the left, then climb back up and use it to reach the doorway, which you need to go through.

Run due south in the next room, climbing up the ladder at the end and heading through the doorway. Enjoy the small, puzzle-free room that follows, then proceed onwards. Guess what? Time for a puzzle! Explaining it is a wee bit on

the tricky side, so instead I've made an incredibly incredible map!

[DOOR]

```
|
+-----[X]--[Y]----+
|           |           |
|           |           +---[STATUE]
|           |           |           |
+-----[Z]--[ ]----+-----+
```

Here's the dealio. [X] denotes the niche where you should push the block that looks like an "R". [Y] is where you should place the block with a straight line on it. Finally, [Z] is where the remaining block should be dropped off (it's the one that looks like a backwards "L"). The little hole to the southeast is useless to us and should be ignored, just like that kid who always picked his nose in grade school. Wait, that kid was me... ;_;

OFFICIAL DISCLAIMER: The above was simply a joke--I did not (and still don't) pick my nose. At least, not when other people were looking... Another joke! For real, don't take me seriously! Ever. I mean it.

Once you've gone through the now-opened door, hop to the left and run as far north as you can. At that point, go ahead and cross the sand river on your left. Use the platform to cross to the nearby ledge, where you have two doors to choose from. Take the southern door and duck into the first sandfall to locate some Dragon Scales. Once you've got that, step into the second sandfall and head up the staircase.

In this area, you're first order of business will be to drop one of the three crates onto the western scale below. Do this by first pushing it down once, then left once. After that, cast Carry and drop it off. Follow the same procedure with a second crate, then use the eastern scale to reach the nearby ledge. From there, head through the door that is just ahead.

Now, in the following area you'll want to plant yourself on the floor switch ahead. Wait for some stuff to move around, then head north down some stairs using the now-moved platforms. Where do you show up? None other than that place a few rooms back (are my descriptions great or are they great?).

Well, since there's some new sand flowing around here, it's a whole different place. Just step onto the cascading river of sand and step onto the western ledge as you reach the bottom of the screen. Head up the stairs, then run to the door in the subsequent area.

You'll arrive in a kind of "sand maze." Towards the southeast corner is a chest containing a Gaia Blade which I recommend getting, so go for that before navigating towards the exit. From the entrance, step onto the sands to the south and move in the following directions to access the doorway leading onward: down, right, up, up.

After entering said doorway, head to the right and enter the next door. It's time for another puzzle, so here's a spiffy map for you to savor.

```
[DOOR]
|
[Z]---+-[ ]--+
|           |
|           +---+
+-[Y]---+   |
|           | +---+
```

```

[ ]-+ | |
      | | +- [ ]
      | | |
++ +---[X]---+
| |
[ ] +---+ +---+
| | | |
+---+ | [W]
      | |
      +-+-----+
      |
[STATUE]-----+

```

Alrighty, here's the explanation. [W] is where you should place the straight line block. [X] denotes where you need to push the block with that symbol that looks like an upside down "L". Moving on, [Y] is where the "L"-design block should go. Finally, place the "R"-shaped block where [Z] is. Just ignore the remaining floor niches, as they're useless. If done correctly, the door will pop open. Head on in.

As you enter the following room, go stand on the floor switch to move some platforms. Use these to travel northward, where you'll find a staircase to descend. Before the sand river carries you to the bottom, run to the northeast and enter the doorway. Enter another nearby door from there and you'll come to the final room. Save your game, heal up, and grab the Psynergy Stone, then drop down the slide.

== THIS IS IT: THE FINAL SHOWDOWN =====

```

Enemies -> Fusion Dragon [BOSS], Menardi [BOSS], Saturos [BOSS]
Items ---> None
Djinni --> None

```

Here you'll encounter Saturos and Menardi. Listen to them talk for a while--I won't spoil it for you like I've done with everything else. After an excessive amount of insanely repetitive conversation, the final confrontation commences. Here we go!

```

BOSS: Saturos and Menardi
EXP: * COINS: * ITEMS: None WEAKNESS: Water

```

From the get-go, you'll want to set up your best defensive Djinni to prevent these two from causing total havoc. In the following rounds, you will want to attack with your offensive Djinni, then let loose with the best summons you have got. Of course, it's very important that you also let one of your characters stay back and serve as the party's healer. While waiting for your Djinni to become set again, keep the group's HP up and do as much damage as you can with powerful Psynergy. Keeping that in mind, this battle shouldn't be terribly difficult.

* The Exp and Coin totals vary for this battle. I've gotten anywhere from 6000-6900 Exp from this battle, and 7800 to as much as 9060 Coins. Any submissions as to what changes these totals are certainly welcome.

Of course, things aren't about to end THAT easily. Here we go again!

BOSS: Fusion Dragon

EXP: None COINS: None ITEMS: None WEAKNESS: Water

Being the game's final boss, this guy is no pushover. If at all possible, try to come into this fight ready to cast all your best summons. The Fusion Dragon has some massive attacks that will kill you quickly. As such it's best to hit him hard where it hurts. No, not his balls--you want to take advantage of his weakness to water. Have either Ivan or Garet heal the group while the others go big each round, striking with powerful Djinni, summons, and Psynergy. Also, since the Fusion Dragon's attacks can cause immense damage to multiple characters at once, setting up some defensive Djinni is almost a requirement. Try your best to keep everyone's HP over 160-ish and you should not need to worry. So long as you use all of your best moves, this epic fight should go smoothly.

Congratulations, you've just beaten Golden Sun! Enjoy the ending, then go get cracking on the sequel!

VI ----- YOUR ARSENAL

a. Weapons

HEAVY BLADES (USED BY ISAAC AND GARET)

Weapon Name	Effects	Price	Location	Added Skills
Arctic Blade	Attack +55	2600	Fuchin Falls Cave	Blizzard
Bandit's Sword	Attack +12	700	Vault; After Boss	Rapid Smash
Battle Axe	Attack +24	280	Vault	--
Broad Axe	Attack +50	1400	Xian	--
Broad Sword	Attack +40	1000	Bilibin	--
Claymore	Attack +70	4000	Altin	--
Gaia Blade	Attack +135 Earth +20 Earth Res +20	--	Venus Lighthouse	Titan Blade
Great Axe	Attack +80	5200	Kalay	--
Great Sword	Attack +90	7000	Tolbi	--
Long Sword	Attack +14	200	Vault	--
Short Sword	Attack +8	120	Vault	--
Silver Blade	Attack +108	12000	Lalivero	Aqua Sock
Vulcan Axe	Attack +76	--	Lamakan Desert	Barrage

=====

LIGHT BLADES (USED BY ISAAC, GARET, AND IVAN)

=====

Weapon Name	Effects	Price	Location	Added Skills
Battle Rapier	Attack +58	2900	Xian	--
Elven Rapier	Attack +44	2200	Bilibin Cave	Vorpal Smash
Hunter's Sword	Attack +28	--	Bilibin	--
Master Rapier	Attack +86	6800	Tolbi	--
Swift Sword	Attack +104 Wind +10	9400	Lalivero	Sonic Smash

=====

MACES (USED BY ISAAC, GARET, AND MIA)

=====

Weapon Name	Effects	Price	Location	Added Skills
Battle Mace	Attack +56	2600	Xian	--
Grevous Mace	Attack +101	--	--	Terra Strike
Heavy Mace	Attack +26	--	Bilibin	--
Mace	Attack +6	80	Vault	--
Righteous Mace	Attack +112 HP Recov +3	8400	Lalivero	Blinding Smog
War Mace	Attack +84	6200	Tolbi	--

=====

STAVES (USED BY IVAN, MIA, AND JENNA)

=====

Weapon Name	Effects	Price	Location	Added Skills
Angelic Ankh	Attack +83	6400	Tolbi	Life Leech
Blessed Ankh	Attack +46	1600	Imil	Psyphon Seal
Crystal Rod	Attack +106	13400	Lalivero	Drown
Frost Wand	--	5400	--	Frost Bite
Magic Rod	Attack +16	380	Vault	Murk
Shaman's Rod*	Attack +10	--	Vault	--
Psynergy Rod	Attack +64	3800	--	Psynergy Leech
Witch's Wand	Attack +32	860	Bilibin	Stun Voltage
Wooden Stick	Attack +4	40	Vale	--

* - This weapon is equippable by Ivan ONLY

=====

b. Armor

=====

=====

HEAVY ARMOR (USED BY ISAAC AND GARET)

```

=====
-----+-----+-----+-----+-----
Item Name | Effects | Price | Location | Added Skills
-----+-----+-----+-----+-----
Armored Shell | Defense +30 | 3600 | Tolbi | --
Asura's Armor | Attack +5 | -- | Babi Lighthouse | Boosts Attack
                | Defense +42 | | | HP recov +8
Chain Mail | Defense +25 | 2000 | Altin | --
Cotton Shirt | Defense +3 | 20 | Vale | --
Dragon Scales | Defense +44 | -- | Venus Lighthouse | Resists Water
                | Water Res +30 | | | Resists Fire
                | Fire Res +30 | | |
Leather Armor | Defense +12 | -- | Bilibin | --
Psynergy Armor | Defense +21 | -- | Mercury Lighthouse | Boosts PP
                | Max PP +20 | | |
Spirit Armor | Defense +32 | -- | Tolbi Springs | Resists all
                | Earth Res +15 | | |
                | Wind Res +15 | | |
                | Fire Res +15 | | |
                | Water Res +15 | | |
-----+-----+-----+-----+-----

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=====
HELMETS AND SHIELDS (USED BY ISAAC AND GARET)
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-----+-----+-----+-----+-----
Item Name | Effects | Price | Location | Added Skills
-----+-----+-----+-----+-----
Adept's Helm | Defense +29 | 3700 | Tolbi Springs | Boosts PP
                | Max PP x1.2 | | |
Bronze Helm | Defense +14 | 600 | Xian | --
Bronze Shield | Defense +14 | -- | Bilibin | --
Dragon Shield | Defense +26 | -- | Altin Peak | Resists Fire
                | Fire Res +30 | | |
Earth Shield | Defense +31 | -- | Tolbi Springs | Restores 150 HP
                | Earth Res +20 | | |
Iron Helm | Defense +20 | 1600 | Altin | --
Iron Shield | Defense +20 | 1200 | Xian | --
Knight's Helm | Defense +33 | 4600 | Lalivero | --
Knight's Shield | Defense +28 | 3000 | Tolbi | --
Leather Cap | Defense +3 | 30 | Vault | --
Mirrored Shield | Defense +39 | 5200 | Lalivero | Deludes foes
Open Helm | Defense +9 | -- | Bilibin | --
Steel Helm | Defense +27 | 3100 | Tolbi | --
Vambrace | Attack +5 | 1800 | Vault Cave | Boosts Attack
                | Defense +27 | | |
Warrior's Helm | Defense +35 | -- | Lalivero | Boosts Earth
                | Earth +10 | | | Ups Critical
Wooden Cap | Defense +10 | 400 | Bilibin | --
Wooden Shield | Defense +6 | 40 | Vault | --
-----+-----+-----+-----+-----

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=====
ROBES AND ARMLETS (USED BY IVAN AND MIA)
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Item Name	Effects	Price	Location	Added Skills
Armlet	Defense +7	900	Xian	--
Circlet	Defense +6	120	Vault	--
Guardian Circlt	Defense +25	3400	Tolbi	--
Heavy Armlet	Defense +25	2000	Kalay	--
Jerkin	Defense +26	2400	Kalay	--
Leather Armlet	Defense +7	180	Vault	--
Magical Cassock	Defense +39	9000	Lalivero	Restores PP
	PP +2			
Platinum Circlt	Defense +29	4200	Lalivero	--
Silk Robe	Defense +20	1400	Xian	--
Silver Circlet	Defense +16	1300	Xian	--
Spirit Armlet	Defense +38	9000	Lalivero	Cures ailments
	Earth +10			
	Wind +10			
Travel Robe	Defense +10	--	Bilibin	--
Virtuous Armlet	Defense +35	--	Suhalla Desert	Restore 100 HP
	Fire +10			
	Water +10			

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PRETTY DRESSES (USED BY JENNA AND MIA)

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Item Name	Effects	Price	Location	Added Skills
Cocktail Dress	Defense +29	--	Tolbi Springs	Boosts PP
	Max PP +15			
China Dress	Defense +19	1600	Xian	Drops foe's ATT
One-Piece Dress	Defense +4	25	Vale	--

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GAUNTLETS, GLOVES, AND THE LIKE (USED BY EVERYONE)

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Item Name	Effects	Price	Location	Added Skills
Gauntlets	Defense +23	1600	Altin	--
Leather Gloves	Defense +10	--	Bilibin	--
Padded Gloves	Defense +2	10	Vale	--

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OTHER STUFF (USED BY EVERYONE)

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Item Name	Effects	Price	Location	Added Skills
Adept's Clothes	Defense +18	850	Imil	Boosts PP
	Max PP+8			

Jeweled Crown	Defense +35 Luck +5	850	Imil	Boosts Luck
Lucky Cap	Defense +33 PP Recov +2 Crit Hits +	--	Venus Lighthouse	Restores PP Ups Crit Hits
Lure Cap	Defense +20	--	Babi's Palace	Encounters +
Mail Cap	Defense +23	2000	Kalay	--
Silver Vest	Defense +28	3200	Tolbi	--
Thunder Crown	Defense +40 PP Recov +4 It's cursed	--	Venus Lighthouse	Restores PP
Travel Vest	Defense +7	50	Vault	--
Water Jacket	Defense +39 Water Res +30 Fire Res +20	--	Kalay; in Hammet's	Water/Fire Res+

=====
c. Accessories
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The following accessories can be equipped by every playable character in the game.

Item Name	Effects	Price	Location	Added Skills
Carry Stone	Gives Carry	--	Venus Lighthouse	--
Catch Beads	Gives Catch	--	Vale	--
Cloak Ball	Gives Cloak	--	Babi's desk	--
Douse Drop	Gives Douse	--	Defeat Killer Ape	--
Frost Jewel	Gives Frost	--	Altin	--
Halt Gem	Gives Halt	--	Vale Cave	--
Healing Ring	Restores 70 HP	--	Tret Tree	--
Lifting Gem	Gives Lift	--	Altin Peak	--
Orb of Force	Gives Force		Fuchin Falls Cave	--

=====
VII ----- ITEM LIST
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=====
CONSUMABLE ITEMS ----- BUY / SELL ----- EFFECT -----
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Antidote	20 / 15	Cures poison
Corn	-- / 9	Restores 100 HP
Crystal Powder	-- / N/A	Causes ice damage
Elixir	30 / 22	Cures delusion, stun, and sleep
Game Ticket	-- / 37	Use to play the Lucky Wheel in Tolbi
Herb	10 / 7	Restores 50 HP
Lucky Medal	-- / 75	Use to play the Tolbi Springs in Tolbi
Nut	-- / 150	Restores 200 HP
Potion	-- / 750	Restores all HP
Psy Crystal	-- / 1125	Restores all PP
Sacred Feather	70 / 52	Temporarily reduces enemy encounters

capability to put your characters to sleep (seriously, what did you think a move called "Sleep Star" would do?). Also, use Gareth's move powerful Psynergy as often as possible, since Tret is weak against the fire element. Luckily, though, Tret seems to concentrate more on trying to put Isaac and co. to sleep than he doesn't use any actual attacks very often at all! Continue to wreak havoc with strong Psynergy and physical attacks and Tret will fall before you know it.

BOSS: Saturos

EXP: 331 COINS: 800 ITEMS: Psy Crystal WEAKNESS: Water

Right off the bat, use Granite and Breeze to put up a protective barrier on all of your characters. This will reduce the damage Saturos deals out by a LOT, so it's definitely worth doing. After that, have Gareth use physical attacks and use items to heal whenever it's needed. Isaac and Ivan should also serve as part-time healers and cast their most powerful spells whenever they've got the chance. Only have Mia use restorative spells or magic if it is REALLY necessary, as you need her to pee on Saturos with her best water-based spells. Additionally, the Nereid and Ramses summons both do over 130 points of damage, so I highly recommend using them as soon as possible to end the battle quickly.

BOSS: Killer Ape

EXP: 460 COINS: 1500 ITEMS: Douse Drop WEAKNESS: Fire

Before the battle begins, I hope you unequipped all of your Djinni, allowing easy use of your best summons from the get-go. If not, simply begin by unloading with some offensive Djinni, then use the following round to bust out with the summons. Once you've expended those moves, have Isaac and Gareth unleash their most powerful Psynergy (probably Ragnarok and Fireball at this point). Since the Killer Ape is rather resistant to wind, have Ivan serve as a healer, while Mia either helps Ivan with the party's restoration or uses her strongest spells to chip away at this behemoth's health. If you find that your characters tend to take a lot of damage from the ape's attacks, try using protective Djinni such as Granite and Breeze. One last thing: be on the lookout for the ape's Bind attack, as it prevents a single character from using Psynergy for a while.

BOSS: Hydros Statue

EXP: 496 COINS: 2400 ITEMS: Lucky Medal WEAKNESS: Fire

Since this guy is pretty much just a souped-up Living Statue, it will be in your best interest to pound him in the same way you pounded his weaker brethren. Coming into the battle with all of your Djinni unequipped is never a bad idea, as it allows you to jump straight into the summoning. Isaac and Ivan's 3-Djinni summons should be able to deal out well over 200 damage, while Gareth's 3-Djinner can cause a good 300. After pummeling this fool in the initial round with your elemental summons, have Isaac and Gareth go to town on him with their best Psynergy (Ragnarok and Flare Storm respectively, most likely). Ivan can also chip in to cause some damage when the opportunity presents itself, otherwise he and Mia should serve as your healers. Keep your HP high and the Hydros Statue probably won't cause too much trouble.

BOSS: Manticore

EXP: 590 COINS: 3400 ITEMS: Psy Crystal WEAKNESS: Water

Since this beast is quite susceptible to water and ice spells, have Mia enter into the battle with all four of her Djinni unequipped. This will allow her to wreak havoc with her best summon at this point in time: Boreas. In successive rounds, Mia should be considered your main artillery, so have her pummel the Manticore with Ice Horn or any other powerful spells of hers. Garet's fire elemental spells won't be very effective in this fight, so have him act as the party's main healer, using items and whatever else he might have at his disposal. Isaac's restorative Psynergy will also be very useful here, so don't hesitate to use him as a healer, as well. However, try to use Isaac's Ragnarok spell as often as possible, since it can dole out some major damage.

With a handful of dangerous attacks, you need to be ready to take on some huge damage against this guy. The Manticore's Nova attack is especially deadly, so be sure to heal up after being hit by it. If you seem to be taking on excessive damage from his offensive moves, use a defensive Djinni, such as Granite, Breeze, or Corona. All three of them work quite well in reducing the amount of damage sustained, so they should help to make this battle a great deal easier. One final thing: make sure you have some Antidotes on hand, since this foe can poison your characters.

BOSS: Kraken

EXP: 711 COINS: 5200 ITEMS: Water of Life WEAKNESS: Fire

The Kraken has some totally devastating attacks and can attack multiple times per round, so you need to be defensively prepared. I recommend casting several defensive Djinni, such as Granite, Breeze, and Corona. Using these will set up a nice defensive wall, which will then allow you to focus on the offensive. Since the Kraken is weak against Fire, pummel it with the best Mars summon you have at your disposal. Garet's best Psynergy also works great for wreaking some major havoc. As for your other characters, Isaac's Ragnarok always works well, and Ivan's spells can cause some massive damage, as well. Mia's Psynergy isn't too effective here, however, so allow her to sit back and restore the party's HP. If you get the chance, try to blast this foe with some 4 Djinni summons to really cut down its HP. Another good strategy is to use the Mist Djinni to lull the Kraken into a sleep, buying you a few free rounds.

BOSS: Azart

EXP: NONE COINS: NONE ITEMS: None WEAKNESS: Earth

This guy's a joke. Since he's weak against the Earth elemental, just blast him with some high-caliber spells, such as Ragnarok. Go ahead and hit him with some damage-causing Djinni, as well, allowing you to really go to town on Azart with some heavy duty summoning. Should do the trick quite well. Should you need to, don't hesitate to cast Cure on yourself or use a restorative item--you don't have any extra characters sitting around to take care of that for you this time. One other thing to note: Azart can heal himself with Nuts, but if you hit him with the right moves it shouldn't pose much of a problem.

BOSS: Satrage

EXP: NONE COINS: NONE ITEMS: None WEAKNESS: Earth

As with the previous arena battle, this one isn't too difficult. However, Satrage is definitely a more skilled warrior than Azart, and has much more HP to boot! Since he, like Azart, is susceptible to earth Psynergy, you'll definitely want to blast him with your best spells, Djinni, and summons. Doing so will leave a rather large dent in his health, but it's important that you're conscious of your own HP as well. Heal whenever you need to, otherwise a single unexpected attack may leave you in tears. Haha. Cry baby!

BOSS: Navampa

EXP: NONE COINS: NONE ITEMS: None WEAKNESS: Earth

Surprisingly enough, Navampa isn't all that different from your previous two opponents. Apply similar tactics as you did in the other matches and you'll do just fine. Some of his attacks can be a bit painful, though, so make sure that you've got sufficient PP to prepare a healing spell.

BOSS: Storm Lizard

EXP: 1300 COINS: 6100 ITEMS: Psy Crystal WEAKNESS: Earth

From the outset, you'll want to exploit the Storm Lizard's weakness by blasting him with the best Earth Psynergy you've got. As usual, it's never a bad idea to come in with all your Djinni unequipped so that you can begin with some summoning. The Storm Lizard does, however, have some heavy-hitting spells of his own, namely Tempest and Wing Stroke, that can dole out some serious damage. Always keep your party's HP above 130-ish, otherwise he'll knock you out before you can say "Son of a monkey's uncle!" Defensive Djinnis are also a must--apply the likes of Granite and Corona ASAP.

BOSS: Saturos and Menardi

EXP: * COINS: * ITEMS: None WEAKNESS: Water

From the get-go, you'll want to set up your best defensive Djinni to prevent these two from causing total havoc. In the following rounds, you will want to attack with your offensive Djinni, then let loose with the best summons you have got. Of course, it's very important that you also let one of your characters stay back and serve as the party's healer. While waiting for your Djinni to become set again, keep the group's HP up and do as much damage as you can with powerful Psynergy. Keeping that in mind, this battle shouldn't be terribly difficult.

* The Exp and Coin totals vary for this battle. I've gotten anywhere from 6000-6900 Exp from this battle, and 7800 to as much as 9060 Coins. Any submissions as to what changes these totals are certainly welcome.

BOSS: Fusion Dragon

EXP: None COINS: None ITEMS: None WEAKNESS: Water

Being the game's final boss, this guy is no pushover. If at all possible, try

Brute (5)	4V, 1Ma	+27	-1	+16	+1	+6	---
Brute (6)	5V, 1Ma	+37	-1	+19	+1	+6	+1
Brute (7)	6V, 1Ma	+46	+1	+19	+1	+9	+1

Ruffian (1)	2Ma	+47	--	+31	---	+17	-1
Ruffian (2)	3Ma	+61	+3	+31	+3	+17	---
Ruffian (3)	1V, 2Ma	+59	+6	+32	+3	+15	-1
Ruffian (4)	2V, 2Ma	+70	+6	+32	+5	+17	-1
Ruffian (5)	3V, 2Ma	+82	+8	+32	+5	+21	-1
Ruffian (6)	4V, 2Ma	+108	+11	+36	+8	+21	+1
Ruffian (7)	5V, 2Ma	+108	+11	+36	+8	+21	+1
Ruffian (8)	3V, 3Ma	+108	+11	+35	+8	+23	+2
Ruffian (9)	1J, 2Ma	+60	+5	+31	+2	+17	---
Ruffian (10)	1J, 3Ma	+75	+7	+31	+5	+17	+1
Ruffian (11)	2J, 3Ma	+82	+10	+32	+5	+18	-1
Ruffian (12)	2Ma, 1Me	+59	+3	+31	+3	+15	---
Ruffian (13)	3Ma, 1Me	+69	+3	+35	+3	+17	---
Ruffian (14)	3Ma, 2Me	+84	+12	+28	+7	+18	-1

Savage (1)	4Ma	+128	+14	+48	+9	+29	---
Savage (2)	3V, 4Ma	+173	+23	+43	+16	+39	+2
Savage (3)	1J, 4Ma	+144	+18	+48	+11	+29	+1
Savage (4)	2J, 4Ma	+154	+25	+45	+13	+33	-1
Savage (5)	1Me, 4Ma	+142	+17	+44	+12	+29	+1
Savage (6)	2Me, 4Ma	+161	+27	+41	+16	+31	-1

Barbarian (1)	5Ma	+200	+29	+61	+17	+45	---
Barbarian (2)	6Ma	+223	+32	+61	+19	+45	---
Barbarian (3)	7Ma	+237	+32	+65	+19	+45	+1
Barbarian (4)	2V, 5Ma	+235	+36	+61	+21	+49	+1
Barbarian (5)	1J, 5Ma	+218	+34	+61	+19	+45	+1
Barbarian (6)	1J, 6Ma	+240	+37	+61	+22	+45	+1
Barbarian (7)	2J, 5Ma	+237	+41	+58	+22	+46	-1
Barbarian (8)	1Me, 5Ma	+216	+33	+61	+21	+45	+1
Barbarian (9)	1Me, 6Ma	+239	+36	+61	+23	+45	+1
Barbarian (10)	2Me, 5Ma	+235	+40	+58	+23	+46	-1

Apprentice (1)	1J	-15	+43	+2	---	+15	-1
Apprentice (2)	1J, 1V	-6	+48	+5	---	+15	-1
Apprentice (3)	1J, 2V	+2	+48	+5	+2	+17	---
Apprentice (4)	1J, 3V	+12	+51	+5	+2	+21	---
Apprentice (5)	1J, 4V	+24	+56	+5	+5	+21	+1
Apprentice (6)	1J, 5V	+43	+56	+9	+5	+21	+2
Apprentice (7)	1J, 6V	+43	+60	+9	+5	+24	+2
Apprentice (8)	1J, 1Ma	-3	+49	+2	+2	+15	+2

Illusionist (1)	2J	+51	+60	+14	+7	+27	---
Illusionist (2)	3J	+64	+64	+14	+7	+29	+1
Illusionist (3)	2J, 1V	+53	+60	+18	+7	+27	+1
Illusionist (4)	2J, 2V	+77	+65	+18	+11	+27	+2
Illusionist (5)	2J, 3V	+87	+71	+22	+11	+27	+2
Illusionist (6)	2J, 4V	+99	+74	+22	+11	+31	+2
Illusionist (7)	2J, 5V	+109	+74	+22	+13	+33	+3
Illusionist (8)	3J, 1V	+70	+71	+18	+18	+31	---
Illusionist (9)	3J, 2V	+81	+71	+18	+10	+33	+1
Illusionist (10)	3J, 3V	+93	+74	+18	+10	+37	+1
Illusionist (11)	3J, 4V	+107	+80	+18	+13	+37	+2
Illusionist (12)	2J, 1Me	+57	+64	+14	+9	+31	-1
Illusionist (13)	3J, 1Me	+71	+71	+14	+11	+31	---
Illusionist (14)	3J, 2Me	+85	+71	+18	+11	+31	+1

Illusionist (15)	2J, 1Ma	+58	+65	+16	+7	+31	---
Illusionist (16)	2J, 2Ma	+72	+69	+16	+11	+31	+1
Illusionist (17)	3J, 1Ma	+69	+65	+19	+7	+31	---
Illusionist (18)	3J, 2Ma	+78	+65	+23	+7	+31	---

Enchanter (1)	4J	+133	+76	+31	+13	+42	+1
Enchanter (2)	5J	+144	+81	+31	+13	+46	+1
Enchanter (3)	4J, 1V	+142	+87	+31	+13	+46	+1
Enchanter (4)	4J, 2V	+155	+87	+31	+16	+49	+2
Enchanter (5)	4J, 3V	+169	+91	+31	+16	+53	+2
Enchanter (6)	5J, 1V	+156	+81	+31	+16	+49	+2
Enchanter (7)	5J, 2V	+170	+85	+31	+16	+53	+2
Enchanter (8)	4J, 1Me	+147	+77	+37	+13	+43	+1
Enchanter (9)	4J, 2Me	+162	+77	+42	+13	+43	+1
Enchanter (10)	4J, 3Me	+175	+77	+48	+13	+43	+2
Enchanter (11)	5J, 1Me	+158	+84	+38	+16	+43	+2
Enchanter (12)	5J, 2Me	+173	+84	+44	+16	+43	+2
Enchanter (13)	4J, 1Ma	+141	+81	+32	+13	+46	+1
Enchanter (14)	4J, 2Ma	+152	+81	+36	+13	+46	+1
Enchanter (15)	5J, 1Ma	+155	+81	+38	+13	+46	+1
Enchanter (16)	5J, 2Ma	+166	+81	+38	+13	+46	+1

Shaman (1)	6J	+96	+93	+11	+7	+33	+2
Shaman (2)	7J	+109	+101	+11	+10	+33	+3
Shaman (3)	6Me	+100	+93	+12	+9	+33	+2
Shaman (4)	6Me, 1J	+109	+99	+12	+9	+37	+2
Shaman (5)	1Me, 6J	+109	+101	+12	+10	+33	+4
Shaman (6)	1Ma, 6J	+105	+93	+14	+7	+36	+2

Conjurer	1V, 6J	+267	+113	+43	+24	+74	+3

Swordsman (1)	1Me	-15	+14	---	+9	-23	+1
Swordsman (2)	1Me, 1V	-7	+18	+3	+9	-23	+2
Swordsman (3)	1Me, 2V	+3	+18	+3	+11	-22	+2
Swordsman (4)	1Me, 3V	+12	+21	+3	+11	-19	+2
Swordsman (5)	1Me, 4V	+24	+24	+3	+14	-19	+3
Swordsman (6)	1Me, 5V	+34	+24	+6	+14	-19	+4
Swordsman (7)	1Me, 6V	+43	+27	+6	+14	-16	+4
Swordsman (8)	1Me, 1J	-3	+18	---	+5	-17	+1
Swordsman (9)	1Me, 1Ma	-6	+14	+3	+9	-23	+2

Defender (1)	2Me	+51	+26	+16	+15	-11	+2
Defender (2)	3Me	+64	+26	+20	+15	-11	+2
Defender (3)	2Me, 1V	+61	+26	+16	+17	-9	+3
Defender (4)	2Me, 2V	+73	+29	+16	+17	-6	+3
Defender (5)	2Me, 3V	+88	+33	+16	+21	-6	+4
Defender (6)	2Me, 4V	+100	+33	+19	+21	-6	+5
Defender (7)	2Me, 5V	+111	+36	+19	+21	-3	+5
Defender (8)	3Me, 1V	+77	+30	+16	+17	-5	+3
Defender (9)	3Me, 2V	+89	+33	+16	+17	-2	+3
Defender (10)	3Me, 3V	+103	+37	+16	+21	-2	+4
Defender (11)	3Me, 4V	+115	+37	+19	+21	-2	+5
Defender (12)	2Me, 1J	+61	+34	+12	+15	-4	+1
Defender (13)	3Me, 1J	+78	+34	+16	+12	+15	+2
Defender (14)	2Me, 2J	+67	+30	+19	+15	-6	+2
Defender (15)	3Me, 2J	+77	+34	+19	+15	-3	+2
Defender (16)	3Me, 3J	+99	+35	+23	+17	-6	+3
Defender (17)	2Me, 1Ma	+57	+30	+16	+15	-8	+2
Defender (18)	3Me, 1Ma	+67	+30	+20	+15	-8	+3
Defender (19)	3Me, 2Ma	+84	+33	+20	+17	-8	+3

Cavalier (1)	4Me	+131	+41	+31	+21	+4	+2
Cavalier (2)	5Me	+144	+41	+36	+21	+4	+3
Cavalier (3)	4Me, 1V	+147	+45	+28	-5	+10	+3
Cavalier (4)	4Me, 2V	+161	+49	-5	-5	+14	+3
Cavalier (5)	4Me, 3V	+177	+53	+28	-1	+14	+4
Cavalier (6)	5Me, 1V	+162	+45	+33	-5	+10	+3
Cavalier (7)	5Me, 2V	+176	+49	+33	-5	+14	+3
Cavalier (8)	4Me, 1J	+144	+50	+29	+21	+11	+1
Cavalier (9)	5Me, 1J	+156	+50	+35	+21	+11	+2
Cavalier (10)	4Me, 2J	+152	+45	+36	+21	+9	+3
Cavalier (11)	5Me, 2J	+168	+45	+41	+21	+9	+3
Cavalier (12)	4Me, 3J	+173	+47	+41	+23	+6	+4

Ninja (1)	3Ma, 3J	+210	+83	+62	+16	+84	-1
Ninja (2)	3Ma, 4J	+235	+85	+62	+16	+84	---

Samurai	4Ma, 3J	+327	+74	+62	+31	+46	---

Dragoon	3Ma, 3Me	+218	+73	+46	+32	+6	+4

=====
 Psynergy Listings By Class
 =====

Class Name	Spells Gained	Spells Lost
Squire	None	None
Knight	None	None
Gallant	Gaia, Mother Gaia, Revive	None
Lord	None	None
Brute	Planet Diver, Growth, Mad Growth, Blast, Nova, Haunt, Curse	Ragnarok, Quake, Earthquake, Quake Sphere, Spire, Clay Spire, Cure, Cure Well, Potent Cure
Ruffian	Same as Brute	Same as Brute
Savage	Planet Diver, Growth, Mad Growth, Blast, Nova, Revive, Impair, Debilitate, Haunt, Curse	Same as Brute
Barbarian	Same as Savage	Same as Brute
Apprentice	Astral Blast, Gaia, Mother Gaia, Weaken, Enfeeble, Delude, Sleep, Haunt, Curse	Same as Brute
Illusionist	Same as Apprentice	Same as Brute
Enchanter	Astral Blast, Gaia, Mother	Same as Brute

Brute (1)	1V	-16	-6	+26	-11	+42	-1
Brute (2)	1V, 1Ma	-6	-6	+28	-11	+44	---
Brute (3)	1V, 2Ma	+3	-6	+29	-11	+44	+1
Brute (4)	1V, 3Ma	+9	-3	+32	-9	+47	+1
Brute (5)	1V, 4Ma	+24	-1	+35	-6	+49	+2
Brute (6)	1V, 5Ma	+32	-1	+35	-6	+49	+2
Brute (7)	1V, 6Ma	+40	-1	+39	-6	+49	+2
Ruffian (1)	2V	+45	+3	+37	-3	+55	---
Ruffian (2)	3V	+57	+6	+37	-3	+59	---
Ruffian (3)	2V, 1Ma	+57	+3	+40	-3	+58	+1
Ruffian (4)	3V, 1Ma	+69	+6	+40	-3	+61	+1
Ruffian (5)	2V, 2Ma	+68	+3	+44	-3	+58	+2
Ruffian (6)	3V, 2Ma	+79	+7	+44	-1	+60	+2
Ruffian (7)	3V, 3Ma	+91	+9	+44	-1	+64	+2
Ruffian (8)	2V, 4Ma	+93	+9	+44	+2	+60	+2
Ruffian (9)	3V, 4Ma	+105	+11	+44	+2	+64	+2
Ruffian (10)	2V, 5Ma	+103	+9	+48	+2	+62	+2
Ruffian (11)	2V, 1J	+60	+7	+33	+2	+59	+1
Ruffian (12)	3V, 1J	+74	+10	+33	+2	+59	+1
Ruffian (13)	3V, 2J	+86	+10	+40	+2	+59	+1
Ruffian (14)	2V, 1Me	+60	+3	+41	-3	+55	---
Ruffian (15)	3V, 1Me	+72	+6	+41	-3	+59	---
Ruffian (16)	3V, 2Me	+81	+9	+41	-3	+62	---
Savage (1)	4V	+129	+19	+49	+5	+70	---
Savage (2)	4V, 1Ma	+143	+19	+52	+5	+72	+2
Savage (3)	4V, 2Ma	+155	+19	+56	+5	+72	+2
Savage (4)	4V, 3Ma	+168	+23	+56	+8	+75	+2
Savage (5)	4V, 1J	+145	+20	+49	+8	+70	+2
Savage (6)	4V, 2J	+159	+20	+56	+8	+70	+2
Savage (7)	4V, 1Me	+145	+19	+53	+5	+70	+1
Savage (8)	4V, 2Me	+157	+23	+53	+5	+74	+1
Savage (9)	4V, 3Me	+169	+23	+59	+5	+74	+2
Barbarian (1)	5V	+202	+30	+65	+11	+81	+1
Barbarian (2)	6V	+216	+33	+65	+11	+85	+1
Barbarian (3)	5V, 1Ma	+218	+30	+68	+11	+84	+2
Barbarian (4)	5V, 2Ma	+232	+30	+73	+11	+84	+3
Barbarian (5)	5V, 1J	+221	+34	+61	+14	+85	+2
Barbarian (6)	5V, 2J	+237	+34	+68	+14	+85	+2
Barbarian (7)	6V, 1J	+234	+38	+65	+14	+85	+2
Barbarian (8)	5V, 1Me	+221	+30	+70	+11	+81	+2
Barbarian (9)	6V, 1Me	+235	+33	+70	+11	+84	+2
Barbarian (10)	5V, 2Me	+234	+34	+70	+11	+85	+2
Berserker	6V, 1Ma	+295	+43	+80	+17	+100	+2
Page (1)	1J	-15	+37	+13	-5	+55	-1
Page (2)	1J, 1Ma	-7	+37	+16	-5	+58	-1
Page (3)	1J, 2Ma	+4	+43	+17	-3	+55	+1
Page (4)	1J, 3Ma	+16	+47	+17	---	+55	+2
Page (5)	1J, 4Ma	+24	+47	+21	---	+55	+2
Page (6)	1J, 5Ma	+33	+51	+21	+2	+58	+2
Page (7)	1J, 6Ma	+43	+51	+23	+2	+60	+4
Page (8)	1J, 1V	-4	+47	+11	-3	+56	---
Page (9)	1J, 1Me	-6	+42	+13	-2	+55	-1
Illusionist (1)	2J	+50	+53	+25	+2	+66	---

Illusionist (2)	3J	+53	+57	+25	+2	+69	+1
Illusionist (3)	2J, 1Ma	+60	+53	+28	+2	+69	---
Illusionist (4)	3J, 1Ma	+73	+57	+28	+2	+72	+1
Illusionist (5)	2J, 2Ma	+70	+53	+35	+2	+66	+1
Illusionist (6)	3J, 2Ma	+80	+57	+35	+2	+70	+1
Illusionist (7)	2J, 3Ma	+85	+57	+35	+5	+66	+2
Illusionist (8)	3J, 3Ma	+94	+62	+35	+5	+70	+2
Illusionist (9)	2J, 4Ma	+94	+57	+39	+5	+66	+2
Illusionist (10)	3J, 4Ma	+104	+62	+39	+5	+71	+2
Illusionist (11)	2J, 5Ma	+105	+62	+39	+8	+69	+2
Illusionist (12)	2J, 1V	+61	+57	+28	+2	+67	---
Illusionist (13)	3J, 1V	+70	+62	+28	+2	+71	---
Illusionist (14)	2J, 2V	+72	+57	+28	+4	+70	+1
Illusionist (15)	3J, 2V	+81	+62	+28	+4	+74	+1
Illusionist (16)	2J, 1Me	+58	+51	+31	+3	+66	-1
Illusionist (17)	2J, 2Me	+73	+51	+34	+3	+66	---
Illusionist (18)	3J, 1Me	+72	+58	+31	+5	+66	---
Illusionist (19)	3J, 2Me	+86	+58	+34	+5	+66	+1
Illusionist (20)	3J, 3Me	+99	+58	+39	+5	+66	+1

Enchanter (1)	4J	+131	+67	+40	+8	+80	+1
Enchanter (2)	5J	+143	+72	+40	+8	+84	+1
Enchanter (3)	4J, 1Ma	+141	+72	+40	+8	+87	+1
Enchanter (4)	5J, 1Ma	+155	+46	+8	+8	+87	+1
Enchanter (5)	4J, 2Ma	+154	+72	+48	+8	+84	+2
Enchanter (6)	5J, 2Ma	+171	+79	+48	+10	+84	+3
Enchanter (7)	4J, 3Ma	+171	+76	+48	+11	+84	+3
Enchanter (8)	4J, 1V	+140	+72	+44	+8	+82	---
Enchanter (9)	5J, 1V	+155	+76	+44	+8	+85	+1
Enchanter (10)	4J, 2V	+152	+72	+44	+10	+85	+1
Enchanter (11)	5J, 2V	+168	+76	+44	+10	+88	+2
Enchanter (12)	4J, 1Me	+144	+72	+43	+11	+80	+1
Enchanter (13)	4J, 2Me	+161	+72	+46	+11	+80	+2
Enchanter (14)	5J, 3Me	+176	+72	+52	+11	+80	+2
Enchanter (15)	5J, 1Me	+161	+79	+43	+14	+80	+2
Enchanter (16)	5J, 2Me	+178	+79	+46	+14	+80	+3

Conjurer	6J, 1Ma	+265	+101	+59	+16	+110	+2
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Ascetic (1)	6J	+96	+72	+22	+8	+84	+2
Ascetic (2)	7J	+109	+82	+22	+10	+84	+4
Ascetic (3)	7Me	+99	+72	+23	+9	+84	+2
Ascetic (4)	6J, 1V	+109	+83	+20	+10	+85	+4
Ascetic (5)	6Me, 1V	+109	+78	+26	+9	+84	+2
Ascetic (6)	6Me, 1J	+110	+72	+25	+9	+87	+2
Ascetic (7)	1Me, 6J	+109	+85	+19	+14	+84	+4

Swordsman (1)	1Me	-15	+13	+11	+3	+21	---
Swordsman (2)	1Me, 1Ma	-7	+13	+14	+3	+21	---
Swordsman (3)	1Me, 2Ma	+2	+13	+17	+3	+21	+1
Swordsman (4)	1Me, 3Ma	+11	+17	+17	+5	+23	+1
Swordsman (5)	1Me, 4Ma	+23	+19	+17	+9	+23	+2
Swordsman (6)	1Me, 5Ma	+31	+19	+21	+9	+25	+2
Swordsman (7)	1Me, 6Ma	+41	+19	+23	+9	+26	+5
Swordsman (8)	1Me, 1V	-4	+13	+17	---	+21	+1

Defender (1)	2Me	+50	+23	+26	+9	+32	+1
Defender (2)	3Me	+53	+26	+31	+9	+32	+1
Defender (3)	2Me, 1Ma	+60	+23	+29	+9	+32	+1
Defender (4)	3Me, 1Ma	+73	+23	+44	+9	+32	+1

Defender (5)	2Me, 2Ma	+70	+23	+33	+9	+32	+2
Defender (6)	3Me, 2Ma	+84	+23	+38	+9	+32	+2
Defender (7)	2Me, 3Ma	+81	+27	+33	+11	+34	+2
Defender (8)	3Me, 3Ma	+94	+27	+38	+11	+34	+2
Defender (9)	2Me, 4Ma	+96	+30	+33	+15	+34	+4
Defender (10)	3Me, 4Ma	+109	+30	+38	+15	+34	+4
Defender (11)	2Me, 5Ma	+105	+30	+37	+15	+36	+4
Defender (12)	2Me, 1V	+58	+27	+29	+5	+35	+1
Defender (13)	2Me, 2V	+69	+27	+29	+8	+37	+2
Defender (14)	3Me, 1V	+69	+27	+34	+5	+35	+2
Defender (15)	3Me, 2V	+80	+27	+34	+8	+37	+4
Defender (16)	2Me, 1J	+61	+23	+28	+9	+34	+1
Defender (17)	3Me, 1J	+74	+23	+39	+9	+34	+1

Cavalier (1)	4Me	+130	+37	+43	+14	+45	+1
Cavalier (2)	5Me	+143	+37	+48	+14	+45	+2
Cavalier (3)	4Me, 1Ma	+141	+37	+46	+14	+35	+1
Cavalier (4)	5Me, 1Ma	+154	+37	+52	+14	+35	+2
Cavalier (5)	4Me, 2Ma	+154	+37	+50	+14	+35	+2
Cavalier (6)	5Me, 2Ma	+166	+37	+56	+14	+35	+4
Cavalier (7)	4Me, 3Ma	+166	+41	+50	+17	+48	+2
Cavalier (8)	4Me, 1V	+144	+41	+46	+10	+50	+2
Cavalier (9)	4Me, 2V	+157	+41	+46	+13	+52	+4
Cavalier (10)	5Me, 1V	+159	+41	+52	+10	+50	+2
Cavalier (11)	5Me, 2V	+172	+41	+52	+13	+52	+4
Cavalier (12)	4Me, 1J	+143	+37	+45	+14	+48	+1
Cavalier (13)	5Me, 1J	+155	+37	+50	+14	+48	+2
Cavalier (14)	4Me, 2J	+157	+37	+52	+14	+48	+1
Cavalier (15)	5Me, 2J	+169	+37	+57	+14	+48	+2
Cavalier (16)	4Me, 3J	+172	+42	+52	+17	+48	+2

Luminier	6Me, 1Ma	+267	+62	+64	+20	+33	+2
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Ninja (1)	3V, 3J	+218	+78	+64	+14	+119	+2
Ninja (2)	3V, 4J	+232	+78	+68	+14	+119	+2

Samurai	4V, 3J	+328	+67	+68	+26	+85	+3
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Dragoon (1)	3V, 3Me	+213	+60	+59	+19	+51	+4
Dragoon (2)	3V, 4Me	+234	+66	+59	+19	+55	+4

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Psynergy Listings By Class
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Class Name	Spells Gained	Spells Lost
Guard	None	None
Soldier	None	None
Warrior	Guard, Protect, Impair, Debilitate	None
Champion	Same as Warrior	None
Brute	Planet Diver, Growth, Mad	Heat Wave, Flare, Flare Storm,

	Growth, Blast, Nova, Haunt, Flare Wall, Fire, Fireball, Curse Volcano, Eruption
Ruffian	Same as Brute Same as Brute
Savage	Planet Diver, Spire, Clay Same as Brute Spire, Growth, Mad Growth, Blast, Nova, Revive, Impair, Debilitate, Haunt, Curse
Barbarian	Same as Savage Same as Brute
Berserker	Same as Savage Same as Brute
Page	Astral Blast, Ward, Resist, Heat Wave, Flare, Flare Storm, Weaken, Enfeeble, Delude, Fire, Fireball Sleep
Illusionist	Same as Page Same as Page
Enchanter	Astral Blast, Impact, High Same as Page Impact, Guard, Protect, Ward Resist, Weaken, Enfeeble, Delude, Sleep
Conjurer	Same as Enchanter Same as Page
Ascetic	Slash, Wind Slash, Plasma, Same as Page Shine Plasma, Ward, Resist, Bind
Swordsman	Cutting Edge, Blast, Mad Same as Brute Blast, Cure Poison, Restore, Guard, Protect
Defender	Cutting Edge, Blast, Mad Same as Brute Blast, Ply, Ply Well, Cure Poison, Restore, Guard, Protect, Avoid
Cavalier	Same as Defender Same as Brute
Luminier	Same as Defender Same as Brute
Ninja	Death Plunge, Shuriken, Same as Brute Punji, Punji Trap, Fire Bomb, Cluster Bomb, Gale, Typhoon, Thunderclap, Thunderbolt, Mist
Samurai	Dragon Cloud, Demon Night, Same as Brute Rockfall, Rockslide, Lava Shower, Molten Bath, Demon Spear, Angel Spear, Guardian Protector, Magic Shell, Magic Shield
Draagoon	Cutting Edge, Thorn, Briar, Same as Brute Blast, Mad Blast, Fiery Blast, Ply, Ply Well, Wish,

| Wish Well, Cure Poison, |
 | Restore, Avoid |

c. Ivan

NOTE: The following is based off a Level 27 Ivan.

Class Name	Djinni	HP	PP	ATT	DEF	AGL	LCK
Wind Seer (1)	None	--	--	---	---	---	---
Wind Seer (2)	1J	+7	--	+1	---	+2	---
Magician (1)	2J	+41	+18	+11	+11	+14	+1
Magician (2)	3J	+51	+23	+11	+11	+17	+2
Mage (1)	4J	+112	+34	+25	+20	+30	+2
Mage (2)	5J	+121	+41	+25	+20	+34	+2
Magister (1)	6J	+188	+53	+41	+29	+47	+2
Magister (2)	7J	+202	+61	+41	+31	+47	+3
Hermit (1)	1Me	+7	+5	---	+2	---	+1
Hermit (2)	1J, 1Me	+20	+12	---	+4	---	+2
Hermit (3)	2J, 1Me	+23	+18	---	+4	+3	+2
Hermit (4)	3J, 1Me	+31	+21	---	+4	+6	+3
Hermit (5)	4J, 1Me	+39	+21	+1	+4	+9	+3
Hermit (6)	5J, 1Me	+46	+22	+4	+4	+9	+3
Hermit (7)	6J, 1Me	+55	+29	+4	+6	+9	+4
Elder (1)	2Me	+41	+17	+12	+12	+12	+2
Elder (2)	3Me	+51	+17	+16	+12	+12	+2
Elder (3)	1J, 2Me	+51	+24	+12	+14	+12	+3
Elder (4)	1J, 3Me	+61	+24	+16	+14	+12	+3
Elder (5)	2J, 2Me	+58	+30	+12	+14	+16	+3
Elder (6)	2J, 3Me	+68	+30	+16	+14	+16	+3
Elder (7)	3J, 2Me	+68	+35	+12	+14	+19	+4
Elder (8)	3J, 3Me	+78	+35	+16	+14	+19	+4
Elder (9)	4J, 2Me	+76	+35	+14	+14	+21	+4
Elder (10)	4J, 3Me	+86	+35	+18	+14	+21	+4
Elder (11)	5J, 2Me	+84	+35	+17	+14	+21	+4
Elder (12)	1Ma, 2Me	+54	+21	+12	+14	+12	+2
Elder (13)	1Ma, 3Me	+64	+21	+16	+14	+12	+2
Elder (14)	2Ma, 3Me	+71	+21	+19	+14	+12	+2
Elder (15)	2Ma, 1V	+45	+29	+12	+12	+16	+1
Elder (16)	3Ma, 1V	+57	+35	+12	+12	+21	+1
Elder (17)	3Ma, 2V	+65	+35	+12	+14	+24	+2
Medium (1)	3Me, 3V	+185	+64	+43	+32	+42	---
Medium (2)	3Me, 4V	+201	+71	+43	+36	+47	+1
Scholar (1)	4Me	+111	+34	+27	+21	+28	+2
Scholar (2)	1J, 4Me	+123	+42	+27	+23	+28	+3
Scholar (3)	2J, 4Me	+132	+49	+27	+23	+33	+3
Scholar (4)	3J, 4Me	+154	+53	+27	+23	+36	+4
Scholar (5)	1Ma, 4Me	+126	+39	+27	+23	+28	+2
Scholar (6)	2Ma, 4Me	+135	+39	+30	+23	+28	+2

Scholar (7)	3Ma, 4Me	+145	+45	+30	+25	+31	+2
Scholar (8)	4Me, 1V	+118	+47	+27	+21	+34	+2
Scholar (9)	4Me, 2V	+128	+47	+27	+23	+37	+3

White Mage	4Me, 3V	+255	+77	+59	+41	+42	+4

Savant (1)	5Me	+175	+46	+42	+30	+40	+3
Savant (2)	6Me	+192	+53	+42	+30	+47	+3
Savant (3)	1J, 5Me	+189	+54	+42	+32	+40	+4
Savant (4)	2J, 5Me	+200	+61	+42	+32	+45	+4
Savant (5)	1Ma, 5Me	+193	+51	+42	+32	+40	+3
Savant (6)	1Ma, 6Me	+210	+58	+42	+32	+47	+3
Savant (7)	2Ma, 5Me	+203	+51	+45	+32	+40	+3
Savant (8)	1V, 5Me	+188	+59	+41	+30	+47	+3
Savant (9)	2V, 5Me	+200	+59	+41	+32	+50	+4
Savant (10)	1V, 6Me	+202	+59	+45	+30	+47	+3

Sage	1J, 6Me	+265	+74	+53	+41	+59	+4

Seer (1)	1V	+30	-6	+12	---	-24	---
Seer (2)	1J, 1V	+38	-6	+14	---	-22	---
Seer (3)	2J, 1V	+48	+1	+14	+2	-22	+1
Seer (4)	3J, 1V	+55	+6	+14	+2	-19	+1
Seer (5)	4J, 1V	+65	+5	+14	+2	-17	+2
Seer (6)	5J, 1V	+75	+16	+14	+3	-17	+3
Seer (7)	6J, 1V	+84	+16	+17	+3	-17	+3
Seer (8)	1Me, 1V	+38	-1	+12	+2	-24	---

Diviner (1)	2V	-15	--	+23	+11	-10	+1
Diviner (2)	3V	-4	+10	+23	+11	-6	+1
Diviner (3)	1J, 2V	+95	+5	+25	+11	-8	+1
Diviner (4)	1J, 3V	+106	+10	+25	+11	-4	+1
Diviner (5)	2J, 2V	+107	+7	+25	+13	-8	+2
Diviner (6)	2J, 3V	+118	+12	+25	+13	-4	+2
Diviner (7)	3J, 2V	+116	+18	+25	+13	-4	+2
Diviner (8)	3J, 3V	+127	+22	+25	+13	---	+2
Diviner (9)	4J, 2V	+128	+17	+25	+13	-2	+3
Diviner (10)	4J, 3V	+139	+56	+25	+13	+2	+3
Diviner (11)	5J, 2V	+142	+29	+25	+15	-2	+4
Diviner (12)	1Ma, 2V	+94	+5	+26	+11	-8	+1
Diviner (13)	1Ma, 3V	+105	+10	+26	+11	-4	+1
Diviner (14)	2Ma, 3V	+116	+10	+28	+11	-2	+3
Diviner (15)	1Me, 2V	+95	+11	+23	+14	-10	+1
Diviner (16)	1Me, 3V	+106	+15	+23	+14	-6	+1
Diviner (17)	2Me, 2V	+104	+17	+23	+14	-6	+1
Diviner (18)	2Me, 3V	+115	+21	+23	+14	-3	+1

Shaman (1)	4V	+136	+27	+33	+23	+6	+2
Shaman (2)	5V	+148	+27	+36	+23	+6	+3
Shaman (3)	1J, 4V	+147	+22	+35	+23	+9	+2
Shaman (4)	1J, 5V	+159	+22	+38	+23	+9	+3
Shaman (5)	2J, 4V	+160	+35	+35	+25	+9	+3
Shaman (6)	2J, 5V	+172	+35	+38	+25	+9	+4
Shaman (7)	3J, 4V	+169	+41	+35	+25	+13	+3
Shaman (8)	1Ma, 4V	+145	+27	+36	+23	+9	+2
Shaman (9)	1Ma, 5V	+157	+27	+39	+23	+9	+3
Shaman (10)	2Ma, 4V	+157	+27	+38	+23	+11	+4
Shaman (11)	2Ma, 5V	+169	+27	+42	+23	+11	+5
Shaman (12)	3Ma, 4V	+174	+32	+38	+25	+11	+4
Shaman (13)	1Me, 4V	+147	+33	+33	+26	+6	+2

Shaman (14)	2Me, 4V	+156	+39	+33	+26	+10	+2
Shaman (15)	2Me, 5V	+168	+39	+36	+26	+10	+3

Druid	1J, 6V	+256	+56	+60	+41	+39	+3

Enchanter (1)	6V	+215	+19	+57	+32	+23	+2
Enchanter (2)	6Ma	+219	+14	+60	+35	+20	+2
Enchanter (3)	7Ma	+231	+14	+64	+35	+20	+3
Enchanter (4)	1Ma, 6V	+226	+19	+61	+32	+26	+2
Enchanter (5)	6Ma, 1V	+230	+19	+64	+35	+20	+2
Enchanter (6)	6Ma, 1Me	+231	+19	+60	+38	+20	+2
Enchanter (7)	1Me, 6V	+227	+26	+57	+36	+23	+2

Pilgrim (1)	1Ma	+31	-22	+11	+9	-10	+3
Pilgrim (2)	1J, 1Ma	+41	-16	+11	+11	-10	+4
Pilgrim (3)	2J, 1Ma	+49	-16	+14	+11	-10	+4
Pilgrim (4)	3J, 1Ma	+60	-10	+14	+13	-10	+6
Pilgrim (5)	4J, 1Ma	+68	-10	+16	+13	-8	+6
Pilgrim (6)	5J, 1Ma	+78	-6	+16	+13	-5	+7
Pilgrim (7)	6J, 1Ma	+85	-1	+16	+13	-2	+7
Pilgrim (8)	1V, 1Ma	+37	-17	+15	+9	-10	+1
Pilgrim (9)	1Me, 1Ma	+43	-13	+10	+14	-12	+1

Wanderer (1)	2Ma	+87	-11	+25	+17	+5	+4
Wanderer (2)	3Ma	+100	-7	+25	+21	+5	+4
Wanderer (3)	1J, 2Ma	+98	-10	+25	+20	+5	+4
Wanderer (4)	1J, 3Ma	+112	-1	+25	+23	+5	+6
Wanderer (5)	2J, 2Ma	+109	-5	+28	+20	+5	+4
Wanderer (6)	2J, 3Ma	+122	-1	+28	+23	+5	+6
Wanderer (7)	3J, 2Ma	+122	+2	+28	+22	+5	+6
Wanderer (8)	3J, 3Ma	+135	+6	+28	+25	+5	+7
Wanderer (9)	4J, 2Ma	+132	+2	+30	+22	+7	+6
Wanderer (10)	4J, 3Ma	+145	+6	+30	+25	+7	+7
Wanderer (11)	5J, 2Ma	+144	+6	+30	+22	+10	+7
Wanderer (12)	1V, 2Ma	+95	-6	+28	+17	+5	+3
Wanderer (13)	2V, 2Ma	+105	-6	+28	+20	+7	+4
Wanderer (14)	1V, 3Ma	+111	-2	+28	+20	+5	+3
Wanderer (15)	2V, 3Ma	+124	-2	+28	+22	+7	+4
Wanderer (16)	3V, 3Ma	+132	+2	+28	+22	+11	+4
Wanderer (17)	1Me, 2Ma	+101	-2	+23	+23	---	+1
Wanderer (18)	1Me, 2Ma	+114	-2	+26	+23	---	+2
Wanderer (19)	1Me, 3Ma	+111	+3	+23	+25	+2	+1
Wanderer (20)	2Me, 3Ma	+124	+3	+26	+25	+2	+2

Ranger (1)	3Me, 3Ma	+193	+39	+52	+35	+39	+2
Ranger (2)	3Me, 4Ma	+206	+39	+54	+35	+42	+4

Ascetic (1)	4Ma	+135	+4	+38	+30	+17	+4
Ascetic (2)	5Ma	+145	+10	+38	+32	+20	+4
Ascetic (3)	1J, 4Ma	+148	+11	+38	+32	+17	+6
Ascetic (4)	1J, 5Ma	+159	+17	+38	+35	+20	+6
Ascetic (5)	2J, 4Ma	+169	+11	+42	+32	+22	+6
Ascetic (6)	3J, 4Ma	+173	+18	+42	+35	+17	+7
Ascetic (7)	1V, 4Ma	+147	+10	+42	+29	+17	+3
Ascetic (8)	2V, 4Ma	+157	+10	+42	+31	+20	+4
Ascetic (9)	3V, 4Ma	+169	+14	+42	+31	+24	+4
Ascetic (10)	1V, 5Ma	+161	+14	+42	+32	+17	+4
Ascetic (11)	1Me, 4Ma	+149	+15	+35	+35	+17	+3
Ascetic (12)	2Me, 4Ma	+163	+15	+38	+35	+17	+4
Ascetic (13)	1Me, 5Ma	+163	+19	+35	+38	+17	+4

Ascetic (14)	2Me, 5Ma	+178	+19	+38	+38	+17	+6
Fire Monk	1J, 6Ma	+264	+45	+60	+56	+45	+6

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Psynergy Listings By Class
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Class Name	Spells Gained	Spells Lost
Wind Seer	None	None
Magician	Impact, High Impact	None
Mage	Impact, High Impact, Ward, Resist	None
Magister	Same as Mage	None
Hermit	Prism, Hail Prism, Impact, High Impact	Ray, Storm Ray, Whirlwind, Tornado, Sleep
Elder	Same as Hermit	Same as Hermit
Medium	Same as Hermit	Same as Hermit
Scholar	Prism, Hail Prism, Wish, Wish Well, Impact, High Impact	Same as Hermit
White Mage	Prism, Hail Prism, Wish, Wish Well, Revive, Cure Cure Poison, Restore, Dull, Ward	Same as Hermit
Savant	Same as Scholar	Same as Hermit
Sage	Same as Scholar	Same as Hermit
Seer	Bolt, Flash Bolt, Blue Bolt, Growth, Mad Growth, Cure, Cure Well, Potent Cure	Ray, Storm Ray, Whirlwind, Tornado, Plasma, Shine Plasma, Sleep
Diviner	Same as Seer	Same as Seer
Shaman	Same as Seer	Same as Seer
Druid	Same as Seer	Same as Seer
Enchanter	Astral Blast, Gaia, Mother Gaia, Impact, High Impact, Ward, Resist, Weaken, Enfeeble, Delude, Haunt, Curse	Same as Seer
Pilgrim	Slash, Wind Slash	Ray, Storm Ray, Whirlwind, Tornado, Sleep

Wanderer	Same as Pilgrim	Same as Pilgrim
Ranger	Slash, Wind Slash, Douse, Drench, Volcano, Eruption, Ward, Resist	Same as Seer
Ascetic	Slash, Wind Slash, Volcano, Ward, Resist	Same as Pilgrim
Fire Monk	Same as Ascetic	Same as Pilgrim

d. Mia

NOTE: The following is based off of a Level 27 Mia.

Class Name	Djinni	HP	PP	ATT	DEF	AGL	LCK
Water Seer (1)	None	--	--	--	---	---	---
Water Seer (2)	1Me	+12	+5	--	+3	---	---
Scribe (1)	2Me	+44	+16	+14	+8	+11	+1
Scribe (2)	3Me	+55	+16	+18	+8	+11	+1
Cleric (1)	4Me	+116	+33	+28	+14	+26	+1
Cleric (2)	5Me	+126	+33	+33	+14	+26	+3
Paragon	6Me	+199	+51	+44	+20	+41	+3
Hermit (1)	1J	-15	+10	-8	-6	+58	---
Hermit (2)	1J, 1Me	-3	+23	-10	-4	+61	+1
Hermit (3)	1J, 2Me	+6	+23	-7	-4	+61	+2
Hermit (4)	1J, 3Me	+15	+23	-4	-4	+61	+2
Hermit (5)	1J, 4Me	+22	+29	-4	+3	+61	+2
Hermit (6)	1J, 5Me	+29	+34	-4	-1	+65	+2
Hermit (7)	1J, 6Me	+36	+34	-1	-1	+65	+3
Elder (1)	2J	+19	+29	+2	+2	+70	+1
Elder (2)	3J	+29	+33	+2	+2	+73	+2
Elder (3)	2J, 1Me	+31	+35	+5	+2	+73	+1
Elder (4)	3J, 1Me	+38	+41	+5	+2	+77	+1
Elder (5)	2J, 2Me	+41	+35	+8	+2	+7	+2
Elder (6)	2J, 3Me	+51	+35	+11	+2	+73	+2
Elder (7)	3V, 3Me	+59	+41	+11	+2	+26	+2
Elder (8)	2J, 4Me	+59	+41	+11	+5	+73	+2
Elder (9)	3J, 4Me	+67	+47	+11	+5	+77	+2
Elder (10)	2J, 5Me	+67	+47	+11	+5	+77	+2
Elder (11)	2J, 1V	+27	+33	+2	+2	+74	+1
Elder (12)	3J, 1V	+37	+38	+2	+2	+77	+2
Elder (13)	3J, 2V	+41	+32	+8	+2	+78	+1
Scholar (1)	4J	+90	+45	+16	+7	+84	+2
Scholar (2)	4J, 1Me	+103	+57	+16	+7	+92	+2
Scholar (3)	4J, 2Me	+117	+57	+19	+7	+92	+3
Scholar (4)	4J, 3Me	+129	+57	+23	+7	+92	+3
Scholar (5)	4J, 1V	+100	+49	+16	+7	+89	+2

Scholar (6)	4J, 2V	+107	+48	+19	+7	+93	+2	
Savant (1)	5J	+154	+63	+26	+13	+100	+2	
Savant (2)	6J	+167	+63	+32	+13	+100	+2	
Savant (3)	7J	+181	+71	+32	+15	+100	+3	
Savant (4)	5J, 1Me	+175	+78	+26	+15	+104	+3	
Savant (5)	5J, 2Me	+190	+78	+30	+15	+104	+4	
Savant (6)	5J, 1V	+165	+68	+26	+13	+105	+2	
Savant (7)	6J, 1V	+178	+68	+32	+13	+105	+2	
Savant (8)	5J, 2V	+178	+68	+30	+15	+105	+3	
Sage	6J, 1Me	+246	+91	+39	+21	+119	+3	
Seer (1)	1V	+7	+5	+3	-6	+34	---	
Seer (2)	1V, 2Me	+23	+10	+7	-6	+37	---	
Seer (3)	1V, 3Me	+34	+15	+7	-6	+41	---	
Seer (4)	1V, 4Me	+42	+20	+7	-3	+41	---	
Seer (5)	1V, 5Me	+54	+15	+7	-1	+44	+2	
Seer (6)	1V, 6Me	+63	+20	+13	-3	+41	+1	
Seer (7)	1V, 1J	+16	+4	+2	-6	+39	-1	
Seer (8)	1V, 1Ma	+15	+5	+8	-6	+34	---	
Diviner (1)	2V	+64	+16	+14	+2	+47	---	
Diviner (2)	3V	+75	+20	+14	+2	+51	---	
Diviner (3)	2V, 1Me	+74	+16	+18	+2	+47	+1	
Diviner (4)	3V, 1Me	+85	+20	+18	+2	+51	+1	
Diviner (5)	2V, 2Me	+82	+22	+18	+2	+51	+1	
Diviner (6)	3V, 2Me	+93	+26	+18	+2	+54	+1	
Diviner (7)	2V, 3Me	+97	+27	+18	+2	+56	+1	
Diviner (8)	3V, 3Me	+108	+31	+18	+2	+59	+1	
Diviner (9)	2V, 4Me	+107	+33	+18	+5	+56	+1	
Diviner (10)	3V, 4Me	+118	+37	+18	+5	+59	+1	
Diviner (11)	2V, 5Me	+120	+33	+21	+5	+56	+2	
Diviner (12)	2V, 1J	+76	+15	+16	+2	+51	---	
Diviner (13)	2V, 2J	+85	+20	+16	+2	+54	---	
Diviner (14)	3V, 1J	+87	+15	+19	+2	+51	+1	
Diviner (15)	3V, 2J	+96	+20	+19	+2	+54	+1	
Diviner (16)	2V, 1Ma	+74	+20	+18	---	+48	---	
Diviner (17)	2V, 2Ma	+89	+24	+18	+2	+48	---	
Diviner (18)	3V, 1Ma	+85	+20	+20	---	+48	+1	
Diviner (19)	3V, 2Ma	+100	+24	+20	+2	+48	+1	
Diviner (20)	3V, 3Ma	+109	+24	+23	+2	+48	+1	
Medium (1)	3V, 3J	+162	+54	+44	+13	+90	---	
Medium (2)	4V, 3J	+175	+59	+44	+13	+95	---	
White Mage	3V, 4J	+234	+71	+55	+18	+93	+4	
Shaman (1)	4V	+314	+38	+24	+10	+62	+1	
Shaman (2)	5V	+126	+38	+27	+10	+62	+2	
Shaman (3)	4V, 1Me	+125	+38	+28	+10	+62	+2	
Shaman (4)	5V, 1Me	+137	+38	+32	+10	+62	+3	
Shaman (5)	3V, 2Me	+135	+44	+28	+10	+66	+2	
Shaman (6)	4V, 2Me	+147	+44	+32	+10	+66	+3	
Shaman (7)	4V, 3Me	+150	+50	+28	+10	+71	+2	
Shaman (8)	4V, 1J	+125	+30	+30	+7	+66	+1	
Shaman (9)	4V, 2J	+135	+36	+30	+7	+70	+1	
Shaman (10)	5V, 1J	+144	+42	+33	+7	+70	+1	
Shaman (11)	4V, 1Ma	+125	+38	+31	+8	+60	+2	
Shaman (12)	4V, 2Ma	+142	+42	+31	+10	+60	+2	

Shaman (13)	4V, 3Ma	+152	+42	+34	+10	+60	+2
Shaman (14)	5V, 1Ma	+137	+42	+34	+10	+60	+2
Shaman (15)	5V, 2Ma	+154	+47	+31	+10	+64	+2

Druid	6V, 1Me	+236	+66	+54	+22	+90	+3

Cavalier (1)	6V	+194	-6	+49	+22	+42	+3
Cavalier (2)	6Ma	+198	-11	+52	+25	+40	+3
Cavalier (3)	7Ma	+411	-11	+55	+25	+40	+4
Cavalier (4)	6V, 1J	+208	-6	+55	+22	+42	+3
Cavalier (5)	1V, 6Ma	+209	-9	+59	+22	+38	+4
Cavalier (6)	6V, 1Ma	+206	-6	+53	+22	+42	+4

Pilgrim (1)	1Ma	+9	-11	+2	---	+47	+2
Pilgrim (2)	1Me, 1Ma	+26	-6	+7	+3	+45	+1
Pilgrim (3)	3Me, 1Ma	+32	-1	+7	+3	+48	---
Pilgrim (4)	4Me, 1Ma	+44	+3	+7	+5	+51	+1
Pilgrim (5)	5Me, 1Ma	+52	-1	+13	+3	+48	+3
Pilgrim (6)	6Me, 1Ma	+59	+3	+13	+3	+52	+3

Wanderer (1)	2Ma	+65	--	+16	+5	+61	+2
Wanderer (2)	3Ma	+78	+4	+16	+8	+61	+3
Wanderer (3)	1Me, 2Ma	+80	+9	+14	+10	+56	+1
Wanderer (4)	1Me, 3Ma	+90	+14	+14	+13	+58	+1
Wanderer (5)	2Me, 2Ma	+92	+9	+18	+10	+56	+1
Wanderer (6)	2Me, 3Ma	+102	+14	+18	+13	+58	+1
Wanderer (7)	3Me, 2Ma	+95	+15	+18	+10	+62	---
Wanderer (8)	3Me, 3Ma	+110	+19	+18	+13	+62	---
Wanderer (9)	4Me, 2Ma	+114	+19	+18	+13	+62	+1
Wanderer (10)	4Me, 3Ma	+124	+19	+21	+13	+62	+2
Wanderer (11)	5Me, 2Ma	+124	+14	+25	+10	+60	+3
Wanderer (12)	1V, 2Ma	+79	+9	+17	+7	+56	+1
Wanderer (13)	1V, 3Ma	+88	+9	+20	+7	+56	+1
Wanderer (14)	2V, 3Ma	+98	+13	+20	+7	+60	+1

Ascetic (1)	4Ma	+113	+15	+30	+14	+73	+3
Ascetic (2)	5Ma	+124	+20	+30	+16	+75	+3
Ascetic (3)	1Me, 4Ma	+126	+26	+27	+19	+70	+1
Ascetic (4)	1Me, 5Ma	+141	+30	+27	+22	+70	+2
Ascetic (5)	2Me, 4Ma	+140	+26	+32	+19	+70	+1
Ascetic (6)	2Me, 5Ma	+154	+30	+32	+22	+70	+2
Ascetic (7)	3Me, 4Ma	+149	+31	+35	+19	+74	+1
Ascetic (8)	1V, 4Ma	+129	+24	+31	+16	+67	+2
Ascetic (9)	1V, 5Ma	+138	+24	+34	+16	+70	+2
Ascetic (10)	2V, 4Ma	+140	+29	+31	+16	+71	+2
Ascetic (11)	2V, 5Ma	+149	+29	+34	+16	+74	+2
Ascetic (12)	3V, 4Ma	+152	+29	+34	+16	+71	+3

Water Monk	1Me, 6Ma	+239	+54	+53	+35	+96	+2

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Psynergy Listings By Class
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Class Name	Spells Gained	Spells Lost
Water Seer	None	None

Scribe	None	None
Cleric	Wish, Wish Well	None
Paragon	Wish, Wish Well	None
Hermit	Prism, Hail Prism, Plasma, Shine Plasma, Impact, High Impact, Bind	Ply, Ply Well, Cure Poison, Glacier, Ice, Ice Horn
Elder	Same as Hermit	Same as Hermit
Scholar	Prism, Hail Prism, Plasma, Shine Plasma, Wish, Wish Well, Impact, High Impact, Bind	Same as Hermit
Savant	Same as Scholar	Same as Hermit
Sage	Same as Scholar	Ply, Ply Well, Cure Poison, Restore, Frost, Tundra, Glacier, Ice, Ice Horn
Seer	Froth, Froth Sphere, Growth Mad Growth, Cure, Cure Well, Potent Cure	Ply, Ply Well, Frost, Tundra, Glacier, Ice, Ice Horn
Diviner	Same as Seer	Same as Seer
Medium	Haunt, Curse, Bolt, Flash Bolt, Blue Bolt, Froth, Froth Sphere, Cure, Cure Well, Potent Cure, Revive	Ply, Ply Well, Cure Poison, Frost, Restore, Tundra, Glacier, Ice, Ice Horn
White Mage	Prism, Hail Prism, Plasma, Shine Plasma, Wish, Wish Well, Revive, Dull, Ward	Same as Seer
Shaman	Froth, Froth Sphere, Growth, Mad Growth, Cure, Cure Well, Potent Cure, Revive, Wish, Wish Well	Same as Seer
Druid	Same as Shaman	Same as Seer
Cavalier	Cutting Edge, Thorn, Briar, Wish, Wish Well, Revive, Avoid	Frost, Tundra, Glacier, Ice, Ice Horn
Pilgrim	Douse, Drench, Prism, Hail Prism	Same as Seer
Wanderer	Same as Pilgrim	Same as Seer
Ascetic	Douse, Drench, Prism, Hail Prism, Volcano, Eruption, Wish, Wish Well	Same as Seer
Water Monk	Same as Ascetic	Same as Seer

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DEW
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LOCATION

Suhalla Gate; On the third screen, slide down the third section of the wall and you'll land right next to this guy. Defeat him and he's all yours.

- * Description -> Revives a downed character.
- * Element -----> Water / Mercury

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EMBER
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LOCATION

Tolbi; From the very entrance of this town, head right outside the city walls and you'll come to a sheer wall with a small plant beginning to grow. Cast Grow (give Garet an Earth Djinni) and the plant will become a vine, allowing you to climb up it. Do so and you'll wind a puddle, which you should cast Frost on. Now then, actually enter Tolbi and make your way to the icy pillar that you just created, which is due south of the inn. Use it to access the eastern ledge, where you'll find this Djinni.

- * Description -> Restores the entire party's Psynergy Points.
- * Element -----> Fire / Mars

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FEVER
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LOCATION

Imil; There is a snowman to the north that you should push to the left using Isaac's Move Psynergy. After that, make your way onto the ice and move in the following directions: up, left, up, left, up, right, up, right, up, left, down, right, up, right, up. You'll slideright into a cavern where this Djinni is waiting. He'll join without a fight.

- * Description -> Hit an enemy with the delusion status effect.
- * Element -----> Fire / Mars

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FIZZ
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LOCATION

Mia joins with this Djinni already equipped.

- * Description -> Restore a little bit of a single character's HP.
- * Element -----> Water / Mercury

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FLASH

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LOCATION

Suhalla Desert; Take the center path in the second area of the desert and follow it around until the cliff ends. At this point, cast Reveal and a flashing trail will appear. Follow it across a gap by using the upright log, then proceed north and descend the cliff wall using the ladder-esque part. You will have to fight this Djinni, but he's no more difficult than any of the previous ones.

* Description -> Block damage to your party.

* Element -----> Fire / Mars

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FLINT

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LOCATION

Outside of Vale (when you first get to the world map).

* Description -> Just a more powerful version of your normal attack.

* Element -----> Earth / Venus

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FORGE

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LOCATION

Inside the Goma Cave leading to Bilibin; Push the pillar into place, then hop across to the ledge where this Djinni is waiting.

* Description -> Increases the damage caused by your party's physical attacks.

* Element -----> Fire / Mars

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GRANITE

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LOCATION

Kolima Village; Use the hidden door at the back of the southeasternmost hut and head through the secret basement. He'll join without a fight.

* Description -> Create a protective barrier that reduces damage received from enemy attacks.

* Element -----> Earth / Venus

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GROUND

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LOCATION

Kalay Docks; After arriving at Tolbi, get onto the world map and head east until you reach a bridge, which you should cross. From there, make your way westward and you'll eventually come to the Kalay Docks, where this Djinni is waiting for you. No fight this time.

- * Description -> Stop a foe's movement temporarily.
- * Element -----> Earth / Venus

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GUST

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LOCATION

Bilibin; Use the stairs on the eastern side of town, then head south onto the wooden fence. Follow it around to the western side of town, where you should use Ivan's Whirlwind Psenergy to destroy the leaves on the wall. Climb down the ladder inside the cave and cast Move on the statue to push it south. He'll join without a fight.

- * Description -> Cause damage with a windy attack.
- * Element -----> Wind / Jupiter

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HAIL

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LOCATION

World Map; Head west from Tolbi across a bridge leading to the north. Move to the northwest from there and cross a second bridge, this one leading onto a narrow strip of land. Run around aimlessly in this area for a while and you'll eventually encounter this Djinni.

- * Description -> Temporarily decrease a foe's defense.
- * Element -----> Water / Mercury

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KITE

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LOCATION

Vale (revisited); Just west of Kraden's house is a boulder that is impeding the path ahead. Cast Lift to move it out of the way, then head north into the Vale Cave. Once inside, cast Reveal on the stepping stones to your left to make visible a hidden stone, which will allow you to cross the pool. The rest of the cave is pretty simple to get through, so find the Djinni and cast Halt on it. It'll join without any resistance.

- * Description -> Allows you to attack twice during the next round. Pretty nifty.
- * Element -----> Wind / Jupiter

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LUFF
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LOCATION

Babi Lighthouse; Before heading inside, you'll probably notice a ladder off to the left. Climb down it and hop onto the platform to the north. Here you'll want to cast Move and pull one of the statues one block to the left. Now return outside (up the ladder) and head to the east. Push the pillar out of the way to reveal a second ladder, which you should climb down. Again, cast Move to push a column out of the way. With that done, hop to the north and climb up the ladder. Back outside, cast Growth on the little shrub (to access the Growth spell, you might need to toss a Venus Djinni onto Garet) and climb up. From here, slide down the southern wall and enter the lighthouse. Head east around the central pit and slide down the only part that you can. You'll land right next to this Djinni, so beat it down and force it to join you.

- * Description -> Prevent a foe from using Psynergy. Quite spiffy, I say!
- * Element -----> Wind / Jupiter

====
MIST
====

LOCATION

Xian; Find the girl who is carrying water from the waterfall and talk to her when she gets close to the second doorway. When you do so, she'll spill the water and go fetch some more. Cast Mia's Frost spell on the spilled water to create any icy pillar. Ascend the nearby stairs and use the pillar to reach the easternmost ledge, where you'll find this Djinni.

- * Description -> Puts a foe to sleep.
- * Element -----> Water / Mercury

=====
QUARTZ
=====

LOCATION

Mogall Forest; In plain sight at the southern portion of the area that the third monster leads you to.

- * Description -> Revive a dead ally. Insanely useful.
- * Element -----> Earth / Venus

====
SAP
====

LOCATION

Vault (revisited); Return to Vault after obtaining Ivan's Reveal Psynergy spell. Ascend the stairs on the northwestern part of town and follow the high

ledge around to the eastern portion of the area, where there stands a bell tower. Climb on up to the top and ring the bell, thus scaring the nearby Djinni and causing it to move. Now head back to the circle of graves that you passed on your way here and cast Reveal to make visible a hole for you to climb down. Make your way through the cave (there are some puzzles, but nothing you haven't seen before) and you'll emerge right next to this Djinni.

* Description -> Cause damage and absorb HP from a foe.

* Element -----> Earth / Venus

=====
SCORCH
=====

LOCATION

Kalay; Find the house on the northeastern side of town (it's just north of the Inn) and climb the stairs to the second story. From there, hop across the gap onto the eastern ledge and cast Move on the statue ahead to reveal a hidden cave. Head inside and push the first statue you see directly to the west, so that it blocks off the waterfall. This will drain the adjacent pool, so climb down one ladder and up the next to reach the Djinni. No fight this time!

* Description -> Stuns a foe.

* Element -----> Fire / Mars

=====
SLEET
=====

LOCATION

Mercury Lighthouse; Check behind the waterfalls in the hallway a few rooms before the chamber with the rainbow goddess statue.

* Description -> Cause damage and reduce the physical attack power of a foe.

* Element -----> Water / Mercury

=====
SMOG
=====

LOCATION

Lamakan Desert; On the second screen of the desert, there will be two circles of rock in the center of the area. The one on the right contains an angry Ant Lion, but there is a Djinni hidden in the left circle. Cast Ivan's Reveal spell to make it visible.

* Description -> Lower the accuracy of a foe's attacks.

* Element -----> Wind / Jupiter

=====
SPRITZ
=====

LOCATION

Altin Peak; Enter the mines via the entrance at the very bottom of the village and make your way into the room where this Djinni can be seen. First of all, head east and cast Move on the tree trunk to push it a little bit to the left. Then cast Frost on the puddle to create an icy pillar. Now then, ascend the ladder to the north and use the two objects you just moved to cross westward, where the mine cart is. Hop in and go for ride, then hop back in a second time after it stops. It'll take you to the ledge where this Djinni is awaiting. As usual, you are required to defeat it in battle before it joins your ranks.

* Description -> Restores the entire party's HP

* Element -----> Water / Mercury

=====

SQUALL

=====

LOCATION

Altmiller Cave; In the chamber two rooms after you meet the invisible man, you need to partake in some log-rolling madness! Ascend the staircase, then push the horizontal log ahead. After that, roll the southernmost log to the north. Now then, cast the Frost spell on the puddle to create a blocker of sorts--this will allow us to move the logs more to our liking. Roll the vertical log back southward again, and then run on the outside of the rocks to reach the horizontal log, which needs to be rolled to the left. At this point, head north and push the remaining log downward, creating a path to the Djinni. Go kick his butt, then claim him as your own.

* Description -> Paralyze a single foe.

* Element -----> Wind / Jupiter

=====

TONIC

=====

LOCATION

Lunpa; Found in Dodonpa's Fortress.

* Description -> Heal all party ailments.

* Element -----> Water / Mercury

=====

TORCH

=====

LOCATION

Lalivero; Enter the Weapons and Armor shop and climb the ladder to access the roof. From there, jump east onto the city walls and run along the wall until it stops. At this point, hop across to a rooftop and climb the vine to reach this Djinni. No battle this time.

* Description -> Cause damage regardless of a foe's defense.

* Element -----> Fire / Mars

=====
VINE
=====

LOCATION

World Map; After exiting Lamakan Desert, take the northernmost bridge onto a small island. Simply run around on this island and you should soon encounter this Djinni in battle. Once he's been taken down, it'll join you!

- * Description -> Decreases the agility of a foe
- * Element -----> Earth / Venus

=====
ZEPHYR
=====

LOCATION

Fuchin Falls Cave; Take the westernmost exit in the room with the stepping stones and ride the logs over to where this guy is.

- * Description -> Increase your party's agility
- * Element -----> Wind / Jupiter

=====
b. Summons
=====

=====
EARTH / VENUS SUMMONS
=====

-- 1-DJINNI SUMMON: VENUS --

- * The elemental power of earth.

-- 2-DJINNI SUMMON: RAMSES --

- * Guardian of an immortal pharaoh.

-- 3-DJINNI SUMMON: CYBELE --

- * The great mother of the earth.

-- 4-DJINNI SUMMON: JUDGEMENT --

- * The might of the apocalypse.

=====
FIRE / MARS SUMMONS
=====

-- 1-DJINNI SUMMON: MARS --

PP Consumed -> 4
Description -> Attack with wild plants.
Range -----> One foe.

-- MAD GROWTH --

PP Consumed -> 10
Description -> Attack with ferocious plants.
Range -----> Up to three foes.

-- MOTHER GAIA --

PP Consumed -> 17
Description -> Attack with the earth's might.
Range -----> Up to five foes.

-- PUNJI --

PP Consumed -> 7
Description -> Attack with a bamboo weapon.
Range -----> Up to three foes.

-- PUNJI TRAP --

PP Consumed -> 13
Description -> Attack with a bamboo weapon.
Range -----> Up to three foes.

-- THORN --

PP Consumed -> 6
Description -> Attack with stabbing thorns.
Range -----> Up to three foes.

=====
FIRE / MARS SPELLS
=====

-- BLAST --

PP Consumed -> 7
Description -> Attack with a massive explosion.
Range -----> Up to three foes.

-- CLUSTER BOMB --

PP Consumed -> 11
Description -> Attack with a bomb blast.
Range -----> Up to five foes.

-- HEAT WAVE --

PP Consumed -> 6
Description -> Attack with fiery bolts.
Range -----> One foe.

-- FIRE BOMB --

PP Consumed -> 5
Description -> Attack with a bomb blast.
Range -----> Up to three foes.

-- FLARE --

PP Consumed -> 4
Description -> Attack with flaring flames.
Range -----> Up to three foes.

-- FLARE WALL --

PP Consumed -> 7
Description -> Attack with searing flames.
Range -----> Up to three foes.

-- FLARE STORM --

PP Consumed -> 12
Description -> Attack with incinerating flames.
Range -----> Up to three foes.

-- FIRE --

PP Consumed -> 6
Description -> Attack with a scorching fireball.
Range -----> Up to three foes.

-- FIREBALL --

PP Consumed -> 12
Description -> Attack with a scorching fireball.
Range -----> Up to five foes.

-- MAD BLAST --

PP Consumed -> 9
Description -> Attack with an explosive blast.
Range -----> Up to three foes.

-- NOVA --

PP Consumed -> 13
Description -> Attack with a massive explosion.
Range -----> Up to five foes.

-- VOLCANO --

PP Consumed -> 6
Description -> Attack with volcanic might.
Range -----> One foe.

-- ERUPTION --

PP Consumed -> 14
Description -> Attack with volcanic might.
Range -----> Up to three foes.

=====

WATER / MERCURY SPELLS

=====

-- DOUSE --

PP Consumed -> 5
Description -> Attack with a surge of water.
Range -----> Up to three foes.

-- FROST --

PP Consumed -> 5
Description -> Attack with frigid blasts.
Range -----> Up to three foes.

-- FROTH --

PP Consumed -> 5
Description -> Attack with frothing bubbles [omg how scary!].
Range -----> Up to three foes.

-- FROTH SPHERE --

PP Consumed -> 12
Description -> Attack with frenzied bubbles [even scarier!].
Range -----> Up to five foes.

-- HAIL PRISM --

PP Consumed -> 16
Description -> Attack with ice crystals.
Range -----> Up to five foes.

-- GLACIER --

PP Consumed -> 15
Description -> Attack with frigid blasts.
Range -----> Up to three foes.

-- ICE --

PP Consumed -> 5
Description -> Attack with spikes of ice.
Range -----> One foe.

-- ICE HORN --

PP Consumed -> 11
Description -> Attack with spikes of ice.
Range -----> Up to three foes.

-- PRISM --

PP Consumed -> 7
Description -> Attack with ice crystals.
Range -----> Up to three foes.

-- TUNDRA --

PP Consumed -> 8

Description -> Attack with frigid blasts.
Range -----> Up to three foes.

=====
WIND / JUPITER SPELLS
=====

-- ASTRAL BLAST --

PP Consumed -> 5
Description -> Attack with celestial force.
Range -----> One foe.

-- BLUE BOLT --

PP Consumed -> 14
Description -> Attack with a lightning bolt.
Range -----> Up to three foes.

-- BOLT --

PP Consumed -> 4
Description -> Attack with a lightning bolt.
Range -----> One foe.

-- CUTTING EDGE --

PP Consumed -> 5
Description -> Inflict damage with a shock wave.
Range -----> One foe.

-- DEATH PLUNGE --

PP Consumed -> 14
Description -> Plunge your weapon into a foe.
Range -----> One foe.

-- FLASH BOLT --

PP Consumed -> 7
Description -> Attack with a lightning bolt.
Range -----> Up to three foes.

-- GALE --

PP Consumed -> 3
Description -> Attack with the wind's might.
Range -----> Up to three foes.

-- MIST --

PP Consumed -> 4
Description -> Wrap a foe in a cloud of delusion.
Range -----> Up to three foes.

-- RAY --

PP Consumed -> 6
Description -> Attack with a magnetic storm.

Range -----> Up to three foes.

-- SHURIKEN --

PP Consumed -> 8
Description -> Attack with huge throwing knife.
Range -----> Up to three foes.

-- STORM RAY --

PP Consumed -> 10
Description -> Attack with a magnetic storm.
Range -----> Up to three foes.

-- WHIRLWIND --

PP Consumed -> 5
Description -> Attack with a swirling tornado.
Range -----> Up to three foes.

-- THUNDERCLAP --

PP Consumed -> 9
Description -> Attack with the storm's fury.
Range -----> Up to three foes.

-- TORNADO --

PP Consumed -> 14
Description -> Attack with a mighty tornado.
Range -----> Up to five foes.

-- TYPHOON --

PP Consumed -> 12
Description -> Attack with the wind's might.
Range -----> Up to five foes.

-- PLASMA --

PP Consumed -> 8
Description -> Attack with a barrage of bolts.
Range -----> Up to three foes.

-- SHINE PLASMA --

PP Consumed -> 18
Description -> Attack with a barrage of bolts.
Range -----> Up to five foes.

-- SLASH --

PP Consumed -> 4
Description -> Attack with a blade of focused air.
Range -----> One foe.

-- WIND SLASH --

PP Consumed -> 9
Description -> Attack with a blade of focused air.

Range -----> Up to three foes.

=====
NON-ELEMENTAL / SUPPORTIVE SPELLS
=====

-- BIND --

PP Consumed -> 4
Description -> Block a foe's Psynergy.
Range -----> One foe.

-- CURE --

PP Consumed -> 3
Description -> Restore 70 HP.
Range -----> One ally.

-- CURE POISON --

PP Consumed -> 2
Description -> Cleanse the body of poison.
Range -----> One ally.

-- CURE WELL --

PP Consumed -> 7
Description -> Restore 150 HP.
Range -----> One ally.

-- CURSE --

PP Consumed -> 6
Description -> Draw the Spirit of Death to a foe.
Range -----> One foe.

-- DEBILITATE --

PP Consumed -> 6
Description -> Drop enemy party's Defense.
Range -----> Up to three foes.

-- DELUDE --

PP Consumed -> 4
Description -> Wrap multiple foes in delusion.
Range -----> Up to three foes.

-- GUARD --

PP Consumed -> 3
Description -> Boost ally's Defense.
Range -----> One ally.

-- HAUNT --

PP Consumed -> 5
Description -> Haunt a foe with an evil spirit.
Range -----> Up to three foes.

-- HIGH IMPACT --

PP Consumed -> 12
Description -> Boost party's Attack.
Range -----> Entire party.

-- IMPACT --

PP Consumed -> 7
Description -> Boost ally's Attack.
Range -----> One ally.

-- IMPAIR --

PP Consumed -> 4
Description -> Drop enemy's Defense.
Range -----> One foe.

-- PLANET DIVER --

PP Consumed -> 7
Description -> Leap skyward and lunge onto a foe.
Range -----> One foe.

-- PLY --

PP Consumed -> 4
Description -> Restore 100 HP with faith's power.
Range -----> One ally.

-- PLY WELL --

PP Consumed -> 8
Description -> Restore 200 HP with faith's power.
Range -----> One ally.

-- POTENT CURE --

PP Consumed -> 10
Description -> Restore 300 HP.
Range -----> One ally.

-- PROTECT --

PP Consumed -> 5
Description -> Boost party's Defense.
Range -----> Entire party.

-- RESIST --

PP Consumed -> 5
Description -> Boost Resistance.
Range -----> Entire party.

-- RESTORE --

PP Consumed -> 3
Description -> Remove sleep, stun, and delusion.
Range -----> One ally.

-- REVIVE --

PP Consumed -> 15
Description -> Revive a downed ally.
Range -----> One ally.

-- SLEEP --

PP Consumed -> 5
Description -> Lull multiple foes to sleep.
Range -----> Up to three foes.

-- WARD --

PP Consumed -> 3
Description -> Boost Resistance.
Range -----> One ally.

-- WEAKEN --

PP Consumed -> 4
Description -> Drop enemy's Resistance.
Range -----> One foe.

-- WISH --

PP Consumed -> 9
Description -> Restore 80 HP to the whole party.
Range -----> Entire party.

-- WISH WELL --

PP Consumed -> 13
Description -> Restore 160 HP to the whole party.
Range -----> Entire party.

=====

b. Non-Battle Spells

=====

-- CATCH --

PP Consumed -> 1
Effect -----> Good for getting those nuts hanging on inaccessible trees.
Description -> Grab light objects from afar.

-- CURE --

PP Consumed -> 3
Effect -----> Replenish ya health.
Description -> Restore 70 HP.

-- CURE POISON --

PP Consumed -> 2
Effect -----> Lose the poison status abnormality.
Description -> Cleanse the body of poison.

-- CURE WELL --

PP Consumed -> 7
Effect -----> Makes dying harder.
Description -> Restore 150 HP.

-- DOUSE --

PP Consumed -> 5
Effect -----> Use this to fill up things with water. It can also be used to disintegrate whirlwinds and such.
Description -> Attack with a surge of water.

-- FORCE --

PP Consumed -> 2
Effect -----> A fist materializes and punches an unreachable object.
Description -> Strike a distant object.

-- FROST --

PP Consumed -> 5
Effect -----> Use this to turn small puddles into sturdy pillars made of ice.
Description -> Attack with frigid blasts.

-- GALE --

PP Consumed -> 3
Effect -----> Create a mini-tornado.
Description -> Attack with the wind's might.

-- GROWTH --

PP Consumed -> 4
Effect -----> Cast this on a small shrub to create a vine large enough to climb up.
Description -> Attack with wild plants.

-- HALT --

PP Consumed -> 2
Effect -----> Temporarily freeze something. Good for stopping those pesky Djinni who try to run away from you!
Description -> Stop a moving object.

-- LIFT --

PP Consumed -> 2
Effect -----> Cast this to lift a heavy object into the air.
Description -> Lift an object vertically.

-- MIND READ --

PP Consumed -> 1
Effect -----> Become a psycho and know what everyone in the world is thinking. Not nearly as cool as it should be.
Description -> Read someone's mind.

-- MOVE --

Frequently Asked Questions... answered via random guessing, wild speculation, a jump-to-conclusions mat, and with a magic 8-ball.

Q: My characters are always defending when I tell them to attack. What's the deal?

A: Most likely, this is happening because the selected baddie was defeated before your character's turn came up, forcing that character into a defensive stance. Unlike, say Final Fantasy for instance, your heroes won't automatically target the next enemy when the one they've been told to hit dies.

Q: How do you get the nuts hanging in the trees?

A: You can grab those bad boys with the aid of the Catch spell. Use it and a hand will extend and snatch the nut for you. Cool beans!

Q: I wanna return to some previous areas, but I can't find my way back through Mogall Forest! Can I get back there?

A: Although it IS possible to return to some of the earlier towns (Vale, Vault, etc), it cannot be done as soon as you get out of Mogall Forest. Once you reach Kalay, however, it becomes possible to travel northward and return to Vale, Vault, and all the other areas from the beginning of the game. Until then, there is no way to backtrack through the forest.

Q: I've got like 50 gazillion tickets and Lucky Medals, but have no idea what to do with them!

A: If you want to, just go ahead and sell them, as they're not required for anything. However, once you get to Tolbi, you can use these items to access certain mini-games from which you can win some spiffy prizes. I suggest hanging onto to them for that purpose.

Q: How do I beat [insert random boss]?

A: Now, in addition to telling you to go check out the walkthrough, there are a few general tips that work fine for most every boss in the game. First of all, if you're receiving a ton of damage from your foe's attacks, be sure to set up some defensive Djinni. Examples of such include the likes of Granite, Corona, and Breeze. As for offense, elemental summons tend to dole out massive damage, so hit the enemy hard with them as often as possible. Other than that, simply beating down your adversary with powerful Psynergy works quite fine.

Q: How do I determine an enemy's weakness?

A: When you hit a foe with an attack (physical, magic, or otherwise), you'll want to take notice of the end punctuation of the damage summary. If it ends with a period (.), then the foe is strong against that element. An exclamation point (!) signifies that the enemy is neither weak nor strong against that element. Finally, three exclamation marks (!!!) denote that your enemy is weak against that element. Quite nifty, wouldn't you say?

As sad as it makes me to say this, it's now time to close this guide out!
Before that, however, it's necessary to give props to the people who helped me
with this in some way or another.

CJayC <www.gamefaqs.com>

For hosting my garbage FAQs on his way cool website.

<www.ign.com> and <www.neoseeker.com>

For asking me before taking my FAQs. And also for hosting them after I said
yes.

Nintendo / Camelot

Because they made Golden Sun, which is a good game.

The following people for contributing tips/pointing out things I missed...

Bryan, Cold_electric, faction_sk8r, Garaux, Jarrett Peterson,
JDragon69on74, Kristoffer, Narean, Pablo, Viashinlord

You

Because you read my FAQ. And for that, I thank you. Or something.

T H A N K S F O R R E A D I N G ! !

All right, that's it! No more FAQ, no more writing, no more nonsensical
rambling from me. I'm sure you're happy. In any event, I hope you found that
this FAQ was helpful in some way, shape, or form. Otherwise I just wasted about
three months of life. Meh... See ya next time!

-- <http://www.gamefaqs.com/features/recognition/39691.html> --

"I'd rather be bitten by poisonous spiders than sail across the sea."

- Ouranos

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