

Golden Sun FAQ/Walkthrough

by gundam_fire

Updated to v1.10 on Jan 15, 2002

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--Golden Sun--
FAQ/Walkthrough
System: GBA
Version 1.10
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Last updated: 14.01.02

When sending any questions to me about this FAQ please make sure that it is titled 'golden sun' then followed by your actual question. Thanks

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I. Version History

(03.12.01)

Version 1.00 - This is the day I started my FAQ. It is also the same day I bought the game. Currently up to writing for Sol Sanctum. Also added seven new enemies to the Enemy List.

(04.12.01)

Version 1.01 - Completed game and walkthrough up to the Goma Caves. Also Added three new enemies.

(05.12.01)

Version 1.02 - Completed game up to the Tret Tree, currently working on the Bilibin caves. Added eight new enemies to this FAQ.

(06.12.01)

Version 1.03 - I did a lot today, just today I defeated Saturos and I am currently up to the Fuchin temple. I also added another eight enemies to the enemies list.

(07.12.01)

Version 1.04 - Completed Fushin temple today, I'm now working on the

Mogall woods. I found 1 glitch to do with the Killer Ape. Added six enemies to the List of Enemies.

(08.12.01)

Version 1.05 - I am now currently working on the Alpine crossing before Atlin village. I only found one new enemy today, oh well.

(09.12.01)

Version 1.06 - I Didn't write as much today, I'm still in Atlin village.

(17.12.01)

Version 1.07 - Prepped up this guide and made the necessary changes to the copyright information and credits.

(25.12.01)

Version 1.08 - Today I did a heap of writing and updated the walkthrough right up to your first battle with Saturos. Added one new cheat and one new enemy, oh and Merry Christmas.

(26.12.01 -01.01.02)

Version 1.09 - Updated this FAQ up to the start of the Mogall Woods. Completed a major spelling check on this FAQ. Happy New Year.

(14.01.02)

Version 1.10 - I got lazy and Only completed up to the third level of the Atlin mines. I made a new psyenergy list, still in production:(.

II. Introduction

Well, what can I say? I think Golden Sun is the best RPG game that I've played on a hand-held system and I'm sure others that have played it would agree. This game has set the scene for future RPG's on portable systems. Being an RPG not only does it give you the freedom to explore your surroundings to the full, but It proves the tremendous power and the capabilities for the Game Boy Advance.

I for one am very anxious for the arrival of Golden Sun 2. If your looking for anything Nintendo, I suggest you try the URL for the Official Japanese Nintendo website.

<http://www.nintendo.co.jp/>

Even if you don't know Japanese, it's definantly worth taking a look at.

III. The Story

{This is the story taken from the Golden Sun instruction manual}

A forbidden power is unleashed...

Nestled away at the foot of Mount Aleph, the most sacred peak on the continent of Angara, rests a quiet village called Vale. For ages, the Elders of this remote community have been the caretakers of Sol Sanctrum- an ancient temple on the mountain's slope that for eons

has guarded the seal on the ancient science of alchemy.

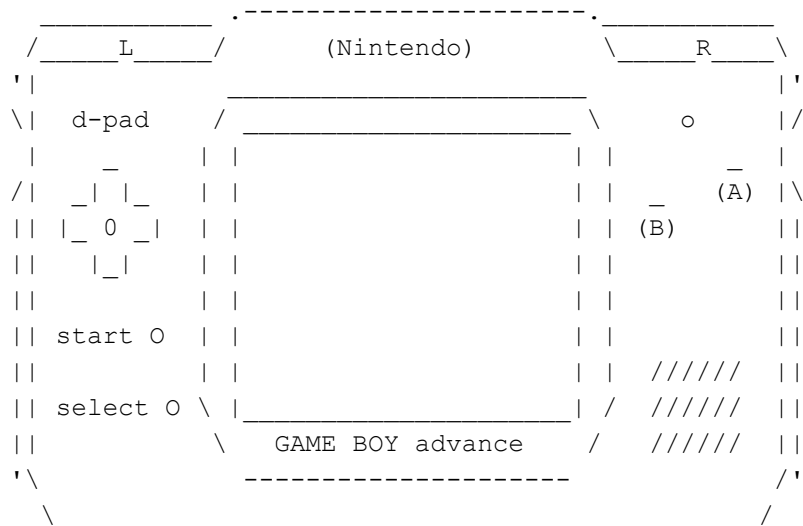
Now, that seal has been broken.

A mysterious figure is attempting to release the powers of alchemy upon the world, a power so great that one who wields it's full force can attain any of his hearts desires- countless riches, endless life, even the power to destroy the world.

Once the combined power of the four elements- earth, water, wind and fire, which together make up all matter- is unleashed, the world will fall to it's knees before the one who wields it. If this horrible fate is to be averted, a brave soul must know arise!

IV. Game Controls

Well, this is my stupid excuse for a game boy advance, it really looks like a camera to me, What do you think?



- Start
 - Display pause menu

- Select
 - Display field commands

- (B)
 - Run (use with D-pad)
 - Display next message
 - Cancel

- (A)
 - Display field commands
 - Examine objects, speak
 - Display next message
 - Confirm selections

- D-Pad
 - Walk, Run (with B)
 - Jump forward
 - Push objects
 - Select command/item

[L]

- Psyenergy shortcut
- Display surroundings
- Status screen during battle

[R]

- Psyenergy shortcut
- Display world map
- Status screen during battle

V. Walkthrough

+-Vale Village-+ (past)

You start in your house and you have to leave with your mother. She leaves you as she makes her way north, and tells you to go south. On the way down the mountain look in a house for your friend 'Garet' he joins you on your party for now.

Continue down until you reach 'Jenna's' house. It's flooded with a boy called 'Felix' stuck in the water, you can't miss it. You talk to Jenna and her mother and you agree to help them rescue Felix.

Make your way right, across the bridge. Defeat any enemies you come by until you reach the village plaza. Look for the man who is touching the psystone, he agrees to follow you and rescue Felix. Now head back to Jenna's house.

When you get back a giant boulder falls from the mountain top and crushes Jenna's house and Felix is also missing. Head back over the bridge and go right. On your way you should confront two bad guys, 'Saturus' and 'Menardi' , they will defeat your party.

+-Vale Village-+ (present)

The game is now set three years after the horrible incidents that had happened in Vale village. Gather up 'Garet' and 'Jenna', and make your way to the left of the village.

Go to the woman blocking the path to 'Kraden's' house. Down bellow is a nut in a tree but you can't get this yet. head past the woman. You will be confronted by Saturus and Menardi again, but this time they will let you pass to go see Kraden.

Listen to Kraden as he talks about alchemy and how important it is to the people of Vale. (sounds like Secret of Evermore)
Kraden asks you about Saturus and Menardi and then asks you to investigate why these crooks are in Vale. Kraden decides to come with you and he puts Isaac in charge. You should check the pots outside Kraden's house for an 'elixir'.

If you want to, you can go down to the south of vale and explore the shops in the town plaza, but you probably won't have enough coins yet, so just head back to your house.

Go up and past the man near the Sanctum stopping you from entering the mountains and proceed into 'Sol Sanctum'.

+-Sol Sanctum-+

From the first room, head through the door. In the next room you must jump across the stones in the water to get to the next room. Go all the way around the hallway and then proceed through the door at the end. The next room has three doors to the north. Take the door in the middle and open the chest for a 'small jewel'. Don't go to the left for now, instead go to the right doorway and you will reach a 'Minotore relief'. Use the small jewel on the relief and it will open a new passage. Go back to the left doorway and enter the new passage.

In the next room you must push aside the far left and far right statues using the 'move' psyenergy, then head through the passage behind the right statue and go up the stairs. In this larger room, go right, up, take the second left and open the chest for another small jewel. Now go up and take the next left and go through the doorway. You will now be in a room with a line of six statues. From left to right, move the first, second and sixth statues. Behind one of the statues is another minotore relief, use your small jewel on it to open up a door behind the sixth statue, go through this doorway. In the next room there is a series of halls, look around for a chest containing a 'herb' then go up into the room with a 'Sol' on the floor and follow the cutscene.

Go through the door to the right to go up. Take the lower doorway to go in a room with a 'psyenergy stone', use it to refill your parties pp points to full. Go into the rooms above the Sol and Luna and push any one of the statues near the Luna on the floor, this will trigger a trap down bellow and Kraden comes and tells you that you need to find a way to disarm it. Go over to the area with the Sol on the floor and push the two statues onto the two grey squares. Now use 'move' to pull the middle statue into the hole of light. Go back into the Luna room and you can now safely push all four of the statues across. Go downstairs and you will notice that the original Sol room has changed into Luna, and the Luna room has changed into the Sol room.

Go into the new Luna room and push the wall where the light beam is coming from, this will open a type of portal to a different area. You will now be in a large room with four statues, one is in each corner of the room. These statues contain the elemental stars. Kraden explains to you how exiting this actually is and he hands you four 'Mythryl bags'. Go collect the stars in this order 'Venus, Mercury, Jupiter. Before you can retrieve the last star Saturos and Menardi come through the portal and capture Jenna and Kraden. They proceed to have an argument over the stones and then suddenly 'Felix', Jenna's suspected dead brother comes through the portal. Next comes 'Alex', another bad guy, he forces Garet to give him the stones. You are then forced to go and retrieve the last elemental star of 'Mars'.

Suddenly, a floating rock-thing called the 'Wise One' appears and it makes Saturos and Menardi run away with Kraden and Jenna, leaving

Isaac and Gareth with the Mars star. The Wise One tells you that a volcano is about to erupt, and that you must leave Sol Sanctum as quickly as possible. Make your way back to the entrance of Sol Sanctum and then you are met up with the Vale village elders. You have a long discussion about the elemental stars and about the world ending. In the end, Isaac and Gareth are to be sent on a journey to retrieve the stolen elemental stars and to rescue Jenna and Kraden.

Before you leave Vale village, you are bestowed with a herb and the 'Catch beads', remember the nut in the tree to left of the village? you can now retrieve it by equipping a player with the beads so that they can use the 'Catch' psyenergy. You can also go to the house to the left of Jenna's old home and look inside for an 'Antidote'. It's also wise to go buy new weapons and armor from the town plaza.

+-World Map-+

Just outside Vale village on the world map, you should notice a 'Djinn' flying about. Go talk to it and it will tell you that it's name is 'Flint', he'll give you the low down on collecting Djinni's. Journey Southeast until you reach the town of 'Vault'. Watch the cutscene as a group of Merchants in Caravans evacuate the village.

+-Vault Village-+

As you enter Vault village, there is a woman who asks you if you saw the bandits with a girl and an old man (I wonder who they could be!) By talking with the townsfolk, you should also learn that there is a mysterious group of thieves in Vault village stealing precious items. When buying weapons in shops, sometimes you'll be given a game ticket from 'Tolbi', these will come in handy later on. Go to the top left house in the village, outside in box is a 'Nut'. Inside this house you'll meet 'Ivan' the wind sage. Agree to help him find out who stole his shamans rod and he will join your party temporarily. Go to the Inn and check the boxes and pots for a 'Mint'. Go upstairs in the Inn to find some mysterious characters.

Now go and play the thieves little game of chase to find out that the thieves have hidden all the stuff that they've stolen in the Inn somewhere. Once you've read their minds using Ivan's 'Mind Read' psyenergy go outside the Inn and climb the ladder to get into the Loft of the Inn. Move the box using 'move' and go into the next room. You will be in a room with a lot of boxes and a man tied up. Suddenly the group of thieves find you and you will battle them.

-+---Thieve battle---+

| Enemy | Hp | Exp. | Gold | Attacks |
|-----------|-----|------|------|------------|
| Bandit x1 | 250 | 73 | 110 | Smoke Bomb |
| Thief x2 | 100 | | | |

Item given = Bandits Sword

To win this fight I recommend you keep using your strongest psyenergy attacks, preferably fire, and this battle should be over very soon.

After the battle is over the Man who was once tied up goes and gets the Mayor. The Mayor will open the chests in the room, one contains Ivan's Rod. The Mayor will tell you to come by to his house and he will give you a 'Water of Life'. Ivan will leave your party for now, he goes off to Lunpa. You should now head east then north east until you reach the 'Goma caves' (wouldn't be Goma as in the enemies from Zelda would it?)

At the Goma caves entrance, make your way up the hillside moving any tree stumps as you go along until you find Ivan again. He explains that he couldn't get into Lunpa and so he agrees to join your party. Use Ivan's 'Whirlwind' psyenergy to remove the ivy that is blocking the way into the Goma caves. Head into the Goma caves.

+Goma Caves+

Once inside go up, cross the river to the left, go down, left and go up the stairs and into the doorway. Next, go down and then keep going right until you reach a man and a fire Djinn. You can't do much here now except move the log over the gap, do this. Go down and jump over the river and then go into the door. Go up, then left and jump over the stream. Go through the door. Now you should be above the rooms with the fire Djinn. Move the log to get over onto a platform, then move the log back to get to a chest containing a 'Lucky Medal' from Tolbi. Now push the large stump over the edge. Go back down a level and into the room with the stream to find that the stump you pushed from above has fallen into the water making a new path accessible. Go across and into the doorway. Now you can go over to the Mars Djinn, which you must fight first.

---Mars Djinn Forge---

| Enemy | Hp | Attacks |
|---------------|-----|---------|
| Mars Djinn x1 | 180 | Blast |

I just used my strongest psyenergy on Forge, but you can get away with using ordinary weapons. Just watch out for its 'Blast' attack, this will take around 10-20hp from three of your party members.

Now go up the stairs to the north. Push the large stump into the water and climb the ladder and go north. Go right, cross the bridge, and go down and out of the caves. Trek to the east and then go into the village of 'Bilibin'.

+Bilibin Village+

As soon as you enter Bilibin, you'll see a man that has been transformed into a tree (this sounds a lot like the deku scrub boy in Zelda 6)

Check the house to the left of the towns Inn, inside the house is a pot containing an 'Antidote'. Outside it in a jar is '5 coins'. Go into the top left house, inside a barrel is a 'Hard Nut'. Also check a jar in the top right hand side of the village for a 'Herb'. By talking to the villagers with the help of Ivan's 'Mind Read' psyenergy, you'll find out about 'Lord McCoy'. He has apparently sent his men to Kolima forest to cut down trees so he can build his wife a palace. But now the 'Sacred Tree' in Kolima is cursing his men and turning them into tree's.

Go up and to the North of the village and into Lord McCoys Manor. Grab the nut from the tree to the left before you go to the entrance and talk with the Guards, who take you to see Lord McCoy inside. You will end up having a long discussion with the Lord about you and your party going to Kolima Forest and ridding of the evil curse on his men. But in the end, Lord McCoy doesn't let you go. Talk with the guard again and he will say that you can still get to Kolima Forest with the Lords help. Before you exit the Manor, you should look around inside for an 'Elixir' and a 'Smoke Bomb'.

Now go back into Bilibin Village and you will see a statue in the center of the town. If you move this you can go down and you will follow a path to another statue that blocks the way to a Jupiter Djinni. To get this Djinni you will need to go to the top right side of the village and walk along the wall to get to the top left side of the village and you will be outside a cave with ivy covering it. Use Ivans 'Whirlwind' psyenergy to get in and then follow the path down to a statue. Move the statue and go and get the Jupiter Djinni.

Get out of the cave and head out of Bilibin, and proceed South East into the Bilibin Barricade.

+-Bilibin Barricade-+

Head right and then up towards the barricade of wooden boxes. Use 'Move' on the box to the left and pull it forwards so you can now go through the barricade. Head up and then left past a group of people stacked on top of one another that have been turned into trees and go out.

Move north then head east into Kolima village.

+-Kolima Village-+

As soon as you enter Kolima village, you are sent to sleep by a strange pollen-type substance brought upon by the tree spirits 'Laurel' and the tree king 'Tret'. Before they can turn you into trees, you party members psyenergy powers kick in and stop the effects of the pollen. This shocks the tree spirits and then they can tell your special. The tree spirits ask you to help them save Kolima Forest from being totally destroyed.

Go to Kolima villages Inn and look around the top to find a Lucky Medal. There is also an 'Apple' and a Herb outside around the village as well as an earth djinni in an enclosure in the bottom right side corner of the village. To get this djinni you will need to take the secret

entrance at the back of the house adjoining the fenced area holding the djinni. This will take you through a cave which leads to the djinni outside in the pen. You should now obtain the Earth Djinni 'Granite'.

Head out of Kolima village and go west then north into 'Kolima Forest'.

+-Kolima Forest-+

This is a really big forest, which has a few puzzles involving logs.

Firstly, go up to the area with the tree stumps that surround you, and push the first log into the water. Jump across the log and go up, then move the top log to the left and take the left path into the next area.

Go to the far left and push the horizontal log down, then push the vertical log to the left, now take the path into the next area. In the next area, push the vertical log to the left. Go up and around then push the next log down then push the vertical log again, this time to the right. Now push the bottom horizontal log down, so you can push the top horizontal log back up. Now you can push the vertical log into the water and jump over to the other side of the water. Now go up the steps and exit to the right.

Now you are in an area with a large body of water and a sign telling you not to flip the floodgate switch. Flip the switch, drain the water. Go down to the logs and move them to form a path to a chest in the top right corner, flip the switch again to restore the water and then open the chest for a 'Fur Coat'. Once that's done flip the switch again and move the logs into the correct position, then refill the area with water once more. Now Jump across the logs and take the path which leads to the north.

Head up to the tree spirit Laurel and she tells you to leave the forest before it is destroyed. Go right and up to talk with Tret. Go inside Tret by climbing the vines. You will now be inside Tret tree.

+-Tret Tree-+

Walk north, and climb the vine to go up. Go south and cross the path of leaves to the bottom, then exit to the right. Walk out to the middle branch and climb and enter to the left. Go around and you will notice a psyenergy stone on the other side of a leaf, only get this if you desperately need the pp points. Next to this is a chest, I recommend you open it. Inside the chest will be a 'Healing Ring'. Once the chest has been opened, you will fall down one level and you must make your way back up. After returning back to the last point, make your way up the vine and across the leaf. Head down through the exit (don't go left!)

Move onto the middle branch and climb the vine, then go through the entrance. Open the chest for a nut. Go back out onto the tree branches and go up to find the Jupiter djinni Breeze.

-+---Jupiter Djinn Breeze---+

| Enemy | Hp | Gold | Attacks |
|---------------|-----|------|-------------------|
| Wind Djinn x1 | 260 | 100 | Whirlwind, Plasma |

Isaac should use his summons and the psy energy of earthquake. Garet could use flarewall and let Ivan heal your party, or he can attack using his standard weapons. Earth is the most affective against this djinn, whilst wind is the worst. Watch out for this djinn's 'Whirlwind' attack and it's 'Plasma' attack. You should have no trouble in defeating it.

Once the Djinni is defeated you must go back to the room you recieved the nut from, but back track to get to the left side of the room. Walk from the top leaves to the middle leave then onto a solid leaf then back onto the middle leaf. You will fall down the hole in the center of the tree.

You will land in a room with Trets inner spirit, now it's time to fight.

--Tree Spirit Tret--

| Enemy | Hp | Exp. | Gold | Attacks |
|--------------|-----|------|------|---------------------------|
| Tret Tree x1 | 750 | 226 | 700 | Growth, Thorn, Sleep Star |

Item given = Potion

Tret is the first 'real' boss you will face in the entire game. Tret is not very powerful to my standards, I recommend that you should use Garets most powerful Fire psyenergy, this will work wonders. You could also use Isaacs 'flint' summon by placing the appropriate earth djinn on standby. I also used Ivans 'Plasma' psyenergy, but this was only moderately powerful against Tret.

Tret uses the psyenergies known as 'Growth' which takes around 25 damage from one part member. 'Sleep Star' which sends a single party member to sleep. And 'Thorn' which will take around 25 damage from three of your party members.

After the battle Tret will explain that he cannot heal the people he turned into tree's because he doesn't have enough power left. Exit Tret tree and make your way to Laurel. Read her mind to find out about the 'Hermes water' that cures all illnesses which is found at the Mercury Lighthouse. Trek out of the woods, back through the Bilibin Barricade and then proceed onward going north from Bilibin until you reach the Bilibin cave entrance.

+Bilibin Cave Entrance+

As you enter this area, you will notice a small vine plant against a wall and the cave entrance across the other side of the water. I advise you grow the vine by switching Djinni's temporarily. You can trade Isaac a fire djinn and Garet an earth djinn so that they now both have the psyenergy of 'Grow'. Use grow on the vine and take the path up the hill

side, over the water and into a top entry to the Bilibin cave. Inside you can walk around to the right to find a chest containing the 'Elven Rapier', a powerful sword worth getting at this point in the game. Continue through the cave to end up in a room with ice blocks and torches. You can push some torches next to the ice to melt them. For now all you can do is push the torch on the far right side next to the ice blocking the pathway to the right. Once the path is unblocked go up to get to a chest containing a 'vial'. Exit the cave to the south.

Head out of the cave and on the world map go up and left, then go across the bridge and then head west, then north until you reach the village of 'Imil'

+-Imil Village-+

Once you are in the village, you should go into the first house you see as you enter. Inside is an old man and woman, the man is sick and he will ask you to send for someone called 'Mia'. Go outside then come back in and Mia will be inside the house tending to the old man. Follow the cutscene and Mia will get scared and run out because mercury lighthouse suddenly lights up. While in Imil you should learn that there is an epidemic spreading throughout the town, and a lot of people are sick.

Check the top left grave on the left of the village for a lucky medal. You can also find '6 coins' in a pot outside the house in the top, left hand corner of town. On a hill to the right side of town, next to a tree is a chest containing a 'vial'. Get to it by sliding on the frozen river and then climbing the ladder. There is also a snowman in the north of the village, move him with psyenergy and then proceed down onto the frozen river. Slide into the cave behind the waterfall to come face to face with a Fire Djinni. Now exit Imil and head north to the 'Mercury Lighthouse'.

+-Mercury Lighthouse-+

You will meet up with Mia, help her get the statue blocking the entrance out of the way by using 'move'. Mia explains that she can use the psyenergy 'Ply', as it was taught to her by it being handed down from generation to generation in her clan.

Enter the Lighthouse, then fight the 'Lizard Man' then continue on into the next room. There is a statue of some goddess and a door leading to the left, and a door leading to the right. Take either door and then go forward into another room. Remember this room as the stepping stone room, you will come back here later. Jump across the water then go down. Follow the path until you reach Mia again. Move the statue so you can continue onwards. Mia will now join your party. You should also notice that Mia is already equipped with the water djinn 'Fizz', which should come in handy.

Head up, take the bottom right door in the next room. In the next room there will be a series of pipes that you need to push into position, mush like the tree trunks in Kolima forest. Also located in this room is a chest containing a 'psy crystal'. After collecting the crystal make

your way to the next room via the door in the bottom left hand corner. In the next room walk around the right edge all the way to get to a statue. Push it onto the switch to open the door, slide down the wall and go through the new opening.

Go into the next room, slide down the shaft and you will end up in the room with the goddess statue once again. Use 'ply' on it and you can now use the special blocks in the water to jump from stone to stone. Take the door to the right and then use the blocks to jump to another doorway which you must go through. You will come out of a waterfall into a room with a chest, be careful! the chest is actually an enemy known as a Mimic. If you do fight it, use fire psyenergy against it. When it is slayed you should get a 'Water of Life'.

Go into the waterfall to the right, jump across the water in the next room to get to a chest that contains 'Psyenergy Armor'. Back track to 'stepping stone room' up from the goddess statue. Once in the room use the magic stepping stones to jump around the right side until you reach a chest that contains a 'sleep bomb', Keep jumping around the room until you reach an exit in the bottom left corner. Go into the next room and jump across to get to another door way. Go through the door to be in Another waterfall room. Go through the center waterfall to be in a room which you will need to fill with water. Go up into another pipe room, push the pipes back into place to fill the previous room up with water, go back to the previous room.

Jump across the water and then take the door going up. Walk around and take the next door up. In the next room there will be a switch in the center of the floor and a locked door, you need a statue to place on the switch. Go up through the door on the right and you will be in yet another pipe room. To solve this, push a section out of the middle of the 3rd pipe to the right across, so the statue moves slightly. Then push the middle section out of the 1st pipe to the left. Next push the horizontal piece down, so that the pipe piece from the left can move into the correct position. Push the pipe piece to the left again and it will send the statue falling down into the room below. Go down to the switch room and push the statue onto the switch to open the door. Go through the door into the next room.

You will see four statues on the top wall, move the 3rd statue and go into the room to find a chest containing a 'nut'. Go back to the room with the four statues and go down then climb the ladder. Climb the next ladder and go up to get to another statue, move the statue and go into the room. You will be in yet another pipe room! push the section of pipe over to make the water reveal a door behind the wall. Go through the new door. You are in a large room with 6 waterfalls. Take the 4th waterfall to fight the Mercury/Water Djinni 'Sleet'.

-+--Mercury Djinn Sleet--+--

| | |
|----------------|-----|
| Enemy | Hp |
| Water Djinn x1 | 300 |

This fight should be over soon enough. Just make sure not to use any water psyenergy attacks, for it will cause only minimal damage. After it's defeat, it joins Isaac by default but you should give it to Mia.

After the djinn battle, make your way through the exit to the bottom left. Take the hallway down and up through the door. In the next room, walk down the hallways, jump the holes in the floor and enter the door at the end. You will be in another room with six waterfalls. Go through the sixth waterfall, then push the statue and go through the doorway.

Go down the hall and enter the door. Now you will be in a room with a Rainbow, Use Mia's 'ply' psyenergy on the statue and then watch the cutscene as you are taken to 'Light House Arie'

The top of the Lighthouse has been lit, and there's a giant ball of matter spinning around. All of a sudden Saturos and Mernardi show up along with Felix, Kraden and Jenna. Now you must fight 'Saturos'.

+---Battle with Saturos---+

| Enemy | Hp | Exp. | Gold | Attacks |
|------------|------|------|------|---------------------|
| Saturos x1 | 1220 | 331 | 800 | Fireball, Heatflash |

Item given = psy crystal

Saturos is the toughest enemy as of yet. Remember that he is a Fire seer so water and earth should be the most useful psyenergy against him. I recommend that you use the parties most powerfull psyenergy, and if you have the power of 'Ragnarok' for Isaac I suggest that you use it. Also take the opportunity to summon 'Mercury' and/or 'Nereid'.

Saturos uses these psyenergies. 'Fireball' which will deal around 40 damage to your party. And 'Heatflash' which deals 40 damage and sometimes delusion to a single party member.

Once Saturos is defeated, you will meet up with 'Alex' from whom you had met at Sol Sanctum. Alex is actually from the clan that Mia was once in. After a large talk the bad guys run off with Jenna and Kraden still in their custody.

Take the lift devise to the left to go down. Fill the 'empty bottle' up water from the fountain. You should of got this bottle from the old mans house in Imil, if not go get it now!

+-Back to Imil Village-+

Now go back to Imil, and everybody should be free of the epidemic. Go to the healers sanctum to the left of Imil to talk with 'Meagan' and 'Justin' for a short cutscene. Before you leave Imil, you should now go and buy new weapons and armor from the armory.

+-Back to Kolima Forest-+

Go back to Kolima forest, which from your present location should be to the south east. Get through the forest by pushing aside the logs, just

as you did last time you were here (look for previous forest directions)

Once you make your way back to Tret, use the Hermes water from Mercury Lighthouse on him. This restores Trets health and he is able to return the people of Kolima village back into humans. You are also told by Laurel that the animals you fight along your journey have become evil due to psyenergy stones falling on them and possessing them, this puts the fun out of killing animals don't you think? j/k. You are also told about another forest south of Kolima, this is called 'Mogall woods'.

You can journey back to Kolima Village if you want to get some new armor, and listen to a man talking about a secret he hid in the woods.

+-Back to Bilibin Village-+

Head all the way back to Bilibin and go into Lord McCoy's Manor. He will let you take one of his treasures out of sheer shock. You will go down below and will be able to select one treasure out of the four chests. I suggest that you pick the fourth chest, it contains a valuable 'water of life'.

get out of Bilibin and journey east, going past Kolima until you reach the 'Kolima Bridge'. Get the man to lower the bridge so you can cross it and continue on and out onto the world map again.

Make your way down south east, until you reach 'Fuchin temple'.

+-Fuchin Temple-+

When you enter Fuchin Temple, you'll see a guy meditating near the waterfall. You should learn that he is meditating because the world is ending or something. Make your way up the hill and into the temple. You should notice a 'psycrystal' on the ground but only get it if you need the pp points.

Inside the temple is an elder meditating. Read his mind and he talks to you and agrees to help you. He grants you access to behind the waterfall so that you can pass some sort of test. Look in the pot to the right before you leave, inside is a 'Unicorn ring'. Make your way back down to the waterfall, the guy in front of the waterfall will let you pass.

+-Fuchin Falls Cave-+

Make your way across the water by jumping from log to log until you reach the doorway to the north, Go in and read the stone plaque. It says "Rays of light give birth to shadows revealing the way". Head back out to the first room and take the door to the left, go up.

Walk around and enter the next door, you should be in a dark room. Take the door to the left. In the next room walk around and move on to the bottom log, then move up and open the chest to receive an 'Arctic Blade' Go back to the top log and hop on it to move down. Walk around until you

reach a doorway, go into the next room. You'll be in a room with spikes on the floor. Head to the left and go down and hop on the log to move to the right. Move up and through the door on the right.

You will now be back in the first room. Hop on the log to move to the right, then enter the doorway. You will be in another room with a small amount of spikes and a Jupiter Djinni. Head down and position the logs so that you can move to the right and fight the Jupiter Djinni.

--Jupiter Djinn Zephyr--

Enemy Hp

Wind Djinn x1 320

Make sure you use your most powerful psyenergy on this Djinn, and make sure that you do not use any wind attacks for they won't be as affective as fire or water psyenergy.

Take the log to the bottom and move up to the top. Enter the doorway. Push the logs around so that you can go through the doorway to the left. Get the 'Dragons Eye' from the center of the room and go back through the door. Head up to the door in the top right corner and go through to the next room. In the next room you must walk around and go through the door at the top. Now you will be back in the dark room. Head up the ladder and use the Dragons Eye on the dragon statue, it will spit out fire which lights the room up and reveals a pathway made of a shadow.

Head back to the room with the three logs and take the door at the bottom right. Now take enter the door to the right by jumping across the logs in the water. Go through into the next room and take the door up the top. You will be back in the room with the Dragon Statue. Now walk across the invisible shadow bridge to get to the doorway at the top right. Go through into the next room and then slide down the wall. Go through the next doorway into the next room.

There will be a chest in this room, you must open it to receive the 'Orb of Force' which grants to whom ever uses it the psyenergy of Force. Now go back to the last room and take the ladder to the left, then walk around and out of the Fushin FallsCave.

Talk to the guy who was meditating and he tells you to go see the Fushin elder again. Go up and into the Fushin Temple and talk with the elder. The elder explains to you how and what Force is used for (Not Star Wars) You will be using it on the hollow tree stumps found in Mogall woods to make apes run away, so you can follow them and take the correct paths.

You should now head out of Fushin temple and onto the world map, and proceed directly into the Mogall woods to the south.

+-Mogall Woods+-

As you enter the woods, you will see a green ape creature jump down the hollow tree stump in front of you. You can use 'Force' on the hollow tree stumps throughout this forest to make the same ape appear and show

you the correct path to take, but with this guide there wont be much point in using force on the stumps at all.

Follow the ape as it goes down one screen. Go down again and you should cross the bridge and into an area with two logs. Push the vertical log to the right, then push the horizontal log down, next push the vertical log to the left and then finally push the horizontal log up and into the water. Grab the nut from the tree and then take the path to the right, and then head right again. You should be in an area with a bridge and a chest. Open the chest to find an 'apple'.

Go back to the previous area and go down. In this area, you must walk over to the log to the right. Use 'move' on the rock and then push the log down. Next, move the vertical log to the left and push the horizontal log up. Push the vertical log into the water. Move down a few paces and you will come face to face with the Venus djinni 'Quartz'

--Venus Djinn Quartz--

| | |
|----------------|-----|
| Enemy | Hp |
| Earth Djinn x1 | 400 |

This is yet another easy Djinni battle. The best psyenergy to use against quartz is wind psyenergy, I found that it was very effective against this djinn. This djinn uses the psyenergy known as 'Mad Growth'.

Once the djinn has been defeated, go across the bridge in this area and then take the path to the left. Travel left two screens more to be in an area with a chest blocked by a log. Push the stone out of the way by using 'move' and then push the log across to get to the chest. Inside the chest is an 'Elven Shirt'. Go back to the previous area with the three hollow logs and go up one screen. In this area is a psyenergy stone, take it if you need the pp points.

Move down two screens to be in another area with logs lying on the ground. Use move on the rock at the top, then push the log into the water to get to the tree stump. Now push the top log to the right and the bottom log down, then push the next log into the water. Go across the water and go down. Walk around this area until you see the small green ape appear, then jump down a hollow tree stump to the left. Walk over to the tree stump and a giant 'Killer Ape' will attack you.

--Killer Ape--

| | | | | |
|---------------|------|------|------|-----------------------------------|
| Enemy | Hp | Exp. | Gold | Attacks |
| Killer Ape x1 | 1010 | 460 | 1500 | Ransack, Blind, Douse, Debilitate |

Item given = douse drop

This is a moderately tough fight. I suggest you use your best earth and fire psyenergy and place some of your fire djinni on stand-by so that you are able to summon some of your fire spirits. I strongly disagree with using water psyenergy on the Killer Ape, it will only inflict a minimal amount of damage.

The Killer Ape uses these psyenergies; 'Ransack' which takes up to 30 hp from a single party member. 'Blind' which will block a players psyenergy temporarily. 'Douse' which inflicts 20 damage to your party. And 'Debilitate' this drops a players defense by 10 points.

Head out of the woods and travel to the west, then head up to the north and into the village of 'Xian'

+-Xian Village-+

Make your way to the orchid of Mulberry trees in the center of the village. To the top left of the orchid is a pot containing a 'Lucky Medal'. By talking to the villagers you will learn that you must go to the Feh school of martial arts, there you will meet 'Master Feh' who will teach you about 'Chi' which is basically psyenergy.

Head to the building in the top right corner of Xian, this is the Feh school of martial arts. Inside you must use 'Force' to knock down the log in the top right corner of the room whilst standing on the white line on the floor. To everyones suprise you are then the center of attention. Knock down the log again but this time stand behind the white line. Master Feh will come out of the room to the bottom right along wit his daughter 'Feizhi'. You will be introduced to Master Feh.

You will learn about the predictions made by Feizhi, she has been predicting bad things that have been coming true. She will then start an argument with her father about her predicting somebody named 'Hsu' being in trouble. Master Feh doesn't believe Feizhi's prediction and so she will run out of the building in a fit of anger.

You must now use force on the log in the room once more for Master Feh to see. Master Feh will now explain to you about Chi and psyenergy. Once you have finished your visit to the martial arts school exit the building and enter the door to the bottom left of the school. In this room next to a bed is a pot containing a 'sleep bomb'. Leave this room and go talk with the woman near the water to the right. Make her spill the water she is carrying below the pile of junk to the top, which is blocking the path to a Mercury Djinn. Use Mia's Frost psyenergy to turn the water into an ice column. Now go to the top and jump across the ice and you can receive the ice Djinni 'Mist'

Bellow and left of the Djinni is a hut. Go inside and look inside a jar for an 'Elixir'. You should also head to the top left side of Xian to get to the Armory. Once inside buy all the best armor and weapons as usual. You've pretty much done everything you can do here, but before you leave Xian you might want to stop off at the towns inn. As you leave the village you will talk with Feizhi again who is waiting at the entrance. She talks of going west to the Alpine crossing. This is you next destination.

+-World Map-+

Before going west, make your way Due North onto the island connected with a bridge. You should scout around here until you end up fighting the Mars Djinn 'Corona'.

---Mars Djinni Corona---

| Enemy | Hp | Exp. | Gold | Attacks |
|---------------|-----|------|------|------------|
| Mars Djinn x1 | 380 | 173 | 210 | Flare Wall |

Simply use water/ice psyenergy on this Djinn and it will be yours in no time at all. Do not use Fire psyenergy against it.

The Mars Djinn Corona uses these psyenergies; 'Flare Wall' which takes around 30 hp from each party member.

Now journey west, until you reach the Alpine Crossing. Go north and out into 'Atlin'. You should notice that Atlin has been flooded by water spitting monsters and the villagers are in need of you help.

+-Atlin Village-+

Upon entering Atlin you should move the statue you see against the wall. Behind the statue in a cave is a 'psyenergy crystal' in a chest. If you need to rest your party before going on with any more battles I suggest that you stay at Atlins in which is above water, luckily.

Head South West of the town and you will see a monster spitting water onto the now flooded town. It will see you and run into the cave.

+-Atlin Mine No.1-+

Follow the monster into the cave.
Go further in and it will use 'Frost' on the water to go higher. Follow it across the ice and then slide down the wall, and fight the monster.

---Living Statue No.1---

| Enemy | Hp | Exp. | Gold | Attacks |
|------------------|-----|------|------|----------------|
| Living Statue x1 | 550 | 377 | 900 | Water Blessing |

Item given = vial, frost jewel

This is an easy mini-boss which you will see more of later in the mines. The best way to defeat it is to use strong fire psyenergy and to use Garets fire summons, 'Mars' and/or 'Kirin'.

The Living statue will use the psyenergy known as 'Water Blessing' this will take about 30 hp from each member of your party.

Back track out the cave entrance, you should notice that the water level has gone down slightly, revealing some buildings that were once submerged by the water. Head down to the house on the second level. Go inside and look in the jars and boxes for a 'Nut'. Go out and make your way into this levels mines.

+-Atlin Mine No.2-+

Head past the first doorway you see, and take the doorway at the very end of the tracks. In the next room, you must go left. You should notice another Living Statue enemy on the other side of the water. Make you way around the right, flip the switch and enter the mine cart. The cart will end up stopping right where the Living Statue is, you must now fight it.

'The battle with this living statue is exactly the same as the last.'

Once it has been defeated the water level will drop down again. Ride the mine cart back to the track switch area. If you head to the right and go down the ladder on the edge, you should notice another mine entrance, inside is a chest but you cannot get this yet, for there is a large boulder blocking the way.

Now you must head back to the first door you passed on the way into this level of the mines. As you enter the next room, make your way down the ladder and into the mine that would of normally been fully submerged by water. In the next room, go left and follow the track down until you reach a switch to change the direction of the track. Flip the switch, head back to the entrance to this area and go right and into the cart. You will travel around the room and end up outside another mine entrance to the 'North East'. Go in this mine.

Head to the left, eventually you will see a chest to the left, this is actually a 'Mimic', it's best to leave it for now, but if you do decide to fight it, here's a solution to beating it.

-+--Mimic--+--

| Enemy | Hp | Exp. | Gold | Attacks |
|----------|-----|------|------|------------|
| Mimic x1 | 610 | 241 | 267 | Debilitate |

Item given = game ticket

Naturally, you could summon all of your most powerful spirits, but using your best psyenergy attacks will work too. As with all Mimics, you should avoid the use of water/ice psyenergy and stick to using fire attacks and Isaacs 'Ragnarok' attack.

The Mimic uses; 'Debilitate' on three of your party members.

Once the Mimic has been defeated, head south and out the southern exit.

In the next room, you must freeze the puddle of water using 'frost' and then climb the ladder and jump across the ice. Head into the doorway. In

the next room, you can see a living statue pumping out water to the top right. Go down to the west until you reach a puddle of water, freeze it using frost and then climb the ladder and jump across the ice to get to the mine cart. Ride the cart around to a chest. Open the chest to receive the 'Dragon Shield'.

Hop back into the mine cart and ride it back to the start, jump out and jump across the ice and go down the ladder again. Keep heading West until you reach another ladder. Climb it and go North until you reach the track switch. Flip the switch and then head back to the cart. Ride the cart around to the top. Go down the ladder and then walk around to confront the next living statue.

'Yet another battle with a living statue, the same as the last.'

Now it's time to venture out from inside of the mines. Once you are outside go down to the next level, you can now buy new armour and weapons. In the weapons shop there is '9 coins' in a barrel. In the house on the bottom level, to the right of the weapons shop there is a man, who if you read his mind will give you a brief hint as to a treasure somewhere in the bottom level of the mines at the end of the eastern most passage. Head out and into the bottom mine shaft entrance.

Coming very soon, Atlin Mines level three!

VI. Secrets + Glitches

Catalogued Glitches

-Mogall Woods, Before Giant Ape-

Upon preparing to battle the 'Giant Ape' in the Mogol woods, save and then exit the game, then come back from that save point to defeat the Giant Ape. The Ape would normally jump out from the tree stump but instead there is only the noises the Ape makes, and no Ape.

This glitch was still present in the game even after I had loaded the file numerous times, the game boys batteries were also flat at the time.

Known Cheats

-Change Character names-

On the screen where it lets you name Isaac press select three times. You should hear a noise indicating that you can now change the names of the three other main characters.

To change the names of the other main characters press Up, Down, Up, Down, Left, Right, Left, Right, Up, Right, Down, Left, Up, select.

VII. Psyenergy List

Well this is one of the the newest instalments to my FAQ, the psyenergy

list. This will rapidly become larger as time goes by so be patient!

.....

Venus Psyenergy -----

| ----- | pp cost | range |
|--|---------|-------|
| | ----- | ----- |
| Catch- Grab light objects from afar. | 1 | 1 |
| Cure- Restore 70 hp. | 3 | 1 |
| Cure Well- Restore 150 hp. | 7 | 1 |
| | | |
| Retreat- Return to the dungeons entrance. | 6 | 1 |
| Ragnarok- Strike with a massive sword. | 7 | 1 |
| Quake- Attack with a powerful quake. | 4 | 3 |
| Earth Quake- Attack with a mighty tremor. | 7 | 5 |
| Quake Sphere- Attack with a massive quake. | 15 | 7 |
| Spire- Attack with earthen spire | 5 | 1 |
| Clay Spire- Attack with earthen spire. | 13 | 3 |

Mars Psyenergy

| | | |
|--|----|---|
| ----- | | |
| | | |
| Move- Move an object on the ground. | 2 | 1 |
| Heat Wave- Attack with fiery bolts. | 6 | 1 |
| Flare- Attack with flaring flames. | 4 | 3 |
| Flare Wall- Attack with searing flames. | 7 | 3 |
| Flare Storm- Attack with incinerating. | 12 | 3 |
| Fire- Attack with a scorching fireball. | 6 | 3 |
| Fire Ball- Attack with a scorching fireball. | 12 | 5 |
| Volcano- Attack with volcanic might. | 6 | 1 |

Jupiter Psyenergy

| | | |
|-------|--|--|
| ----- | | |
|-------|--|--|

Mercury Psyenergy

| | | |
|-------|--|--|
| ----- | | |
|-------|--|--|

| | | |
|----------------------------------|---|---|
| Lift- Lift an object vertically. | 2 | 1 |
|----------------------------------|---|---|

Miscellaneous Psyenergy

| | | |
|-------|--|--|
| ----- | | |
|-------|--|--|

| | | |
|---------------------------------|---|---|
| Force- Strike a distant object. | 2 | 1 |
|---------------------------------|---|---|

VIII. Enemy List

Well this is the enemy list and I've tried to provide the most accurate information about the enemy, some hp levels are based on an average sum. This list doesn't actually have the boss strategies in it yet I'm afraid for that you will have to look at the walkthrough in this guide.

.....

| Enemy | Hp | Exp. | Gold | Attacks |
|-------|----|------|------|---------|
|-------|----|------|------|---------|

| | | | | |
|--------|----|---|---|--|
| Vermin | 45 | 2 | 2 | |
|--------|----|---|---|--|

X. Credits

Thanks to these people who contributed something. . .

_Triggahappy_squirrel_

I'd like to thank Nintendo and Camelot for this fantastic little rpg.
Also, I think that I should thank Neoseeker for putting up with me.
Please take a look at the other FAQ's I have written.

- Secrets + Glitches FAQ; for Mystical Ninja on Nintendo 64
- Gossip Stone locations FAQ; for Zelda VI on Nintendo 64

Your more than welcome to send me any questions and/or corrections to possible errors that I may have made in this FAQ. You can contact me at;

gundam_fire@yahoo.com.au \\\//
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But before you do please take into account that this FAQ is still in it's production phase, and may contain a few mistakes here and there.

