

Golden Sun FAQ/Walkthrough

by NaYa

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Golden Sun
(almost) COMPLETE FAQ & Walkthrough

v1.1

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1. Updates

v1.0 (December 17, 2001)

The FAQ is finally online! Walkthrough up to Lamakan Desert.

v1.1 (January 02, 2002)

Happy New Year!

Additional Walkthrough up to Kalay. (Item list also updated accordingly)

Monster list updated.

2. Introduction

Golden Sun is a new RPG for the GameBoy Advance from Camelot Inc.

With graphics and sound superior for a portable game, tight storyline and fun gameplay, it has been highly popular ever since it was released.

You will play Isaac, a native Adept from the town of Vale, and go on a journey to take back the stolen Elemental stars in order to "save the world" (yes, as usual). There are a lot of things to do in the game though, such as solving all different kinds of puzzles using your psynergy, collecting the Djinn, completing many subquests... and even finding the treasure island!

This walkthrough is written to help the gamers to experience and enjoy the game to its fullest.

3. Controls

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General control

- Start: Pause game and bring out a menu for Save/Sleep/Change Settings
- A: Bring out the menu for Psynergy/Djinn/Item/Stat along with current HP/MP for the characters
Talk to people/statuses, read posted material
- Select: Bring out the menu for Psynergy/Djinn/Item/Stat
- B: Cancel (on every menu)
Keep it pressed while moving to run
- R: View the big overworld map while on the world map

The Menu

Psynergy

- A: Select and use
- L/R: Used as shortcut for frequently used Psynergy.
Select with L/R and confirm with A

Djinn

- A: Select Djinni & assign
- L: Brings Character & Status screen
- R: Toggle between Set/Standby
- Select: Brings Help screen

Item

- A: Select character/item
- L+A: Arrange item (equiped items are listed first)
- R: View equipment

Stat

- A: Show details
- L/R: Rearrange character order
(However you cannot make other characters to lead the party)
- Select: Shows current Djinn list in order

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3.Characters

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The Adventurers

Isaac

- Element: Venus (Earth)
- Starting Class: Squire

The leader of the adventuring party (our hero!). He lost his father in the great flood 3 years ago. After his friends are kidnapped along with the elemental stones before him, he and Garet takes off to 'save the world'.

Garet

- Element: Mars (Fire)
- Starting Class: Guard

Isaac's childhood friend and Vale town Mayor's grandson. He is always with Isaac on adventuring. Seems to have a crush on Jenna ;)

Ivan

- Element: Jupiter (Wind)
- Starting Class: Wind Seer

A young servant of a merchant named Hammet. He is originally of the Jupiter clan, and has ability to read mind. People usually avoids him because of his uncommon ability and behavior.

Mia

- Element: Mercury (Water)

Starting Class: Water Seer

Healer and protector of the Mercury Lighthouse as a member of Mercury clan. Decides to join Isaac's party because she feels responsible for the Mercury Lighthouse.

The Hostage

Jenna

Element: Mars (Fire)

Starting Class: Flame User

Childhood friend of Isaac and Garet. She lost her family in the flood 3 years ago, but later finds out about her brother.

Kraden

Element: Unknown

NPC

A famous alchemist and teacher of Isaac and his friends. He unleashes the secret of the Sol Sanctum, which result in endangering the world.

Sheba

Element: Jupiter (Wind)

NPC

A wind adept from Lalivero. It is said that she came from the sky, and the Lalivero villager picked her up and raised her.

The Bad Guys

Saturos

Element: Mars (Fire)

Enemy

A mysterious man who seeks the power of the elemental stones to light all the lighthouses. He kidnaps Isaac's friends to take the remaining elemental stone. A member of Mars clan.

Menardi

Element: Mars (Fire)

Enemy

A mysterious woman who is always with Saturos. She is also a member of the Mars clan.

Alex

Element: Mercury (Water)

He does not appear much but he is a vital part of Saturos' gang. He used to be Mia's apprentice.

Felix

Element: Venus (Earth)

Enemy or Friend...? NPC

Older brother of Jenna. He was thought to be drowned 3 years ago, but Saturos and Menardi have saved his life. The reasons for him to follow Saturos' gang other than the fact he owes them life is unknown.

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4. Walkthrough
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Start the game by setting your character's name. To change other characters' name, refer to the 'Tips and Hints' section.

I. Prologue

Vale

"Isaac, Wake up!"

Your mother wakes you up in the middle of storm and terrible flood. She tells you that you need to evacuate! And here comes your first interaction in the game... answering to the question, "Have you got everything you need?" It doesn't matter what you answer. She leads you out anyways. Once you are out of your house, Kyle (dad) and Dora (mom) decides to go and help other villagers, and tells you to go on ahead alone. She'll keep asking you to go until you say 'Yes'. You now have to make your way to the Plaza. You can go back to your house now, but there is nothing useful other than reading the books from the bookcases. When you attempt to go down the steps, a big boulder will come down and block your way. This will happen several times in order to keep you on one path. Go to the next door, and a villager comes out and asks you "did you come to get me?" Again, it doesn't matter what you answer. You just get different response from him. Go north since you'll get blocked by the boulder on the steps again. You'll find your friend Gareth trying to get his things. Go through the conversation and he'll join you. You can't go north at the moment, so go across the bridge, and you'll see a number of villagers trying to stop a huge boulder from crushing the town. Keep that in mind, and continue your way. You'll come across a villager lying down near a broken fence, and he'll ask you if you think he'll die. If you say 'Yes' he'll stay there, and if you say 'No' he'll just get up and run back to the plaza.

Continue walking and you'll come across your first battle! Just attack and fight your way through the next area. Go down the left steps, and you'll see Jenna's brother Felix caught up in the flood. The people there seemed to have used up all their Psynergy and can't help him. Jenna and Dora decides to go find some help, and you will be asked to get help as well. When you reach the village, talk to everyone, and take the newly charged helper back to where Felix was. When you go down to help Felix, the Huge boulder from earlier comes down and crushes the deck, onto Kyle, Jenna's parents and Felix!! Now you have to go back to the plaza to get more help, and you come across two figures talking about Sol Sanctum being responsible the storm... then Gareth comes calling your name out loud, revealing your presence to them. The 'Mystery Man' and 'Mystery Woman' will now fight you. Don't worry, there is no way you can win this fight. Be defeated, and then the game will take you to 3 years later.

II. The Alchemy Unleashed

Vale

Inn: 6 Coins (funny how you can't sleep in your own house to rest)

Item Shop: Herb, Antidote

Armor Shop: Cotton Shirt, Travel Vest, One-Piece Dress, Wooden Shield,
Padded Gloves, Leather Cap

Weapon Shop: Long Sword, Short Sword, Mace, Wooden Stick

Vale is peaceful again, and the children have grown up to be teenagers. Watch the little scene of Jenna and Gareth talking about the accident 3 years ago, and watch Isaac's Psynergy skill to patch the roof... which Gareth clumsily step on and make holes again! (That Gareth...) After the conversation with Dora is over, Gareth and Jenna will join your party and you will gain the control of the characters back. Before going right over to meet Kraden, talk to every villagers (as you'd do in every other villages in every RPG) and explorer the barrels and wooden boxes for hidden items.

Inside the house Northwest of Isaac's: 6 coins in the jar by the entrance

Inside Jenna's house: 1 Antidote in the barrel at the foot of a bed
Inside the house by a storage shed: 3 coins in the jar beside the bed
Inside the house South of the shed: 1 Smoke Bomb in the jar by the entrance
Inside the house West of Item shop: 1 Herb in the lowest wooden box
Inside the Inn: 1 coin in the barrel by the stairs on the 2nd floor

After you're done with that, go to Kraden's cottage and you'll see the two mysterious figures that fought you 3 years ago, and this time they reveal their names as Saturos and Menardi. Talk to them and they'll let you go this time. Go to see Kraden and he'll mumble about Sol Sanctum in Mt. Aleph, and then ask you to go to Mt. Aleph with him and confirm whether what Saturos' gang has said was right. Before going further, get some more hidden items in Kraden's house.

Outside Kraden's cottage: 1 Elixir in the upper jar
Inside Kraden's cottage: 5 coins in the jar beside the furnace

Now go back to where the village temple is, and sneak up to the mountain peak while the elder is not looking.

Sol Sanctum

You are now in the first dungeon of the game, Sol Sanctum. As you go past the entrance, you'll get to a room with many tiles. Start from the rightmost tile and up to get to the other side. Run through the corridor, and in the next room with tiles, cross to the middle room to get 'Small Jewel' from a treasure chest first. Go to the right room now, and you'll see a relief of a minotaur missing an eye. Use the Small Jewel on it - by pressing A, choose Item menu, choose the character with the item (which would be Isaac) and choose the Item to use - and a passage will open up in the left room. Cross there and enter. Kraden will talk about a hidden passage going deeper than the room you're in, and you'll have to help him find it. (Hint hint: whenever you see dotted line in any form, that means you can move the object within that area.) Go to the right side and move the statue by pushing it from the side, and go up the stairway to get to another long corridor. Go to the right, since left is just a longer way around to the same spot. When you get to a 4-way intersection, go to the left to get another Small Jewel from the chest. Go back to the intersection, Go up, and turn left at the second intersection to get to the next room.

You'll end up in a room full of statues, and Kraden will talk about use of Psynergy. To move the statues using the Psynergy, first stand on the tile sticking out, facing the statue. Press A, choose Psynergy menu, choose a character with 'Move' Psynergy and select it to use. When a Big hand appears in front of the statue, use the D-button to move it to where you want within the dotted line (in this case left or right). The ones you need to move are the first statue from the left, and the last one on the right. Use the Small Jewel on the minotaur relief as before, and a passage will open on the far right side. Go through there to get to yet another corridor. Go up and left on the intersection to get a Herb from the chest, and go right to get to a room with a sun print on the bottom, which you find out is the heart of Sol Sanctum.

Since you have confirmed that Saturos was telling the truth, You decide to go back and tell the villagers that they're thieves, but Kraden wants to explore more so you have no choice but to stay there. Go to the right side, and you'll get to a room with a moon print, representing night (the room gets dark as you get there too!). Kraden senses the two rooms must be connected, and asks you to explore farther. Now go down and up the stairways, to find a replica of the

room below. Before doing anything, go down and through a door to get to a room with shining stone. You'll notice a purple stone standing out particularly, which is a mini version of the Psynergy Stone in the center of the village. You can pick it up to recharge your Psynergy Points (PP), but it will disappear after one use. Now go back up to where the statues are and move one of the statues into the tile in front of it. Something will happen in the room down below where Kraden is, and he'll jump up and rush to you telling you it's a trap. He tells you moving only one statue can get the trap to work, so that is out of question. So now you should move over to the Sol side, and work things out there. Move the two statues on the sides onto the grey tile, and they will make a big hole in the center. Go to the center and stand in front of the hole facing the statue, and use 'Move' Psynergy to move it into the hole, and you'll get a message saying 'Something clicked'. Now try moving the statues on the Luna side. It seems that you have disarmed the trap and it is safe to continue with the Luna statues. Move all four of them, and when you go down to the previous room, you'll see that the Sun print and the Moon print has been swapped. Go left to the Sol side to see a ray of light shooting from the center. Go to the wall where the light is shooting at, and press A to reveal the secret portal.

Enter the portal to get to a mysterious place filled with water where all four elemental stars are kept. Kraden explains about the four elements and four stars that contains each elements - earth (Venus), water (Mercury), fire (Mars), and wind (Jupiter) - and the Wisdom Stone which is said to have enormous power to even conquer the world if one wants to. He attempts to cross and take the stars, but the floor is too slippery... so Jenna suggests to Kraden, "Make the boys do it!" :P So you now have to go fetch the elemental stars for Kraden. You can't just start getting the stars in any order, since some of the stepping stones need to be triggered by taking each stone. First, go up to the stepping stone right beside the portal, and continue on to get the Venus star (Press A in front of the statue to take the star). You'll see how the pillars rise up to make new ways to other statues. Next, go up to take the Mercury star, then come back to the entrance and down to get the Jupiter star. As you finish taking it, you notice Saturos and Menardi have come to take the elemental stars. Ask Kraden is wondering about their safety, the man with a mask appears and tells them about the 'agreement' he had with Saturos. Still wondering about his safety, Kraden asks about guarantee, and then Menardi asks the third man to take off his mask as a means of guarantee... and the man is none other than Felix, Jenna's brother who was thought to be killed 3 years ago! Shocking, but no time to find out why he hasn't returned to Jenna. They want the elemental stars, and since Felix wouldn't let them hurt his own sister, Gareth asks Isaac about giving the stars. If you say 'Yes' he'll take them, and if you say 'No' he'll punch you(!) and still take the stars. Girl over Buddy :p Anyways, as Gareth moves to return the stars, yet another companion of Saturos named Alex appears, and takes the stars. He seems to be a little more polite though. He now asks you to fetch the remaining elemental star - Mars. Since they still have your friends as hostage, you have no choice. Go to where everyone is standing on, and go up to get the Mars star (as you go past them, notice how they all follow your every movement with their eyes... freaky surveillance).

As soon as you take the Mars star, the sanctum erupts and a rock with an eye referred as the Wise One - the Guardian of the Elemental stars - appears. Felix and Alex feels that they cannot fight against the guardian, and decides to leave for now. They take Jenna and Kraden still as hostage, so if Isaac and Gareth survive they would bring the Mars star to them. After they leave, Isaac and Gareth faces the Wise One who explains that the world is in threat of Alchemy now, and the four lighthouses shall be remained unlit. The place starts to erupt even more, and the Wise One takes you out of the room. Here you can use the 'Retreat' Psynergy to transport to the entrance of the

sanctum since there isn't anything else to do here but get out. When you go back to village, you see everyone is gathered near the temple and worrying about the children... as Gareth sees his grandfather, he suggests Isaac to go back up since he senses he is busted, but his little sister calls him out loud (why does this seem familiar?) and they are asked to explain what happened on the mountain peak. After the little scene of the two explaining, the Great Healer will communicate with the Wise One telepathically, and relays the message to the villagers - that the world is in great danger, and Isaac and Gareth are responsible to get the Elemental stars back. The Great Healer will ask you to make a decision, and there can be two outcomes...

If you say no, walk to the Great Healer and confirm it again, and then walk out of the sanctum (or simply ignoring whatever the Great Healer says and keep walking out the screen will darken and a message saying "And so the world began drifting toward its fated destruction..." and the game will end. (Yes this is apparently the Bad ending) And you will get a menu for either going back to the Great Healer's question or going to start menu. I assume you'll want to continue the game :p

Now, if you say yes, the Wise One will appear before you again and say he'll watch over you... but he doesn't give much advice other than saying that 'Felix must unlock the power,' 'Find the lighthouses' and 'Seek the Djinn.' With that in mind, you have to depart the following day. The villagers have gathered around to send you off, although Isaac's mother is too sad to see him going away... Gareth's little sis will give Isaac 'Catch Beads' (refer to Item list), a gift from Isaac's mom, then the villagers will give one big Farewell! Off you go on your new adventure!

But! you can also go back to Vale right away to get some info around the area and see how people have been doing during that one second :p Here are some bonuses. (Dora still won't see Isaac though --)

Talk to the item shopkeeper to receive a free Herb.

Go up the long stairway north of the crushed house. When you see a fruit swinging on top of a tree, equip the Catch Beads you got (if you haven't already) and use Catch Psynergy to catch the 'Nut which heals 200 HP.' When you're done, NOW you can really start your adventure!

III. The Adventure

----- The World Map -----

You are now on the world map. Take a look at the big overworld map by pressing R. You will see your present location, and mark for Vale and Sol Sanctum. As you visit different places, you will get more marks added on your map. Now, do you see a little red glowing thing jumping around? go near it and talk to it. It appears to be a Venus Djinni named Flint. Remember what the Great Healer told you about finding the Djinn? Here's your first one! (and the only talking Djinni in the whole game). It wishes to travel with you and find other Djinn. Now, if you want to be mean and see something funny, you can keep saying 'No' to Flint... Here's what happens.

"What do you think? Will you take me with you?" (No)

"Come on! I promise you won't regret it! Please take me with you!" (No)

"Pleeeeeease! I'll never let you down. Can't I go with you?" (No)

"No, I'm serious! I'll never, ever disappoint you. Please!!!" (No)

"PLEASE take me with you! Please! I'm begging!" (No)

"Please!" (No)

"Take me with you!" (No)

"Meanie! I don't care what you say! I'm coming along with you!" (finally :p)

Well, after it joins you, it will give you a little tutorial on using Djinn.

Pay good attention, and for more, refer to the 'Djinn' section of this FAQ.

Now that you got your Djinni, continue your way... cross the bridge once and go south to reach the town of Vault. As you try to enter it, you will witness a number of wagons running out of the village. A man named Hammet will talk about how dangerous this place is with his rod stolen and rocks falling from the sky, and then head north to Lunpa. Continue your way to Vault.

Vault

Inn: 8 Coins

Item Shop: Herb, Antidote

Armor Shop: Travel Vest, Wooden Shield, Padded Gloves, Leather Armlet,
Leather Cap, Circlet

Weapon Shop: Long Sword, Short Sword, Battle Axe, Mace
Magic Rod (rarity)

This is the first village you will be seeing other than the village you grew up. And yes, they have no idea what Psynergy is. Look around for hidden items
In the house directly north of town entrance: 7 coins in the jar right side of the table

In the house beside the Inn: 4 coins in the barrel beside the bed

Inside the Inn: 1 Mint in the wooden box at the foot of bed on 1st floor

Inside the Item shop: 1 Sleep Bomb in the barrel on the right side

Outside Mayor's house: 1 Nut in the wooden box

Notice the Graveyard and the Bell tower. You can ring the bell and watch the Earth Djinni jump up, but you will have to return here later to get it.

Talk to everyone, and you'll find out that a lot of things were stolen in Vault during the volcanic eruption, and they don't know who the thieves are.

And also, Master Hammet lost his rod and he left his servant Ivan in the village to find it... Ivan has an ability to read people's mind, so when you talk to Ivan, he'll read your mind, then ask for your help. You cannot go on without him, so say yes to help him. After he joins you, now go around reading everyone (including the dog)'s mind! To do that, stand in front of the person, press 'Select' and when the menu comes up, choose Psynergy, Ivan, Mind Read (just like using any other Psynergy). If you've read the mind of one of the 'visitors' standing outside the Mayor's house, you'll know that they're the thieves. So, go up to the 2nd floor of Inn where they're staying. When you move close to them, they'll run away from you! Suspicious? I'd think so. Now you'll have to surround one of them to find out what they're hiding. Ivan will move regularly and Garet will block, so time well to get one of them cornered. After you catch them, Ivan will read the mind and find out they are the thieves after all! Now you have to search the inn to find the stolen stuff.

Go out the inn, and you'll see the person who was supposed to fix the roof is gone. Go up the ladder and into the hole. Use the 'Move' Psynergy in front of the box to move it to the left, jump across the gap and enter the attic. You'll find the missing carpenter is tied up and all the stolen things there! Then the thieves enter and talk about Hammet in even bigger trouble since he fled to Lunpa where the evil thief Dodonpa is, and then you'll have your first boss fight! Just use your spells and maybe cure once, and you're done.

Name	HP	Item/Ability	Exp	Coins	Reward
Bandit	243	Slice Herb x2, Smoke Bomb x1	66	110	Bandit's Sword
Thief1	111	Herb x1			
Thief2	111	Herb x1			

After beating the thieves, the Mayor will come and send them to jail, then reclaim the stolen goods - his family urn and the golden statue from the Sanctum. Ivan will take Hammet's rod back, and leave you to Lunpa... for now. The Mayor tells you to visit him back before leaving, so do so, and he'll give you a 'Water of Life' your first 'revive' item. Now if someone dies in battle, you can revive him with this, but I suggest you use either Sanctum or Inn... since Water of Life is pretty rare (can't buy in most stores!) and expensive. Rest at the Inn if you need to, and from the girl at the Inn, take a bone and give it to the dog at the graveyard. The dog will jump (perhaps burying the bone) in the middle of the graveyard, and run to the back... this is a hint that there is something there, but you'll need to come back later as mentioned earlier. When you're done with everything, go out and head north.

You can visit Lunpa but you won't be able to go inside at the moment. Just use Catch to get the Nut by the entrance and go back out. If you enter the cave next to Lunpa, you'll see a half-open door and water puddles... Keep that in mind and head out east to the Goma mountain range that the Mayor mentioned.

Goma Cave (Entrance)

As you enter, jump over to the other side, push the tree log to the right and and go up the ladder. Go to the right, and use 'Move' Psynergy to make the stump fall toward you to make way. Go up, and when you attempt to move the stump that is covered with the leaves, Garet will realize your Psynergy isn't strong enough to free it from the ivy. Then Ivan will appear and blow the leaves with his Whirlwind spell. Aha, another useful Psynergy! He'll explain that he couldn't get inside Lunpa and now wants to help your quest, so he joins you. Now, move the stump away from you, jump over, and use Whirlwind on the leaves again to open the entrance to the cave.

Inside the cave, go up, cross and down and up the stairs to the next room. Go down the stairs, and walk all the way to the right to see a guy and a Mars Djinni. Talk to him, and move the stump to the very top until it clicks and settles to one spot. Go down and jump across the water, and go down the stairways to the next room. Go left and jump over to the other side, then go up the stairways to get to the previous room. Go up and move the stump to the right, jump over twice and move the same stump back to get to the treasure chest for a Lucky Medal. Jump back and push the big stump off to the pit, and go back to the previous room to see a new stepping stump. jump across to the right and up the stairs to get to the Mars Djinni you saw earlier. You'll have to fight the Djinni now.

Name HP Item/Ability Exp Coins

Forge 172 Blast, Flare 28 85

After defeating it, you will gain the new Fire Djinni, Forge! The guy standing by it seems pretty impressed by how you did it ;) Now jump back and go up the stairways. Move the tree stump to fall into the creek, and jump over and continue your way up. Just follow the corridor to get out of the cave on the other side of the mountain, and into the town of Bilbin.

Bilbin

Inn: 21 Coins

Item Shop: Herb, Antidote, Elixir, Sacred Feather

Armor Shop: Leather Armor, Travel Vest, Travel Robe, Bronze Shield,
Leather Gloves, Open Helm, Wooden Cap, Circlet

Weapon Shop: Long Sword, Broad Sword, Hunter's Sword, Battle Axe, Heavy Mace
Witch's Wand (rarity)

Upon entering the village, you'll notice a tree that 'looks like a man.' Use 'Mind Read' on it and it'll ask for the help. Could it be...? If you talk to the villagers, you'll find out that it really was a living person, cursed to turn into a tree! Now, before you go see Lord McCoy, explore town again for hidden items!

Outside the house beside the Inn: 5 coins in the jar

Inside the house beside the Inn: 1 Antidote in the barrel by the entrance

Inside the house east of the Item shop: 1 Hard Nut in the barrel by the fireplace

Outside the Sanctum: 1 Herb in the jar left of the Sanctum door.

Now, if you move the golden statue in the middle and go down the ladder, You'll see a panel saying 'McCoy's Hidden Warehouse Do Not Enter!' and a Jupiter Djinni on the other side of the walls. Refer to the 'Djinn' section to get it. After getting the Djinni, go up to McCoy's Palace.

Go to the left side and 'Catch' the Nut, talk to people there, and talk to the guards to go inside McCoy's palace. You can find some hidden items in here as well.

On top of Southwest tower: 1 Smoke Bomb in the barrel

At the kitchen: 1 Elixir in the barrel on the right side of fireplace

McCoy seems to let you go on to Kolima at first, but then he just mocks you of being mere children and doesn't let you go. However the guard gives you a hint saying the Barricade might not need a key after all since it's pretty shabby. Now you have two choices... you can go directly to Kolima and Kolima Forest, or you can get your fourth character join your party and go on to Kolima. It is a bit of detour, but it's always better to have more people to help your journey sooner ;) so the walkthrough will take that path. Now Go north to Imil through Bilbin Cave.

Bilbin Cave

Go straight up at the entrance, and you'll see a sprout at the foot of a cliff. If you tried assigning a Djinni to different elemental character, such as Mars Djinni on Isaac, you'd have seen that you get different spells. Now, set Flint on either Garet/Ivan or set Forge on Isaac, and you'll have 'Growth' spell. Use that on the sprout to grow it like a magical beanstalk. Climb up on it, jump to the right, go down the slide on the right side (it looks like a dent on the cliff) and enter the cave entrance on the upper level. Open the chest in there to get an Elven Rapier. Go down the slide by the chest and continue west to go through the cave. Follow the path until you reach a room with ice pillars. Notice a flame and water puddle beside it and take it as a hint... hmm fire melts ice... and when you go further east, You'll see an ice pillar blocking a way and two flame holders nearby, and dotted line! Now move one of the flame holders to where the ice pillar is to melt the ice and make way. Enter the newly opened path to get to a chest to acquire a Vial. Go back out and go down to get out of the cave. Now follow the path to Northwest to the town of Imil.

Imil (cold)

Inn: 24 Coins

Item Shop: Herb, Antidote, Elixir, Sacred Feather

Armor Shop: Sick

Weapon Shop: Sick :(

Here you will notice that a bad cold (well, more like an epidemic) is going around and majority of people are sick. Talk to everyone and walk around getting the items. Make sure you take the Mars Djinn inside the frozen waterfall (refer to the Djinn List for instructions on how to get there).

Inside the Inn: 1 Lucky Pepper inside the Oven

Inside the Weapon Shop: 1 Sleep Bomb inside the barrel behind the counter

Outside the Sanctum: 9 Coins in the jar

In the graveyard: 1 Lucky Medal in the top left tombstone

To get to the treasure chest beside a tree, walk out to the frozen river from the upper opening on the left side, move up, left, up, left, up, right, up, left, down, left, up, right, and up the ladder. You'll get another Vial from the chest. Now if you talked to everyone, you'll find out about someone named Mia who seems to be the healer around here. Go to the house with old couple (first house on the left as you enter the village) and watch her using 'Ply' to cure the old man. And soon after, there will be a flash of light and she'll run to the Mercury Lighthouse. Go out of the village and follow her into the Mercury Lighthouse. (Take the Empty Bottle from the chest before you leave. This is a key item for later!)

Mercury Lighthouse

She'll talk about Alex, but cannot go in further because a statue is blocking her way... Move it with your Psynergy, and she'll mention she can see your Psynergy! Looks like she's another Psynergy user. Anyways, she will now use 'Ply' to open the entrance... Remember this, since this seems to be a key to getting around the Mercury Lighthouse! Follow her, and she is this time blocked by a monster. It's an easy fight, so kill the monster and continue on. Keep going north and up the stairs until you see her blocked yet again... Move the statue towards you to fill the gap, and she Finally realizes that she needs your help to get by, so she'll join you, along with a Mercury Djinni already with her! :) You could continue on but at this time it'll be a little tough on you... Exit the Lighthouse for now by using Retreat and walk back to Bilbin, and from there go southeast to the Bilbin Barricade.

Bilbin Barricade

Stand in front of the tall box on the left side of the barricade, and use 'Move' Psynergy to move it. So this is what they meant by 'shabby barricade'! Go through the hole and continue on to see 3 trees stacked up. Of course, if you read their mind, they're cursed people just like the one in Bilbin. Keep going to exit the barricade, and go East to visit the town of Kolima.

Kolima (cursed)

As you enter the village, you'll notice how quiet the village is. Ivan tries to read one of the tree's mind, and find out all the people in the village are turned into trees! Then he notices the sparkly stuff on the ground, and suddenly you are attacked and it seems like you are turning into trees, but fortunately your Psynergy barrier activates unconsciously to save you! You soon learn that Tret, the sacred tree, in Kolima Forest is responsible for punishing Kolima and that you must bring his gentle side back. Explore the village and mind read the tree people if you wish.

Inside the Inn: 1 Lucky Medal in the jar on the 3rd floor

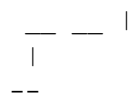
Inside the Weapon shop: 7 coins in the barrel on the 3rd floor

Northeast corner of village: 1 Apple in top left jar
Outside the house with the fence: 1 Herb in the jar left of the house
Enter the same house from the back side to get the Venus Djinni
When you're done, go out and head northeast to the Kolima Forest.

Kolima Forest

Upon entering, head north and turn right, and push the Big log onto the creek. Cross the creek using the bridge north of it, and push the log on that side to the left to make way. Walk around it and go left to the next area. Here, Go all the way to the left, and stand in the gap in between the two logs and push the lower log down. Go up through the narrow path, right, and up to the next area. First, go northeast and push the big log to the left. Go up and around to push the little log down. Push the big log back right, then push the bottom log down. Push the upper log to way up, go around and push the big log back to the left to drop it to the creek. Jump onto the other side from the big log. Go up the stairs and follow the path to the next area.

You'll get to an area filled with water and a dam. If you read the sign it'll say "Do not touch Floodgate Switch!" This might be bad education but whenever a sign says do not, you gotta Do it :p Flip the switch on the left of the sign to drain the water and walk down the steps. Now comes some serious logging. Before you make a way to cross to the other side, you'll want to get the chest on the right side. First, move the two small horizontal logs up, then move the two big vertical logs to the right. Move the right horizontal logs down first, move the lower vertical log back to the left, then move the left horizontal log down. Now it should looks something like this (excuse my poor drawing):



Go back up and flip the switch to fill the water back up. Now across the lake on the logs to get to the chest, and get a Fur Coat. Cross back and drain water again to change the path to move to the next area. Move the two small horizontal logs up, move the upper vertical log to the left, and move the left horizontal log back down. Go back up and fill the water up. Now you can cross to the next area. Here you will meet Laurel and Tret, the two guardian trees. Laurel will suggest you to leave and the 'evil Tret' will say he controls all the Tret's realm. Go up using the vine on the left of Tret, and you'll have to search around to bring the 'gentleTret' back.

Tret Tree

Now you are inside Tret tree. It's a maze, so you'll have to explore a lot. There's nothing to do on the first floor, so go up using the vine on the left side again (Note the hole in the middle that's on every floor). On the second floor, go down and jump over the bottom row of yellow leaves on the spider web to cross to the other side since there is nothing on the left side. If you jump on the spot you've already jumped on, the web will break and you'll fall down to the previous floor (note this as well). Go out the right exit. You'll be able to see only a small area around you through the leaves. Go right, up the vine, and left back into the main stem. Go around the webs to get to the upper right web, and jump across to get a Healing Ring from the chest. And you have no choice but to fall back down. (If you are low on PP you can go get the Psynergy stone on the left side as well). Go back up to the same spot where you fell, and this time instead of jumping to the chest, jump up where the vine is, and go up to the next floor. Here, go down and go out

the south exit. Go right, up the vine, left, up and up to the top branch to get the Jupiter Djinni. You'll have to fight it.

Name	HP	Item/Ability	Exp	Coins
Breeze	243	Ray, Whirlwind, Plasma	88	100

Go left to go back into the main stem, and get a Nut from the chest there. Go back out, down to the previous floor, and go out the left exit this time. Go down, left, up the vine and right into the stem. You'll get back to the room with the treasure chest... a dead end? I don't think so. You need to break through the middle web to fall down the hole you've been seeing on all the floors. Go down, and jump on to the bottom left yellow leaf first. Jump right, up, right, and back left to break the web and fall. Move around and up to Tret's face and talk to it to fight the Evil Tret.

Name	HP	Item/Ability	Exp	Coins	Reward
Tret	710	Growth, Quake, Thorn, Sleep Star	226	700	Potion

After you've defeated the evil one, the Gentle Tret will wake up and attempt to heal the people of Kolima... but he's too weak now. You'll have to heal him, but how? Read Laurel's mind and she'll say that the healing waters of Mercury Lighthouse might save Tret. Now you'll have to head back there again. Use 'Retreat' to get out of the forest and walk back to Mercurh Lighthouse. I believe you remember how to get there ;)

Mercury Lighthouse

We're back! Go back up to where you got Mia joined first (just keep going up). Go up further from there, and you'll get to a room with waterfalls. Past it you'll see a room with water pipes. Roll the empty pipe to the right to get it connected for the water to flow through. Go down and you'll get pushed to the right by the water pressure. Go to the other side using the stairs, and get pushed down. Go through the stairs again, go up and use the stairs back to the left side. Push the same waterpipe back to left to stop the water. Run back using the same path you used, to get to the treasure chest. You'll get a Psy Crystal (Finally an item that replenishes PP). But since you recover your PP while running around anyways, don't use it unless you REALLY need extra PP. It's unavailable in stores just like Water of Life. Go back to the left via the stairs, down, go right on the stairs, and down to the next room. You'll get to a room with a lot of cracks.

Go to the right side and go all the way down. run along the path on the bottom, go up, and move the statue to the round button on the ground to open the door. Go down the slide before the gap, go through the tunnel, up the ladder and through the door. In the next room, well, just go down the slide.

You'll fall right on the tile in front of the big Goddess statue, and get the following message:

"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."

Now, jump onto the statue, face it and have Mia cast 'Ply' on the statue. The tile in the middle will start glowing. Jump back onto it, and you'll get

3 halo-like bubbles(?) on your head. Those count for how many times you can step on the water. Yes, you can now walk on the water! Warning: if you step on the tile and step on a non-glowing tile or normal floor and Not water, you'll lose all your remaining bubbles! Go up to the next room to see other similar tiles also glowing. Go to the right side and step on the first tile. Hop across the water to the other side and go to the next room. You'll come out of a waterfall, which can only mean there can be hidden passages behind other waterfalls. Go to the right side to a chest... but this is not a treasure chest, but a Mimic! It's pretty tough but gives good exp and item :)

Name	HP	Item/Ability	Exp	Coins	Reward
Mimic	710	Debilitate, Psy Drain, Sleep, Wind Slash	468	178	Water of Life

After defeating it, enter through the right side waterfall to get to a room with another chest. Don't worry, this one is a real treasure chest. Jump onto a tile and hop across to get a Psynergy Armor from the chest. Hop back, go back out, and go back into the left waterfall. Jump across back and go up through the entrance.

Jump onto the tile in front of you, hop across to the tile southeast, then to the one on the northeast, then northwest, then east, jump over to the chest to get a Sleep Bomb. Hop onto the tile on the right, go down, and onto the first tile again. From there, go to the tile southeast as before, but this time continue to the one on the east, then north, then the glowing one in northwest, then onto the floor on the northeast. Hop onto the tile on the west, then southwest, then jump across to the floor on the left. Go down, hop onto the tile on the south, and go straight south to the final section and go to the next room (actually the previous room).

Hop across down and to the next room. Go through the waterfall in the middle. Go up, and you'll get to another room with waterpipes. Go up and push the upper pipe up, then go back down to the bottom and push the lower pipe up, then go to the right side and push the vertical pipe to the left to let the water flow and fill the pool in the previous room. Go back out and hop across to the stairs going up, and continue up until you see a room with a button on the ground but no statue. Continue up since you can't do anything here for now. You'll get to a room with a statue and a hole. You know what to do!

Go all the way up and go to the right side through the stairs. Push the vertical pipe to the left, and you'll see the statue being pushed to the left. Go down and to the left side, then push the same pipe back to the right, and the statue will be pushed down. Go up and to the right and push the same pipe to the left yet again (yes this seems repetitive but this is the last step). Now, go up and move the horizontal pipe down. Go up and left, and move that vertical pipe to the right one last time, and bingo, the statue will fall through the hole! Now go back to the previous room to move the statue onto the button to open the door.

You'll get to a room with many statues. Move the third one from the left to reveal a passage. Go inside and get a Nut from the chest, and come back out. Go all the way to the right, then up, and move the statue with Psynergy to reveal another passage. It'll take you to the same room where the chest is, but now you can move the pipe. As you move it, the water pressure will push the wall to reveal a passage! (The power of WATER!) Another room with waterfalls. Go inside the fourth one from the right to fight a Mercury Djinni.

Name	HP	Item/Ability	Exp	Coins
Sleet	290	Drench, Prism, Froth Sphere, Tundra	130	151

Now you got 2 Djinn on each character! :) Go back out of the room, and down to the next room. Follow along the path through two corridors to get to yet another room with waterfall (Boy, they sure love waterfalls here!). Go through the last waterfall to get to a room with more cracks (with all the water I'm not surprised that they have so many cracks). Move the statue with Psynergy from the right side by pushing it away from you, and go up the stairs. Follow through the corridor to a room with rainbow and a statue. You'll get the following message:

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

From the last experience you should know what 'honoring the goddess' should mean. Cast 'Ply' on the statue! And you'll see the waterfall flowing... upward?!

You'll get to the top of the lighthouse, and conveniently there is a Psynergy Stone to refill your PP. Which also means you'll be using your Psynergy quite a bit. Go left hopping through the white stepping stones, and up to the big blue sphere. It seems that the lighthouse is already lit! And guess who did it, Saturos' gang... You'll reunite with Jenna and Kraden who are safe (well so far). They realize that you are to stop them, so Menardi takes charge and leaves with Felix and the hostages while Saturos stays there to deal with you.

Name	HP	Item/Ability	Exp	Coins	Reward
Saturos	1227	Fireball, Eruption, Heat Flash	331	800	Psy Crystal

You beat him... or did you? Alex appears soon after and explains that Saturos only got weakened by the power of Mercury Lighthouse, since it is his opposing element. Then Saturos gets back up and they leave saying they'll look forward to their next battle. Mia gets saddened because she failed her duty to protect the lighthouse, but Isaac and friends cheer her up by saying they'll protect the other lighthouses. Then, Mia decides to join you on your journey for the other lighthouses, and also says that Water of Hermes will be back since Mercury Lighthouse is lit. (... does this mean Saturos did a good thing?? hmm) Go down to the left side and the elevator will come back up. Ride it and go down to find out the Fountain of Healing is really back! Stand in front of the fountain and use the 'Empty Bottle' to fill it with Hermes' Water to take it to Tret and heal him. Talk to people there, and go back to Imil to see the epidemic is now gone.

Imil

Armor Shop: Leather Armor, Adept's Clothes, Bronze Shield, Leather Gloves, Leather Armlet, Open Helm, Wooden Cap, Circlet
Weapon Shop: Broad Sword, Hunter's Sword, Battle Axe, Heavy Mace
Blessed Ankh (rarity)

Everyone's healthy again! And the Armor & Weapon shop has finally opened as well. Everyone is also expecting Mia to leave now that her guard duty is done. Go to the Sanctum to say good-bye to Mia's students, and go back to Kolima Forest to heal Tret.

Bilbin Barricade

As you come to the barricade, you'll notice the treepeople's positions have changed. If you read their mind, it seems like Saturos' gang pushed them away and cross the river, and the tree on the bottom will be swept away if someone doesn't move it! You can step out to the water on the riverbank, so walk out there, stand in front of the tree and move her in using your Psynergy. She'll thank you once you move her in. When you're done with that, continue on to the forest.

Kolima Forest

If you need guide to get through the forest to Tret, refer to the walkthrough above (just skip the treasure chest part). One change - when you get to the dam, after draining the water, just move the upper vertical log to a little more left, and fill the water back in, and that's it :) When you arrived to where Tret is, stand in front of him and face him, and use Hermes' Water to heal him. After Tret and the forest are healed, they will talk about Gems that fell from the sky (Psynergy Stone) gave them powers and brought evil to the forest, and that there is a dangerous forest risen south of the river. With that in mind, use Retreat and head to Kolima to see the villagers have all changed back to human!

Kolima

Inn: 32 Coins

Item Shop: Herb, Antidote, Elixir, Sacred Feather

Armor Shop: Leather Armor, Adept's Clothes, Bronze Shield, Leather Gloves,
Armllet, Bronze Helm, Wooden Cap

Weapon Shop: Broad Sword, Hunter's Sword, Broad Axe, Heavy Mace

Talk to everyone, and you'll hear something about Fuchin Temple. That is where you should be heading to... but before that, go back to Bilbin

Bilbin Barricade

Remember the tree you pulled back into the shore? She will thank you and give you a Hard Nut as a token of appreciation :) You'll also notice that the barricade isn't blocked anymore. Continue to Bilbin.

Bilbin

The first thing you'll notice here will be that the tree in front of the village has turn back to normal, and also Lord McCoy has stopped the construction (Of course his wife is upset about that). You'll also learn that Saturos' gang has crossed the river... which means you'll have to chase them down the river past Fuchin Temple. Go to Lord McCoy's Palace, and he'll thank you and let you choose a reward among 4 chests. From left, the order of contents are: Vial, Potion, Psy Crystal, and Water of Life. Yes, it's not as spectacular as you've expected. Water of Life would be the best choice since it's the most valuable among the four items. When you've got your reward, Head back through the barricade, past Kolima, across the Kolima Bridge to the Fuchin Temple, a place with waterfall by the mountains south of the bridge.

Fuchin Temple

Talk to the people there and you'll learn about secrets of Fuchin Temple and Nyunpa's training. Go inside the temple, and if you try to talk to him, he won't say anything. Before doing anything, get a Unicorn Ring from the jar on the his upper right side. Read his mind and then he'll start talking to you. If you lie to him, he will use 'Mind Read' as well and say you're lying! :p He'll talk about Mogall Forest, and how it is difficult to go through there, but he will teach you if you go through the 'trial' in the waterfall grotto. Say 'Yes' and go back down to the waterfall, and talk to the monk standing in front of the waterfall to enter the cave behind it.

Fuchin Falls Cave

Upon entering, you'll see a stone tablet saying:

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

Keep that in mind for it is the clue to getting the 'secret' of the Temple. You'll see a pool with tree logs on it. These logs are different from the ones in Kolima Forest. You can ride the logs and walk on them to move them. So if you want to move a log up, you jump onto it and walk up on it to get it up. In this room, move the right log up and get to a treasure chest, which is a Mimic!

Name	HP	Item/Ability	Exp	Coins	Reward
Mimic	506	Debilitate, Psy Drain	190	207	Game Ticket

After defeating it, move back down, and move the left log up, and walk up to the next area. You'll see a room full of stepping stumps. If you go across to the center room, you'll see a stone tablet saying:

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

This is connected to the phrase that were shown at the entrance. If you move up to the next room, you'll see a dark room full of spikes. There is nothing to do in this room so go back out to the room with many stumps, and cross to the left side and go up the stairs. Follow the path up and you'll get to the left part of the dark room you've been to before. Go down the stairs there.

In this room, do not ride the log on the top part. Walk down to the bottom and move the log on the right side to left. Walk up to get an Arctic Blade from the chest. Ride the log back to the right side, and now ride the top log to the bottom and walk down the passage. You'll get to a room with spikes on the right side. If you step on the spikes you will lose HP so do NOT step on them. Go to the left wall and go down, ride the log to right, walk up, and walk out to the next area. You'll be taken back to the first room. Ride the log to right and go in. Walk along the bottom wall to not step on the spikes, and you'll see a Jupiter Djinni on the right side across the water. Ride the log to down, then ride the vertical one to left. Ride back on the horizontal one up, and jump left to the stepping stump and onto the vertical log. Ride to the right side to get to the Djinni. You'll have to fight it.

Name	HP	Item/Ability	Exp	Coins
Zephyr	313	Flash Bolt, Plasma, Whirlwind, Storm Ray	150	176

After getting the Djinni, move carefully down to the log on the bottom and move up, and enter. In this room, go up and move the upper horizontal log up, move the vertical log to left, and move the lower horizontal log up and jump to the left side. Go into the room to get the 'Dragon's Eye.' Go back up, and move up the stairs on the north side, and follow the path to get to the right side of the dark room. Put the Dragon's Eye into the dragon statue to make it breathe out fire and light up the room. You will now see a shadow of hidden path. Go back down, out of the room, walk down and ride the vertical log on the lower area to the left to enter the passage there. You'll be back in the room with many stumps. Jump across all the way to the left side and go up. Follow the path to get to the left ledge of the now-lighted room. Go to where the shadow is, and walk out of the ledge to the shadow to walk on the invisible path. It looks like you're walking on the air! Follow the corridor in the next area, go down the slide and go into the entrance to get to a room with yet another stone tablet and a treasure chest. The tablet says:

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

And you'll get the Orb of Force from the chest. You may use 'Retreat' to go to the entrance, and get out of the cave.

Talk to the monk, say 'Yes' and go back inside the temple to talk to Nyunpa again. He will tell you about your new power, 'Ki' a.k.a. 'Force' and that you can use this power to go through the forest. He'll tell you that if you use this power, hiding monsters will show themselves, but you will sometimes have to let go of them, and to follow them. Remember that, since that is what you have to do to get through the next area. Go out to the world map and head South to Mogall Forest.

Mogall Forest

As you enter the forest, you'll see a monkey jump into a trunk to hide from you, and you'll get a menu automatically pop up. This is a sign for you to try out your new ability... Equip the Orb of Force on one of your characters, and s/he'll gain a new Psynergy called 'Force.' Now stand in front of the trunk where the monkey hid, and cast 'Force' to strike the trunk. The monkey will get startled and run away. Now follow the monkey! (If you weren't paying attention, He went south) When you get to another area with tree trunks, go across the creek and use 'Force' on the south. This time, the monkey will get angry and pick a fight on you.

Oh no, you've killed the monkey and you can't follow it anymore? Don't worry, remember there were more than one trunk in that area? Move the log beside the trunk to path through, then move the horizontal log down. Go to the right side and 'Catch' the Nut. Move the big log back left, and move the horizontal log back up to drop it onto the creek. Jump across the creek now, and cast 'Force' on the trunk there. This time, the monkey will flee to east. Follow it. There are two trunks again in the next next area, but both of them flee... to two different directions! Go to the right to get an apple from the treasure chest, go back to the previous room and go down. Go to the right where a log and a rock is. Stand in front of rock, and use 'Move' Psynergy to move the rock down to fit on the circle. Push the log down to make a way, and go down through the passage. Move the log down, the move the vertical one to left, move the horizontal log back up and move the vertical one further left to drop it onto the creek. Don't forget to get the Venus Djinni that's sitting in the corner. You'll have to fight it.

After getting the Djinni, jump to the trunk that's in the middle of pond and strike it with 'Force.' You'll see a monkey jump out and onto another trunk. Go up, left and down to where the trunk is and use 'Force' to get the monkey to come out and flee to west.

Now there are 3 trunks! The one on the right will pick a fight, and the two left ones will flee... to two directions again! Go west for a treasure chest. Stand in front (well, left side) of the rock, and 'Move' it up. Move up and face it again, and move it right towards the circle spot again. You can only move it one spot at a time, so move it, roll the log, move it again, and roll the log to open the passage to the chest. You'll get an Elven Shirt. Go back out and continue South. More logs and stones.

Go down across the creek, 'Move' the stone down to the circle spot, and push the log to right to drop it onto the creek. Go to the trunk on the right and cast 'Force' on it to see a monkey jump onto another trunk. Go back left and down, and make your way around to the upper vertical log. Push it to right, go down and push the horizontal log down, Go around and push the lower vertical log to right, and jump across the creek. Strike the trunk there with 'Force' to see the monkey run to south. Follow it as usual.

In this area, as you walk up to the trunk, you will hear a weird noise. Be prepared for the 'boss' ape is inside this trunk! When you are ready, walk down onto the bridge past the trunk to fight it.

After defeating it, just walk south to get out of the forest. Go Northeast to the village of Xian.

Xian

Inn: 40 Coins

Item Shop: Herb, Antidote, Elixir, Sacred Feather

Armor Shop: Adept's Clothes, Silk Robe, Iron Shield, Armllet, Bronze Helm,
Wooden Cap, Silver Circlet
China Dress (rarity)

Weapon Shop: Broad Sword, Battle Rapier, Broad Axe, Battle Mace

Walk around talking to everyone and getting hidden items. (If you look into the ovens, the food description in this village is so good it made me very hungry... this place has the best food in my opinion)

To get the Mercury Djinni on top of the ledge, refer to the 'Djinn' section.

In the Mulberry Orchard: 1 Lucky Medal in the jar at top left corner

Inside a small house northeast of Inn: 1 Elixir in the jar at top left corner

Inside the house beside the waterfall: 1 Sleep Bomb in the jar by the bed

Inside the Kung Fu School: 1 Antidote in the barrel by the jumping girl

Visit the Kung Fu School, and talk to the boy on the top right corner. He says he'll let you meet Master Feh if you make the tree fall from the white line by using Chi. Go stand on the white line, face the tree, and use 'Force' to make it fall. Everyone will be surprised, and Master Feh and his daughter will come out and talk about Hsu and Feizhi's foreseeing ability. Feizhi will leave, then Master Feh will notice the fallen tree. He'll ask you to use your 'Chi' again, and then will explain you the difference between Chi and Ki, and what you used is 'Ki' not 'Chi' (difference between mind and body). Talk to everyone again to learn about Lama Temple and Hsu, and go out of the school to the village entrance to see Feizhi. Talk to her, and leave the village. Before heading west as Feizhi said, head straight north until you get to a small island across a bridge. You'll encounter a Mars Djinni there like a monster battle while walking around there.

After getting the Djinni, go back down and head west as planned until you reach the Alpine Crossing.

Alpine Crossing

As you enter, Feizhi will appear and scream about the boulders blocking the Silk Road saying her vision came true. Talk to her, then continue your way. First, freeze the water puddle near Feizhi, then grow the sprout a little north from there, go up, down the slide, cross to the other side using the ice pillar, and get a Power Bread from the chest. Cross back and go down the slide, and head north to Altin Mines.

Altin (flood)

Inn: 48 Coins

It seems that Altin truly has been flooded as Feizhi said before... but a VERY bad flood. All the houses except for an Inn and a Sanctum are completely submerged in water. Before going further, move the statue near the entrance and go inside the cave to get a Psy Crystal from the treasure chest. Talk to everyone to find out what happened, and go up to the water spewing monster. It'll flee, so follow it into the mines.

Altin Peak

When you first enter and go up, the monster will run away from you again. It casts 'Frost' on the water puddle (clever monster) and go across the ledge. Follow it, and it will run again when you get close to it. It will go down and start spewing more water. Now when you walk up to it and 'talk' to it, it'll fight you.

After you defeat Living Statue, the water will drain from the pool. Go down and freeze the puddle, walk across and go out the cave to see some water has drained in the village as well.

Altin (dry lvl1)

Item Shop: Herb, Nut, Antidote, Elixir, Sacred Feather

The Item Shop is open now and there's a house you can go in too.

Inside the house south of item shop: 1 Nut in the barrel near the entrance
Now that you learned that the water drains as you defeat each monster, go into the newly opened mine entrance on the same level as item shop to fight more.

Altin Peak Pt.2

In this mine, remember this: Follow the yellow brick road... I mean, Follow the mine rails. Ignore the entrance to the north for now and keep following the rail to the next area. Keep following the rail until you get to a room with a pool, a monster, and a mine cart. This is what you should do. Follow the left side and go up, and when you see a switch with a red arrow pointing left, flip the switch so the arrow now points to the right. Hop onto the mine cart on the left to get to where the monster is. Fight it.

After the fight, more water will drain. Ride the cart back, and go down the ladder into a room. There is a treasure chest but it's blocked by a big boulder. You can't move it with your Psynergy. Hmm... I wonder... Keep that in

mind and go out for now. More water has drained in the village, and now the Armor Shop are open. You might want to get better armor before going further.

Altin (dry lvl2)

Armor Shop: Chain Mail, Adept's Clothes, Silk Robe, Iron Shield, Gauntlets, Armllet, Iron Helm, Silver Circlet

People will say that the monsters look similar to the Guardian statues. Could it have turned into the monster? (hint hint: the monster's name was 'Living Statue.' What made things turn evil? Psynergy Stones!) Now, go back into the mine to do more plumbing.

Altin Peak Pt.2 again

Remember the entrance you ignored before? Now go in there. The pool that used to be there is now drained. Go down the ladder and into the next area. Go left and down when you get to the intersections, and you'll see a switch similar to the one before. Flip it so the arrow points left. Go to the right side of the room and ride the cart all the way, and enter to the next area. Go to northwest corner to get to a treasure chest... which is a Mimic!

Name HP Item/Ability Exp Coins Reward

Mimic

After the fight, go down to the next area. Go left and freeze the puddle, and go across to the next area. You'll see another monster in this room across the pool. Go down the ladder, go up on the first intersection and freeze the puddle, go up the ladder to the left and across, and ride the cart to get to the treasure chest to get a Dragon Shield. Ride the cart back, go down, go up the ladder on the far left side and go north, and flip the switch so the arrow points to the right. Go back and ride the cart again, this time to get to the side where the monster is. Go down the ladder and fight it.

After the fight, go out to the village again. Now it looks all dry and all the rest of the shops and houses are accessible. Get some new weapons now perhaps?

Altin

Weapon Shop: Claymore, Battle Rapier, Broad Axe, Battle Mace
Psynergy Rod (rarity)

The village is dry, and the bottom mine entrance is open as well. Talk to people and get some other hidden items in the houses. And in the house in front of the mine entrance, you get kissed by a little girl! ;p

Inside the Weapon Shop: 9 coins in the barrirel at lower left corner
Now is time to go into the bottom mine.

Altin Peak Pt.3

At the intersection, there is another one of that big boulder(!), and an arrow pointing left. There is nothing on the left so never mind that, and follow the rail to the next area. Keep following it and the rail will end. Now go all the

way down to get a Lucky Medal from the chest, then all the way to the right and up to the next area.

If you go up a bit, you'll see a Mercury Djinni! Go to the right side and move the stump to the left, then freeze the puddle. Go up the ladder and flip the switch. Go across the ice pillar and stump, and ride the cart. It'll first take you to the right side. Ride the same cart back, and now you'll be taken to where the Djinni is. You'll have to fight it.

After defeating the Djinni, ride the cart back to top right, and walk left. Freeze the puddle, walk further left and freeze another puddle. Walk all the way back to the right and go up the ladder, go across the ice pillars and go out to the next area. Follow the path to the bottom to the next area. Here, go up through the stony path to get to a sign and a stump. The sign will say:

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

When you're told 'do not', you know you have to do it ;) Face the stump, and strike it with 'Force'. A HUGE Boulder will fall down (don't worry you will run automatically and not get crushed) and make a big hole on the ground. Go down via left side, and down into the hole using the rail as a ladder. You'll get to a ruin-like place and a huge monster on top of the room. Fight it.

After you defeat it, a treasure chest will be revealed behind the statue. Open it to get a 'Lift Gem'. Equip it, and now you can lift those boulders that's blocking some of the paths. First, go back out to the village to see the village is finally back to normal.

Altin

Talk to everyone, sleep at the inn, and maybe update your weapon/armor if you didn't have enough money last time since it'll be a while til you get to a new village. Before you leave the village, remember the room in the second mine with a treasure chest blocked by a boulder? Go back in there (refer to the earlier part of walkthrough for the directions). Stand in front of the boulder and use 'Lift' to lift it up, and walk under it to get a Cookie. Go back out and back into the bottom mine.

Altin Peak Pt.3 final

First, lift up the boulder behind the red arrow near the entrance to continue on. At the intersection, go to the leftmost side and move the stump, and go in to get a Vial from the chest. Go back out, go through the middle passage, lift the boulder and follow the path to get out of the mine. Go to the temple with waterfalls now.

Lama Temple

Talk to everyone, and go inside the temple. Master Hama is a woman! She'll tell you that she has been waiting for you, and that Ivan is a Jupiter Adept (as if we didn't know already... except for Ivan himself) and has ability to foresee things, and that she will pass an ability called 'Reveal' to Ivan since they will need it to cross the Lamakan desert. Then Feizhi comes in and tells Hama that Hsu is in danger, and Hama will teach Ivan Reveal (just like that) and go out. Before going out, check the jar on top left to get 6 coins. When you go out of the temple, go across the creek to the right side, and if you read the writing on the cliff, it says:

"He who has the power to see that which cannot be seen shall see the truth...

So reads the writing on the wall."

This is your first chance to use Reveal. Use it, and you will see a treasure chest where the rock used to be. Open it to get a Water of Life. Now leave the temple and go to the road to the right.

Alpine Crossing

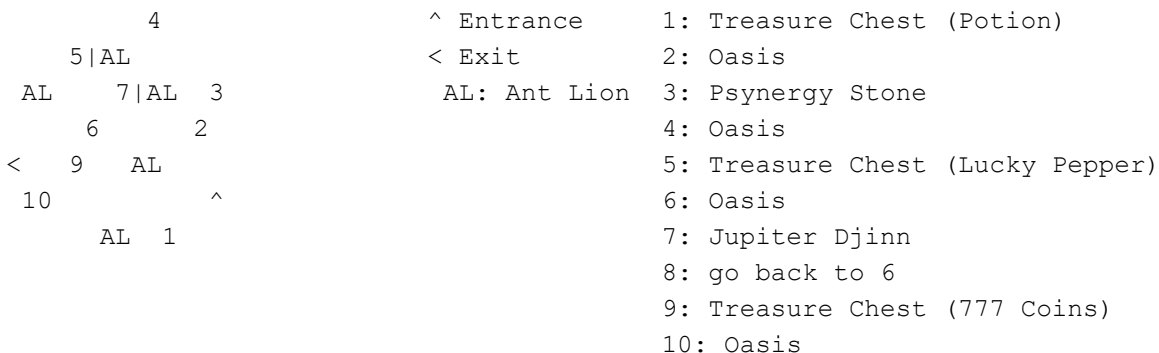
You'll see Master Hama and Feizhi on the other side, and Hsu stuck under a boulder. You cannot move the boulder from where you are, but how to get to the other side? Do you see the dotted line on top? Use 'Reveal' there to reveal a secret passage, and go through it to get to the other side. Go behind Hsu and face the boulder, and lift it to free him. You'll end up back in Lama Temple. After the conversation, try going back to Xian to see the path now cleared and Hsu is in bed. Feizhi thanks you... but no reward (boo) Go back to Lama Temple and continue south to Lamakan Desert.

Lamakan Desert

When you are in shade, your temperature (the vertical bar on the left) stays the same, but when you step onto the sand, your temperature will go up. Look for the Oasis by using 'Reveal' at the stone circles, and jump into it. If the temperature goes too high, your party will lose some HP. Whenever you see a circle of stones, you must use 'Reveal.' Here is a description of what is where in Lamakan Desert.

The first stone circle you get to after following the sandy path from the entrance is your first oasis. Continue down and left. Go all the way left and there will be a Psynergy stone in the circle. Go straight up from there to get to another oasis. Go up following the path, and go straight up at the intersection to get to a circle where you can get a Vulcan Axe from a treasure chest. Do NOT go up after getting the axe, since there is nothing up, and you won't make it to the oasis before you get overheated. Go straight down to the previous oasis (you can barely make it). Go back up and this time go right at the intersection. There will be a Ant Lion in that circle. If you used Reveal too near the center, you'll get sucked into the sand trap and will have to fight the monster (That monster never disappears). Go up to get to another oasis, then move onto the next area.

This area is pretty large and has a lot of stone circles. Here is the chart:



It's best if you follow the numberings to get to the oasis before getting too hot. Remember you need to use 'Reveal' on every circle to see what is there. Upon entering, go down to get a Potion from a treasure chest (1), then go up to cool down at an oasis (2). Go up to replenish your PP with a Psynergy Stone (3), and go left and up (do not go directly up since it's a dead end) to the oasis (4). Go left and down and you'll see two circles attached together. The

right one is an Ant Lion and the left one is a treasure chest. Get the Lucky Pepper from the treasure chest and go down and right to cool down at another oasis (6). Go up and right to another two-in-one circles, where the right one is again an Ant Lion but the left one is a Jupiter Djinn (7)! You don't need to fight this one. Just go and catch it :) After that, go back to the previous oasis (6) and cool down. Go down and left to get 777 Coins from a treasure chest(10), and get to the last oasis (10), and go out to the next area.

Cross over the sandfalls and just follow the path until you get to a sandy area with a sandfall. Use 'Reveal' to see an opening behind the sandfall, and enter. Follow along the corridor to the next area.

Go down to the bottom floor and go all the way left to an oasis. Skip the circle right above the oasis since that's an Ant Lion, and go to the one above that to get a Mint from a treasure chest. Go back up to the second floor and go left to the sandy area with a sandfall. Use 'Reveal' to see a big monster blocking the passage out. Your character will get scared and back off, but there is no other way so just walk up to the monster and fight it.

After defeating it, enter the passage and walk out to the world map! Before going anywhere, cross the bridge on the northwest to the small island, and run around until you encounter a Venus Djinni.

After catching the Djinni, go to southwest and cross the bridge, and keep going west until you get to the town of Kalay.

Kalay

Inn: 60 Coins
Item Shop: Herb, Nut, Antidote, Elixir, Sacred Feather
Armor Shop: Chain Mail, Jerkin, Iron Shield, Gauntlets, Heavy Armlet,
Iron Helm, Mail Cap, Silver Circlet
Weapon Shop: Claymore, Battle Rapier, Great Axe, Battle Mace
Frost Wand (rarity)

Welcome to Kalay, home of Hammet. You will find out about a lot of things here. One of the first things you notice after talking to people here will be that the bridge to Vault has been fixed. Now you can revisit the places in the north to get what you missed or access new areas. But first, let's explore Kalay. Make sure you talk to the people inside the inn to trigger the next event.

Outside the Sanctum: 1 Vial in the jar beside the gravestone
Outside the Armor Shop: 1 Sleep Bomb in the jar north of shop
Inside the house east of Weapon Shop: 11 Coins in the jar beside the man
Inside the Inn: 1 Elixir in the jar beside the stairs on the lower floor
Inside the house north of Inn: 1 Smoke Bomb in the oven
Jump to the right from the upper floor of the above house through the crack, and move the statue there to get inside the Kalay Tunnel. Move the statue all the way to the left to block the water to drain the pool, and catch the Mars Djinni. There is nothing else you can do at the moment, so go back out and go north to Hammet's palace.

When you get to Hammet's palace, you will get to a scene with the guards and Lady Layana upon Ivan's returning. In that scene, learn that Hammet is still imprisoned in Lunpa, and also that Hammet knew of Ivan's destiny and that he will have to find the 'object he needs on his journey' with the Shaman's Rod. With that in mind, leave the room and explore the palace.

Inside the room on the west: 1 Water Jacket in the treasure chest

Inside the room on the east: 1 Nut in the barrel by the fireplace
Once you are done with all that, you can leave the town. You will see a little scene of the travellers leaving the village towards Tolbi. You may follow them to Tolbi, or you may go back north to get some extra stuff.

Revisiting Pt.1

Remember the Venus Djinni you saw in Vault but couldn't reach? Now you can get to it. First, go to the town of Vault.

Vault

You will notice that the responses from the people have changed. It seems that the thieves you caught before had escaped. They give a little hint that they are interested in Colosso but hmm... we'll see. Now, go to the graveyard where the dog was. If you read its mind, it'll tell you that you can reveal a passage. MAKE SURE that you have rang the bell before to make the Venus Djinni move up the cliff first! Or you'll be sorry after you go through the cave. Use 'Reveal' as it says, and you'll see a hidden passage in the middle of graveyard.

Vault Cave

As you enter it, go to the right to fight a Mimic.

And go to the left and follow the path up to the next area. Go down the stairs on the right. Move the fire pillar to the platform with fire picture to open the locked door. Use 'Whirlwind' to remove the ivy to get into the room where you can get a Vambrace from a treasure chest. Go down the ladder, and freeze 5 puddles on the left (the one on the far right isn't really useful) and cross to the next area. Go down the ladder and up to the other side of the room, and go down to the next room. Go up the stairs and flip the switch to drain the water from the pool. Go back down, and continue down. Keep following the path until you get to the room with fire pillars and water dripping from above.

This puzzle is pretty tricky, since you have to time your movement so your fire doesn't get put out by the water. You can go out of the room and come back in if your fire goes out. First, move the pillar without fire out of the way. Best spot to put it is on the right side of the upper dotted square. Move the fire pillar up one square. Now stand on the left of the pillar, and move the pillar all the way to the right immediately after the water hits the right side of the pillar. When you have successfully moved it without the fire going off, move the pillar around the lower dotted square so it is now on the left side of the square. This time, stand on the right side of the pillar and move it all the way to the left right after the water hits the left side like last time. Move the pillar around so it is now on top of the upper dotted square.

(You may move the no-fire pillar away to see the water drop better)

Time the water drop again, and move the fire pillar to the right. After that, just push it up to the tile to open the door. Whew, finally done with it.

Now go out of that room, and you will get to a room you've been before, this time filled with drained water from the pool before. Go to the left and up the stairs. Go down to the next room, and you'll get to the room with drained pool. Go down the ladder and go through the door. Jump up to cross the gap, go up the ladder, and up the stairs. Exit the cave and go up the stairs to finally meet the long waited Venus Djinni! With that done, leave the village. If you wish to have a free healing potion, you can also visit Mercury Lighthouse to get some Herme's Water for yourself, if you don't mind detour. Now, go back to Kalay and go to the dock that is west of the town to finally move onto Tolbi.

Kalay Dock

To Be Continued...

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5. Djinn
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What makes Golden Sun really fun and special is the Djinn system. Djinn (Djinni in singular) are little elemental spirits that helps you up your stats, change classes and spells available according to number and combinations, and of course, summon. There are 4 kinds of elemental - Earth, Fire, Wind and Water - and 7 of each, which makes it 28 Djinn in total in game. See if you can catch 'em all! (sounds familiar?)

I. Djinn Tutorial by Flint (revised by NaYa)

- After bringing a Djinni into your party, you must set it to somebody.
- To give your Djinni to someone else, select Djinni and select 'Give' command on the person you wish to set it to.
- After choosing who will take the Djinni, you can set it by selecting the Djinni and selecting 'Set' command.
- Setting a Djinni changes your attributes and maybe even your class. When your class changes, the Psynergy you can use may also change.
- Each Djinni has different powers. Once we are set, you can unleash us to use our powers.
- Select the 'Djinn' command to unleash me in battle, select the Djinni you want and choose the monster you wish to unleash to.
- After being unleashed, we Djinn will then stand by to be summoned... If you have standby Djinn, you can summon even greater powers! Select the 'Summon' command, then the Summon you want on the Monster you wish to summon upon.
- After a Djinni has been used to summon, it must spend time in recovery. And after we recover, we will set ourselves again and be ready to attack. So, we go from set to standby to recovery, then back to set.
- If you want to learn more about Djinni, refer to the Help (Press Select on the Djinn screen)
- Please, use us Djinn wisely! :)

II. Djinn List in Order

You can view this from your stat screen as well. If you have a missing spot, that means you missed that Djinn.

Venus	Mercury	Mars	Jupiter
Flint	Fizz	Forge	Gust
Granite	Sleet	Fever	Breeze
Quartz	Mist	Corona	Zephyr
Vine	Spritz	Scorch	Smog
Sap	Hail	Ember	Kite
Ground	Tonic	Flash	Squall
Bane	Dew	Torch	Luff

III. Effects of Unleashing and Instructions on How/Where to Get Them

Can't find a Djinn? You see a Djinn but don't know how to get them? Here are instructions for getting each Djinn.

Venus (Earth)

Flint - Strike a blow that can cleave stone.

Found right outside Vale on the World Map.

This is the first Djinni you get in the journey, so it gives a little tutorial on the Djinn System.

Granite - Create a mighty earthen barrier.

Found inside the fences of a house in Kolima village. Enter through a secret door from behind that house.

Quartz - Revive a downed ally.

Found in Mogall Forest. If you kept following the monkeys, you can't miss it.

Vine - Tangle foes to drop Agility.

Encountered on the world map like a Monster Battle

In an area Northwest of Lamakan desert (after crossing it)

Sap - Attack a foe and steal HP.

Found in Vault village. This one is a little tricky... first, go inside the Vault Inn and take a bone. Go to Northeast corner of the village and ring the bell, and you'll notice a Djinni jump over to a cave exit. Go to the graveyard and give the dog a bone, and when the dog moves to the back, use 'Reveal' to see the entrance in the middle of the graveyard. Walk through the passage to get to the Djinni above.

Ground - Use gravity to hold a foe.

Found in Kalay dock over the blocked road. To reach there, take the ship to Tolbi and walk back to Kalay dock using the road North of Karagol Sea.

Bane - Attack with nature's venom.

Found on 6th floor of Crossbone Isle. Keep chasing the Djinni in the room until it circles around one area trying to avoid you. Use Halt to make Djinni stop.

Mercury (Water)

Fizz - Restore HP with calming water.

Automatically gained when Mia joins.

Sleet - Drench a foe to drop its Attack.

Found behind one of the waterfalls in Mercury Lighthouse.

Mist - Lull a foe into deep sleep.

Found in Xian village. Stand in front of the Item Shop door, and when the water girl walks up to a space before the door (which will be right in front of you) talk to her to make her drop the water. Cast Freeze on it, and use the new ice pillar to jump over to the ledge where the Djinni is.

Spritz - Restore parth HP with soothing mist.

Found in Altin mines.

Hail - Freeze a foe to drop its Defense.

Encountered on the world map like a Monster Battle

Far west of Tolbi across two bridges.

- Tonic - Heal all party ailments.
Found in Lunpa Fortress. After beating the monster, send Hammet back home and go back to Donpa's room. He'll let you take the Djinni as a token of gratitude.
- Dew - Revive a downed ally.
Found in Suhalla Gate. In the third area, go down the third slide on the cliff.
- Mars (Fire)
- Forge - Boost party attack with flame's fury. (have to fight)
Found in Goma cave. When you see the Djinni, move the stump nearby to the very top until it clicks and settles to one spot. Go down and jump across the water, and go down the stairways to the next room. Go left and jump over to the other side, then go up the stairways to get to the previous room. Go up and move the stump to the right, jump over twice and move the same stump back to get to the treasure chest for a Lucky Medal. Jump back and push the big stump off to the pit, and go back to the previous room to see a new stepping stump. Jump across to the right and up the stairs to get to the Djinni.
- Fever - Wrap a foe in feverish delusion.
Found in Lmil village. Drop the Snowman onto the frozen river, go to the left side of the river and walk (slide) out from the upper opening on the left side. Move up, left, up, left, up, right, up, left, up, right, up to get inside the frozen waterfall.
- Corona - Boost party defense with a heat aura.
Encountered on the world map like a Monster Battle
On a small island area across a bridge North of Xian.
- Scorch - Stun a foe with a blast attack.
Found in Kalay village. Jump over to the east side ledge from a house with broken wall, move the statue and go inside the cave. Move the statue inside to block the water coming out to drain the pool.
- Ember - Restore party PP with passion's flames.
Found in Tolbi village. Upon entering the village, turn right immediately and walk by the cliff. Grow the sprout and go up, and freeze the water puddle. Go back down and walk into the village, all the way up to the Inn and jump over to the other side using the ice pillar you just formed.
- Flash - Block damage to party with a firewall.
Found in Suhalla Desert. When you see the pink tornado in third area, go to the left edge and cast 'Reveal.' Follow the footprint and jump over the log to get to the Djinni.
- Torch - Penetrate defense with a melting blast.
Found in Lalivero village. Go inside the Weapon/Armor shop, go up the ladder and jump to the wall. run across to the west end of the wall and jump to the house where the Djinni is.
- Jupiter (Wind)
- Gust - Attack with mighty wind gusts.
Found in Bilbin village. Go upstairs where the Sanctum is, run down and across the fence to the west side and cast 'Whirlwind' on the bush to open up the cave entrance. Move the statue to South using

the 'Move' Psynergy and jump across to where the Djinni is.

- Breeze - Boost party Resistance.
Found on the top branch end of Tret tree. (accessible from the 4th floor of Tret)
- Zephyr - Boost party Agility with swift wind.
Found inside the waterfall cave of Fuchin Temple. In the room with the Djinni, ride the log to down, then ride the vertical one to left. Ride back on the horizontal one up, and jump left to the stepping stump and onto the vertical log. Ride to the right side to get to the Djinni.
- Smog - Veil a foe's vision in smoke.
Found in Lamakan Desert. In second area, use 'Reveal'
- Kite - Attack twice next round.
Inside Vale cave, acquire the Halt gem first, equip it, and chase down the Djinni until it is just one space from you. Face it and cast Halt to stop it.
- Squall - Paralyze a foe with a storm.
Found in the second area of Altania cave Southeast corner.
- Luff - Seal a foe's Psynergy.
Found inside Babi Tower. Go down the left entrance to the underground passage just outside Babi Tower entrance and move the pillar one space. Go out, move the pillar on the right side and go down the passage, and move the other pillar. Jump across and go out the exit. Go up using the sprout and go down the slide, and inside the tower go down the slide again to drop onto where the Djinni is.

IV. Summon

When the Djinn are on standby, they can be summoned. The more Djinn you summon at once, the more powerful they are.

When the Djinn have been summoned, it will recover within 2 turns (or couple of seconds while walking) and set themselves back to the character they were originally set on automatically one by one. This helps to raise back the stats during the battle, and changes the classes accordingly as well.

1 Djinni	Venus	Mercury	Mars	Jupiter
2 Djinn	Ramses	Nereid	Kirin	Atlanta
3 Djinn	Cybele	Neptune	Tiamat	Procne
4 Djinn	Judgment	Boreas	Meteor	Thor

V. Combination - Classes and Spells

Depending on how you set the Djinn on your character, your class, stat and even available spells (psynergy) are determined. Here is a list to help you choose what character you want to set. The more spirits you set on a character, higher the stats are.

* When the character has equal number of Djinn on him/herself, the class is determined according to the Djinn dominance.

For example, on Isaac's elemental field, Mercury is dominant over Jupiter and Jupiter dominant over Mars, so when equal number of each of these elemental Djinn is set on him, his class will be the same as only setting

Mercury since it is the most dominant over all and cancels out others.
 (Of course there are few exceptions and it rather creates new class)

The Psynergy column lists all the possible spells when they are at level 99.
 For the details on each psynergy, refer to the Psynergy section. Since there
 isn't any new Class formed with 3 or 4 element combos due to that dominance
 factor, I will only list 2-element combos here.

V = Venus, Mc = Mercury, M = Mars, J = Jupiter

Isaac
 Fixed Psynergy - Move & Retreat
 Elemental Dominance - Mc > J > M

Class	V	Mc	M	J	Psynergy
Squire	0-1				Cure, Cure Well, Potent Cure, Ragnarok, Quake, Earthquake, Quake Sphere, Spire, Clay Spire, Stone Spire
Knight	2-3				(Same as Squire)
Gallant	4-5				above + Gaia, Mother Gaia, Grand Gaia, Revive
Lord	6-7				(Same as Gallant)
Swordsman	any	1			Cutting Edge, Thorn, Briar, Nettle, Revive, Cure Poison, Restore, Break
Defender	any	2-3			above + Ply, Ply Well, Pure Ply, Avoid
Cavalier	any	4-5		any	above + Wish, Wish Well, Pure Wish
Guardian	1	6	1-2		(Same as Cavalier)
Dragoon		3-4	3		above + Blast, Mad Blast, Fiery Blast
Shaman(i)		6-7			Froth, Froth Sphere, Froth Spiral, Growth, Mad Growth, Wild Growth, Cure, Cure Well, Potent Cure, Revive, Wish, Wish Well, Pure Wish, Cure Poison, Restore, Break
Brute	any		1		Planet Diver, Growth, Mad Growth, Wild Growth, Blast, Nova, Supernova, Haunt, Curse, Condemn
Ruffian	any		2-3		(Same as Brute)
Savage	any	any	4		above + Spire, Clay Spire, Stone Spire, Revive, Impair, Debilitate
Barbarian	any		5-7		(Same as Savage)
Berserker	1	any	5-6	any	
Samurai			4	3	Dragon Cloud, Demon Night, Helm Splitter, Quick Strike, Rockfall, Rockslide, Avalanche, Lava Shower, Molten Bath, Magma Storm, Demon Spear, Angel Spear, Guardian, Protector, Magic Shell, Magic Shield
Ninja			3	3-4	Death Plunge, Shuriken, Annihilation, Punji, Punji Trap, Punji Strike, Fire Bomb, Cluster Bomb, Carpet Bomb, Gale, Typhoon, Hurricane, Thunderclap, Thunderbolt,

Thunderstorm, Mist

Apprentice	any		1	Astral Blast, Gaia, Mother Gaia, Grand Gaia, Weaken, Enfeeble, Delude, Sleep, Haunt, Curse, Drain, Psy Drain
Illusionist	any		2-3	(Same as Apprentice)
Enchanter	any	any	4-5	above + Impact, High Impact, Ward, Resist
			1-2	4-5
Conjurer	1		6	(Same as Enchanter)
Shaman(ii)			6-7	Bolt, Flash Bolt, Blue Bolt, Growth,
	any	any	6	Mad Growth, Wild Growth, Cure, Cure Well, Point Cure, Revive, Ward, Resist, Bind, Drain, Psy Drain

Garet

Fixed Psynergy - Move

Elemental Dominance - J > Mc > V

Class	V	Mc	M	J	Psynergy

Guard			0-1		Heat Wave, Flare, Flare Wall, Flare Storm, Fire, Fireball, Inferno, Volcano, Eruption, Pyroclasm
Soldier			2-3		(Same as Guard)
Warrior			4-5		Guard, Protect, Impair, Debilitate
Champion			6-7		(Same as Warrior)

Brute	1		any		(Refer to Isaac's List)
Ruffian	2-3		any		"
Savage	4	any	any		"
	4			1-2	
Barbarian	5-7				"
	5		any		
	5-6	any		any	
Berserker	6		1		"
Dragoon	3	3-4			"
Samurai	4			3	"
Ninja	3			3-4	"
Swordsman		1	any		Cutting Edge, Blast, Mad Blast, Fiery Blast, Cure Poison, Restore, Guard, Protect, Break
Defender		2-3	any		above + Ply, Ply Well, Pure Ply, Avoid
Cavalier		4-5	any	any	above + Wish, Wish Well, Pure Wish
	1-2	4-5			
Luminier		6	1		(Same as Cavalier)
Ascetic(i)		6-7			Douse, Drench, Deluge, Prism, Hail Prism,
	any	6		any	Freeze Prism, Volcano, Eruption, Pyroclasm, Wish, Wish Well, Pure Wish, Cure Poison, Break
Page			any	1	Astral Blast, Volcano, Eruption, Pyroclasm, Ward, Resist, Weaken, Enfeeble, Delude, Sleep, Drain, Psy Drain
Illusionist			any	2-3	(Same as Page)
Enchanter		any	any	4-5	above + Impact, High Impact, Guard, Protect
	1-2			4-5	
Conjurer			1	6	(Same as Enchanter)

					Shine Plasma, Spark Plasma, Bind, Drain, Psy Drain
Wanderer		2-3	any		(Same as Pilgrim)
Ascetic	any	4-5	any		above + Volcano, Eruption, Pyroclasm, Ward, Resist
		1-2			
Fire Monk		6	1		(Same as Ascetic)
Enchanter(ii)		6-7			Astral Blast, Volcano, Eruption, Pyroclasm, Impact, High Impact, Guard, Protect, Ward, Resist, Weaken, Enfeeble, Delude, Sleep, Drain, Psy Drain
	any	any	6		

Mia

Fixed Psynergy - None

Elemental Dominance - V > M > J

Class	V	Mc	M	J	Psynergy
Water Seer		0-1			Ply, Ply Well, Pure Ply, Cure Poison, Restore, Frost, Tundra, Glacier, Ice, Ice Horn, Ice Missile, Break
Scribe		2-3			(Same as Water Seer)
Cleric		4-5			above + Wish, Wish Well, Pure Wish
Paragon		6-7			(Same as Cleric)
Seer	1				Froth, Froth Sphere, Froth Spiral, Growth, Mad Growth, Wild Growth, Cure, Cure Well, Potent Cure, Cure Poison, Restore, Break
Diviner	2-3	any			(Same as Seer)
Shaman	4-5	any	any		above + Revive, Wish, Wish Well, Pure Wish
		4-5		1-2	
Druid	6	1			(Same as Shaman)
Cavalier(i)	6-7				Cutting Edge, Thorn, Briar, Nettle, Ply, Ply Well, Pure Ply, Wish, Wish Well, Pure Wish, Revive, Cure Poison, Restore, Break, Avoid
	6		any	any	
Pilgrim		any	1		Douse, Drench, Deluge, Prism, Hail Prism, Freeze Prism, Cure Poison, Restore, Break
Wanderer		any	2-3		(Same as Pilgrim)
Ascetic	any	any	4-5		above + Volcano, Eruption, Pyroclasm, Wish, Wish Well, Pure Wish
			4-5	1-2	
Water Monk		1	6		(Same as Ascetic)
Cavalier(ii)			6-7		Cutting Edge, Blast, Mad Blast, Fiery Blast, Ply, Ply Well, Pure Ply, Wish, Wish Well, Pure Wish, Cure Poison, Restore, Guard, Protect, Break, Avoid
Hermit		any		1	(Refer to Ivan's list)
Elder		any		2-3	"
Scholar		any	any	4	"
				4	
Savant				5-7	"
		any		5	
	any		any	5-6	
Sage		1		6	"
Medium		3-4		3	"

Pure Wish	20	Mc	all	Restore 400 HP to the whole party
Cure Poison	2	Mc	1	Cleanse the body of poison
Restore	3	Mc	1	Remove sleep, stun, and delusion
Break	5	Mc	all	Eliminate an enemy's bonuses
Avoid	5	Mc	1	Encounter fewer monsters
Frost	5	Mc	3	Attack with frigid blasts
Tundra	8	Mc	3	Attack with frigid blasts
Glacier	15	Mc	3	Attack with frigid blasts
Ice	5	Mc	1	Attack with spikes of ice
Ice Horn	11	Mc	3	Attack with spikes of ice
Ice Missile	23	Mc	3	Attack with spikes of ice
Froth	5	Mc	3	Attack with frothing bubbles
Froth Sphere	12	Mc	5	Attack with frenzied bubbles
Froth Spiral	31	Mc	7	Attack with a bubble vortex
Douse	5	Mc	3	Attack with a surge of water
Drench	10	Mc	3	Attack with a torrent of water
Deluge	20	Mc	5	Attack with a deadly flood
Prism	7	Mc	3	Attack with ice crystals
Hail Prism	16	Mc	5	Attack with ice crystals
Freeze Prism	31	Mc	5	Attack with ice crystals

Move	2	M	1	Move an object on the ground
Guard	3	M	1	Boost ally's Defense
Protect	5	M	all	Boost party's Defense
Guardian	3	M	1	Boost Defense with divine might
Protector	5	M	all	Boost Defense with divine might
Impair	4	M	1	Drop enemy's Defense
Debilitate	6	M	3	Drop enemy party's Defense
Heat Wave	6	M	1	Attack with fiery bolts
Flare	4	M	3	Attack with flaring flames
Flare Wall	7	M	3	Attack with searing flames
Flare Storm	12	M	3	Attack with incinerating flames
Fire	6	M	3	Attack with a scorching fireball
Fireball	12	M	5	Attack with a scorching fireball
Inferno	23	M	5	Attack with a scorching fireball
Volcano	6	M	1	Attack with volcanic might
Eruption	14	M	3	Attack with volcanic might
Pyroclasm	29	M	5	Attack with volcanic might
Planet Diver	7	M	1	Leap skyward and lunge onto a foe
Blast	7	M	3	Attack with a massive explosion
Nova	13	M	5	Attack with a massive explosion
Supernova	31	M	7	Attack with a massive explosion
Blast	5	M	3	Attack with an explosive blast
Mad Blast	9	M	3	Attack with an explosive blast
Fiery Blast	19	M	5	Attack with an explosive blast
Dragon Cloud	6	M	1	Strike an enemy with Dragon Cloud
Lava Shower	4	M	1	Attack with a volcano's might
Molten Bath	12	M	3	Attack with a volcano's might
Magma Storm	27	M	5	Attack with a volcano's might
Fire Bomb	5	M	3	Attack with a bomb blast
Cluster Bomb	11	M	5	Attack with a bomb blast
Carpet Bomb	29	M	7	Attack with a bomb blast

Mind Read	1	J	1	Read someone's mind
Reveal	1	J	1	Perceive hidden truths
Halt	2	J	1	Stop a moving object. Need Halt Gem
Impact	7	J	1	Boost ally's Attack
High Impact	12	J	all	Boost party's Attack
Ward	3	J	1	Boost Resistance
Resist	5	J	all	Boost party Resistance

Demon Spear	7	J	1	Boost Attack with a demonic blade
Angel Spear	12	J	all	Boost party Attack with a heavenly blade
Magic Shell	3	J	1	Boost Elemental Resistance
Magic Shield	5	J	all	Boost party Elemental Resistance
Dull	6	J	1	Drop enemy Attack
Blunt	11	J	3	Drop enemy Attack
Weaken	4	J	1	Drop enemy Resistance
Enfeeble	6	J	3	Drop enemy party's Resistance
Mist	4	J	3	Wrap a foe in a cloud of delusion
Delude	4	J	3	Wrap multiple foes in delusion
Sleep	5	J	3	Lull multiple foes to sleep
Bind	4	J	1	Block a foe's Psynergy
Drain	3	J	1	Drain enemy's HP into yourself
Psy Drain	0	J	1	Drain enemy's PP into yourself
Whirlwind	5	J	3	Attack with a swirling tornado
Tornado	14	J	5	Attack with a mighty tornado
Tempest	27	J	5	Attack with a fearsome windstorm
Ray	6	J	3	Attack with a magnetic storm
Storm Ray	10	J	3	Attack with a magnetic storm
Destruct Ray	21	J	3	Attack with a magnetic storm
Plasma	8	J	3	Attack with a barrage of bolts
Shine Plasma	18	J	5	Attack with a barrage of bolts
Spark Plasma	37	J	7	Attack with a barrage of bolts
Astral Blast	5	J	1	Attack with celestial force
Bolt	4	J	1	Attack with a lightning bolt
Flash Bolt	7	J	3	Attack with a lightning bolt
Blue Bolt	14	J	3	Attack with a lightning bolt
Slash	4	J	1	Attack with a blade of focused air
Wind Slash	9	J	3	Attack with a blade of focused air
Sonic Slash	20	J	5	Attack with a blade of focused air
Quick Strike	12	J	1	Blind an enemy with a rapid strike
Death Plunge	14	J	1	Plunge your weapon into a foe
Shuriken	8	J	3	Attack with huge throwing knife
Gale	3	J	3	Attack with the wind's might
Typhoon	12	J	5	Attack with the wind's might
Hurricane	25	J	5	Attack with the wind's might
Thunderclap	9	J	3	Attack with the storm's fury
Thunderbolt	19	J	5	Attack with the storm's fury
Thunderstorm	39	J	7	Attack with the storm's fury

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7. Item
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*Note

Price - Buying Price for the special items you gain is what the shopkeepers put after you sell it. BP = Buying Price, SP = Selling Price
The currency is 'Coins'

Detail - Atk: attack, Def: Defense, Agl: Agility, Res: Resist
V: Venus(Earth), Mc: Mercury(Water), M: Mars(Fire), J: Jupiter(Wind)

I. Consumable

Name	BP	SP	Details
Herb	10	7	Replenishes 50 HP
Nut	200	150	Replenishes 200 HP
Vial	500	375	Replenishes 500 HP
Potion		750	Replenishes all HP
Water of Life	3000	2250	Revives Downed characters
Psy Crystal	1500	1125	Replenishes all PP

Antidote	20	15	Cures Poison
Elixir	30	22	Cures Delusion, Stun, & Sleep
Mint	500	375	Boosts Agility
Hard Nut	500	375	Boosts Defense
Apple	500	375	Boosts Attack
Lucky Pepper	500	375	Boosts Luck
Power Bread	500	375	Boosts maximum HP
Cookie	500	375	Boosts maximum PP
Sacred Feather	70	52	Reduces monster encounters

II. Battle Use

Item	BP	SP	Details
Smoke Bomb	-	22	Obstructs enemies' sight
Sleep Bomb	-	45	Lulls enemies to sleep
Oil Drop	-	22	Causes damage with flames
Crystal Powder	-	45	Causes damage with ice

III. Armor

Item	BP	SP	Category	Details
Cotton Shirt	20	15	Clothing	Def 3
Travel Vest	50	37	Clothing	Def 7
Fur Coat	-	300	Clothing	Resists Water Def 16 Mc.Res 20
Adept's Clothes	850	637	Clothing	Boosts PP Def 18 Max PP +8
Elven Shirt	1700	1275	Clothing	Boosts Agility Def 22 Agl x1.5
Water Jacket	3000	2250	Clothing	Resists Water & Fire Def 30 Mc.Res 30 M.Res 20
Leather Armor	240	180	Armor	Def 12
Psynergy Armor	-	750	Armor	Boosts PP Def 21 Max PP +20
Chain Mail	2000	1500	Armor	Def 25
One-Piece Dress	25	18	Robe	Def 4
Travel Robe	200	150	Robe	Def 10
China Dress	1600	1200	Robe	Drops enemy's Attack when used Def 19
Silk Robe	1400	1050	Robe	Def 20
Jerkin	2400	1800	Robe	Def 26
Padded Gloves	10	7	Gloves	Def 2
Leather Gloves	220	165	Gloves	Def 10
Gauntlets	1600	1200	Gloves	Def 23
Vambrace	1800	1350	Gloves	Boosts Attack Atk 5 Def 27
Wooden Shield	40	30	Shield	Def 6
Bronze Shield	500	375	Shield	Def 14
Iron Shield	1200	900	Shield	Def 20
Leather Armlet	180	135	Bracelet	Def 7
Armlet	900	675	Bracelet	Def 17
Heavy Armlet	2000	1500	Bracelet	Def 25
Leather Cap	30	22	Hat	Def 3
Wooden Cap	400	300	Hat	Def 10
Mail Cap	2000	1500	Hat	Def 23
Open Helm	180	135	Helm	Def 9
Bronze Helm	600	450	Helm	Def 14
Iron Helm	1600	1200	Helm	Def 20
Circlet	120	90	Circlet	Def 6
Silver Circlet	1300	975	Circlet	Def 16

IV. Weapon

Item	BP	SP	Category	Details
Machete	-	-	Light Blade	Used for chores Atk 6
Short Sword	120	90	Light Blade	Atk 8
Bandit's Sword	700	525	Light Blade	Unleashes Rapid Smash Atk 12
Hunter's Sword	520	390	Light Blade	Atk 28
Elven Rapier	2200	1650	Light Blade	Unleashes Vorpall Slash Atk 44
Battle Rapier	2900	2175	Light Blade	Atk 58
Long Sword	200	150	Long Sword	Atk 14
Broad Sword	1000	750	Long Sword	Atk 40
Arctic Blade	2600	1950	Long Sword	Unleashes Blizzard Atk 55
Claymore	4000	3000	Long Sword	Atk 70
Battle Axe	280	210	Axe	Atk 24
Broad Axe	1400	1050	Axe	Atk 50
Vulcan Axe	4600	3450	Axe	Unleashes Barrage Atk 76
Great Axe	5200	3900	Axe	Atk 80
Wooden Stick	40	30	Staff	Atk 4
Shaman's Rod	-	-	Staff	Atk 10
Magic Rod	380	285	Staff	Unleashes Murk Atk 16
Witch's Wand	860	645	Staff	Unleashes Stun Voltage Atk 32
Blessed Ankh	1600	1200	Staff	Unleashes Psyphon Seal Atk 46
Psynergy Rod	3800	2850	Staff	Unleashes Psynergy Leech Atk 64
Frost Wand	5400	4050	Staff	Unleashes Frost Bite Atk 76
Mace	80	60	Mace	Atk 6
Heavy Mace	500	375	Mace	Atk 26
Battle Mace	2600	1950	Mace	Atk 56

V. Accessories

Item	BP	SP	Category	Details
Healing Ring	800	600	Ring	Use to restore 70 HP
Unicorn Ring	1100	825	Ring	Use to remove poison

VI. Psynergy Bonus

Item	Psynergy	Where to get it
Catch Beads	Catch	Before Isaac leaves Vale, one of the villagers gives this to him saying it's from his mother.
Orb of Force	Force	In Fuchin Temple. Refer to the walkthrough.
Douse Drop	Douse	Makes it rain. More useful later in the game.
Frost Jewel	Frost	Freeze water drops to turn it into a pillar of ice.
Lifting Gem	Lift	Inside Altin Mines after beating the boss.
Halt Gem	Halt	Inside Vale Cave. You can access after you get Lift.
Cloak Ball	Cloak	"Borrow" from Babi after completing the Colosso.
Carry Stone	Carry	Inside Venus Lighthouse through the hidden passage.

VII. Miscellaneous

You cannot sell most of the following, but if you can, Do NOT sell them! They are very useful in their own way. But I'll list the Selling Price for info.

Item	SP	Details
Game Ticket	37	Special ticket from Tolbi. Used to play the slot machine
Small Jewel		A beautiful eye-shaped jewel. Put this on minatour relief
Mythril Bag		A fine bag made of mythril (required to obtain the stars)
Venus Star		Earth Elemental - requires Mythril Bag
Mercury Star		Water Elemental
Jupiter Star		Wind Elemental
Mars Star		Fire Elemental
Bone		A bone from the girl at the inn
Lucky Medal		A special medal from Tolbi. Used in the Tolbi fountain to get prizes
Empty Bottle	750	Extracts water from a magic spring
Hermes' Water		Replenishes Full HP (used to cure Tret)
Dragon's Eye		A shining red jewel with flames inside
Cell Key		The key to the cells in Lunpa Fortress

8. Monsters

Sct = Section

1 = from the Vale up to Goma Cave

2 = Bilbin & Kolima area

Name	Areas	HP	XP	Coin	Abilities
Vermin	Vale (Prologue) Sol Sanctum	20	2	2	-
Bat	Vale (Prologue) Sol Sanctum	17	1	1	-
Wild Mushroom	Vale (Prologue) Sol Sanctum	18	1	2	-
Slime	Sol Sanctum	22	2	2	-
Amaze	Sol Sanctum	28	3	3	Rumble
Bat (2)	World Map Sct 1-2 Goma Cave Kolima (Secret Cave)	30	2	3	Ultrasonic Waves
Vermin (2)	World Map Sct 1 Goma Cave	36	4	4	-
Amaze (2)	World Map Sct 1	39	5	6	Rumble
Zombie	World Map Sct 1 Goma Cave Kolima (Secret Cave)	56	7	8	-
Wild Mushroom (2)	World Map Sct 1 Goma Cave	34	3	3	Shooting Star
Slime (2)	World Map Sct 1 Goma Cave	32	4	4	Bone Chiller
Skeleton	Goma Cave World Map Sct 2 Kolima Forest	60	10	11	
Will Head	Fuchin Falls Cave Goma Cave World Map Sct 2 Kolima Forest	60	10	11	Bone Charge
Ghost	Goma Cave	54	9	10	Mystic Flame
	Goma Cave	56	9	9	Impair, Rumble, Herb x1

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9. Mini Games and More

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I. Books

Reading the books on the bookshelf doesn't really trigger anything, but it helps you understand more about each villages and the story, and also hints to help your adventure.

Vale

"Legend of Mt. Aleph"

It says the mountain's name refers to the origin of all things...

"Being an Adept"

Hone your Psynergy. Do not use it for evil...

"Making a Great Village"

"The Laws of Vale"

describes Vale's customs. Get permission to leave the village. Never show Psynergy to outsiders...

"The Mighty Power of Nature"

The power beyond human understanding can be seen in volcanic eruptions and great floods...

"The Psynergy Stone"

Psynergy is replenished by touching a Psynergy Stone...

"Etiquette for Travellers"

It is rude not to introduce yourself to the town's mayor

"Journey to the Northern Continent of Angara"

"All About the Southern Continent of Gondowan"

Mt. Aleph is on the western edge of Angara.

a notebook belonging to Jenna's aunt

It contains sketches of Jenna's aunt and mother drew as children

"Encyclopedia of Alchemy"

All things are composed of four elements: earth, water, fire, and wind...

"The Fountain of Tolbi"

The fountain of Tolbi will test your luck...

"In Search of the Ancient Lemurians"

"Study of Alchemy"

To understand Alchemy, one must understand the Elemental Powers...

That's where the script ends.

Vault

"Gems of Angara"

It says nothing about the rock on the table (of course, it's psynergy stone)

"History of Vault, Vol 1."

The book says the name comes from being "cooped up in tiny place."

Bilbin - McCoy's Palace

"Sweetie's Gifts"

It's the list of gifts Lord McCoy has bought his wife. It's pretty long.

Kolima

"The Holy Tree of Kolima Forest"

Tret and Laurel are the spirits of the holy trees protecting Kolima forest.

"The Art of Logging"

One must study trees and train one's body well before logging.

"Dictionary of Trees and Flowers"

The book describes every species of tree and flower in Angara.

Altin

"Altin: The Mining Village"

Altin mines are famous for their beautiful gems, according to the book.

Kalay - Hammet's Palace

"Business and You"

Trust between two people is all-important for a successful business.

"The Good Host"

Attention to detail is key to good hospitality..."

II. Tolbi Fountain

The fountain gives out different items according to what color each turtle is, so I have listed the formula here. Can you see their movement and aim to hit the right turtles? Or are you really lucky?

Item	Turtles
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III. Slot Machine

You can get the Game Ticket from buying and selling weapon/armor, and use the tickets at the Slot Machine to get cool prizes. Here are the combinations and prizes you get.

Item	Combination
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10. Tips and Hints

- When you first choose your main character's name, press <Select> 3 times to be able to change other party members' name (Garet, Ivan, Mia), and AFTER naming Isaac and BEFORE naming last character, press <up down up down left right left right up right down left up Select> to change other in-game characters' name (Felix, Jenna, Sheba)
- Talk to anyone and everyone! That is no.1 rule of RPG. Certain people trigger events. And also use Mind Read on everyone for extra informations.
- You can use mind read not only on people, but also on trees and animals! (of course, you can't just talk to ANY tree... hint hint Kolima)
- When you see any kind of circle formation (such as circle of rocks in desert, tombstones in Vault, etc.) cast Reveal!
- 'Reveal' spell is very useful. When you see a lot of baskets and boxes, use it to see which one has goodies in it. You'll see the right one shining.
- Remember what psynergy to use on what. When you see a puddle of water, Frost should come to your mind right away.
- If you get killed by a boss more than twice, it means you're not strong enough. Go level up some more and come back.
- Try different combinations of Djinn - having pure element of your own gives you one of the best stats, but there always are special combinations and oh so many different spells to try out.
- Think about which Djinn to leave on which character. Even if you haven't set

the Djinn on the character before the battle, it will be set back once you summon them, resulting in change of class.

- When you can't move something or get through certain areas no matter what psynergy you use, leave and return later in thte game. You might need to learn new psynergy to get through.
- Missed a Djinn or critical item and can't go back? don't worry, you can return to any place (except for Sol Sanctum and the Ship) later in the game. It just... takes a while to walk around the world.
- Revisit some of the earlier places you've been to when you get new psynergy. You never know what you missed!
- Think you're lucky? Play those games in Tolbi and big win! Collect the Lucky medal and game tickets to exchange them for goodies.
- When you're in Colosso, observe each stage carefully and assign each of your friends well to help you the best with their psynergy. Adjust their psynergy enabling equipments accordingly.

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11. Bugs and Misinterpretations
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These things are minor, but I thought I'd list them anyways for those who might be wondering about these.

- The Djinn combination screen only shows up to 3 digits of your stats. For example, if your HP gets over 999 before setting all the Djinn, you will see something like 875 -> 046 when you set your next Djinni. Don't panic, It's only the display screen that ran out of room for the 4th digit... which I'd say is bad bad design -_- (freaked me out when I first saw that, but then I checked the stat screen and it was fine)
- The curative spells specify the HP on the description, but the amount is not always fixed. The higher your level is, the more you heal than the shown HP. Sometimes you heal less than supposed-HP as well.

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12. Credits
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This FAQ is copyright 2001 by Maria 'NaYa' Hwang (also known as SnowCrasher)
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NaYa (mhnaya@rogers.com)
Jiyu (darkpope@hotmail.com) for the Monster List and many other inputs
Ed for a numerous suggestions and tips
Nintendo official website <http://www.nintendo.co.jp>
Camelot official website <http://www.camelot.co.jp>
Special thanks to #RPG-Freaks and goldensunhq.com gang - This is for YOU!