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- Controls
- Game Basics
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- Classes

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\ 1. Story / [stry]
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~-----~
The town of Vale has guarded the four Elemental Stars for as long as its stood.
The Stars themselves had sat hidden within Sol Sanctum, untouched for many
years. This all changed with the appearance of two strange people calling
themselves Saturos and Menardi.
```

```
The first time these two showed up was during an eruption of Mt. Aleph, located
north of Vale. A boy named Issac was out with his friends, trying to help
people escape the inevitable damage to the town, when Saturos and Menardi
decided to fight him. Issac had no chance against the two, and soon fell
unconscious. As if this were not bad enough, Issac's friend Felix is washed
down a river and is taken for dead.
```

```
A few years later, repairs are still being done on the town. Kraden, a scholar
on the outskirts of town, asks Issac to stop by. Issac, his friend Garet, and
Jenna (Felix's sister) are on their way over, when they suddenly see Saturos
and Menardi again, plotting another invasion. There is no fight this time,
however. Issac and his friends tell Kraden about it, and they decide to head to
Mount Aleph and enter Sol Sanctum to see what they can do. This is where all
the trouble starts...
```

```
.=====
\ 2. Controls / [ctrl]
'====='
```

```
~-----~
D-Pad - Navigate menus, move character around
```

Start - Open Save screen

Select - Open Menu

A - Open menu, confirm, talk, check

B - Cancel, run

L - Shortcut for Psynergy, zoom out on the world map

R - Shortcut for Psynergy, display map on the world map

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.=====.  
\ 3. Game Basics / [gaba]  
'====='
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~-----~

A lot of Golden Sun is like a traditional RPG. You fight monsters out on the field and in the dungeons, you get money and items from defeating the monsters, and you can use the money to buy better equipment and items for your characters. Fighting is turn based, and villagers still let you enter their houses and steal anything you find.

But what would an RPG be without a few unique elements?

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Psynergy [psy1]  
=====
```

In Golden Sun, special people called "Adepts" can use the power of psynergy. Each character that can use it is affiliated with one of the four elements: Earth, Fire, Wind, and Water (or Venus, Mars, Jupiter, and Mercury respectively). This means that if a character is a Mars adept, he or she can use psynergy that is fire based. Like most other RPGs, you can use the type of psynergy to your advantage when fighting monsters affiliated with the opposite element.

Mars is the opposite of Mercury (Fire vs. Water)
Venus is the opposite of Jupiter (Earth vs. Wind)

Also, using psynergy on an enemy of the same element affiliation will result in less damage. All other types of combinations (for example, Earth vs. Fire) will result in normal damage.

There are two ways to gain psynergy in Golden Sun. The most straightforward way is to gain levels. The psynergy you learn will depend on what Class you character is, but I'll explain that in a sec. The other way to gain psynergy is to equip certain items. Usually, these items will be necessary in completing the game.

You'll be using a lot of psynergy in battle, but you'll be using it out of battle far more often. This is one of the more unique elements of Golden Sun. Usually, the psynergy you use out of battle can't be used in battle, and vice versa, but there are a few exceptions.

There are many uses for psynergy out of battle, and they mostly help you get to places otherwise impossible to reach. For example, there may be a stone pillar on the far side of a pit that you need to jump across, but there is no way of

physically moving it. You can use your Move psynergy to move it. In the case of Move, a giant hand will come out and shoot across the pit, grabbing on to the pillar. From here, you, as the player, have the decision of where to move it. Psynergy will be used throughout the game to solve puzzles and uncover secrets (even by reading the minds of villagers).

All psynergy used drains a character's PP (just like magic and MP). Check out the psynergy list for more information.

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Djinn

[djn1]

=====

Djinn are small creatures that got scattered all over the world after the eruption of Mt. Aleph. When you find one, they'll either join you immediately, or fight you first. They'll usually join you immediately if you solve a complex puzzle to get to them, and will usually attack you if they're out in the open. Later on in the game, you'll find that they attack no matter how hard it is to simply reach them.

Using Djinn wisely is the key to survival in Golden Sun. Unless you're at an absurdly high level, you're going to have to rely on the Djinn to pull you through each battle. After a Djinni joins you, you can set it to a character. This means that this specific character can use the Djinni during a battle. Each Djinni has its own special ability that it always uses, whether it's an attack Djinni, a healing Djinni, or a Djinni that changes the stats of the party or enemy. Each Djinni is also affiliated with a certain element.

Setting a Djinni to a character raises his or her stats. Having different combinations of Djinn equipped to a character can also change his or her class. A higher class means a huge boost in stats, and usually different psynergy. By unequipping Djinn and lowering the class of a character, you lose the boost in stats, and the psynergy, but it you can always get it all back by equipping the Djinn again. There's never any pressure about permanent loss.

In the early stages of the game, you'll want to play off the character's strengths. This means equipping Djinn to characters of the matching element. This causes their psynergy to become more powerful, rather than change to something else entirely. Later in the game, when enemies exploit the weaknesses of your characters, you'll want to mix the Djinn up between players a bit. This balances out your characters a lot more, and raises your chances of survival.

There's more you can do with Djinn in battle. As I said earlier, a character with a Djinni set to him or her can use it in battle, but this means that it will no longer be set to that character. Consequently, your stats will drop, and possibly your class. Some psynergy may also be lost. You can continue summoning Djinn, however, to build up for a very powerful attack. After you've used a Djinni in battle, you can summon him back in, which does even more damage to the enemy. The more Djinni of the same element used up in a battle, the stronger the summon will be.

For example, Issac, a Venus adept, uses a Venus Djinni in battle, and it is no longer set to him. He can now summon it back as just a Djinni and do some damage to the enemies. But if he uses another Venus Djinni, he can summon both back at the same time in the form of a giant Egyptian creature called Ramses, and do a lot more damage. Summoning multiple Djinn back into battle changes the appearance of the Djinn. The more you use, the cooler the summoned monster looks. Check the summon section for more details.

Summoning Djinn in battle causes them to become fatigued for a few rounds, but

once they're back on their feet, they'll automatically set themselves back to the character they were on before, letting you start the process over again.

TIPS

-You can set Djinn back onto a character manually in battle if you don't want to summon them and wait for them to recover.

-You can unequip all Djinn from a character before a battle, and start off the battle with a really strong summon.

-If a Djinni is set to a character, only he or she can use it. If a Djinni is ready to be summoned, it goes to a pool where any of the characters can summon it.

For more information, look at the summon section, the Djinn section, and the class section.

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Rare Items
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[ritm]

Just a little side tip that I thought I would mention: If you sell a rare item, you will be able to buy it back from any shopkeeper anywhere. This means that you'll always have access to any item in the game, and you don't have to worry about losing a weapon. There is always a way to get it back.

Items can be obtained from shops, chests, mini-games, and are sometimes dropped by monsters. Check the following lists for more information:

- Weapons
- Armor
- Equipment
- Items
- Enemies

And also check the section on how to get rare items from enemies.

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\ 4. FAQs /
'====='

[faqs]

~-----~

Q. How do I transfer my saved data from Golden Sun to Golden Sun: The Lost Age?

A. First beat the game, and save the clear data when it asks you to. Next, at the title screen, hold left and R and then press Start. Let go of the buttons after the menu has opened, and there should be an option called "Send". Select that option, and then choose your clear data. You can link up to Golden Sun: The Lost Age if you have a second Game Boy and a link cable. If you don't, you'll have to write down a password. Which password you use is up to you, but the best password is the Gold password, as it lets you bring the most stuff to the next game.

Q. Help! I completed the game, but I don't have all the Djinn or the Orb of Force!

A. If you still have a save file before defeating the last boss, try to go back and get the Djinn. If you don't have the Orb of Force, get someone

else's password.

Q. I can't get back to (town name).

A. By the end of the game, you'll be able to return to any town, so don't worry about it.

Q. How do I make the ship sail back to Kalay?

A. You can't. Take the Gondowan Cave back to Kalay (southeast of Tolbi).

Q. What do I do in (name of town)?

A. Chances are, if you talked to everyone, you'd know where to go next. If not, check the walkthrough for more info.

Q. I just completed (name of place). What do I do now?

A. Usually, the dirt path on the world map will lead you to your next destination.

Q. How do I get to Crossbone Isle?

A. One of two ways. The first chance you'll get to access it is when you are trying to select rowers for the ship to Tolbi. If you select a certain combination of rowers, the ship will veer far off course and run aground on Crossbone Isle. The combination is:

1. The arrogant guy in the green cape on the right side of the room. "Hey! You're not thinking of making me an oarsman, are you?"
2. The bald guy on the left side of the room. "What? Ohhhh, noooo... Are you going to make me row?"
3. The chef. "You... You must be joking. You want me to row?"
4. The old man in the bottom left. "Out of all these people, you're asking a frail old man like me to row?"

The other way to reach the Isle is to let the giant pink whirlwind in the Suhalla Desert to take you there. You can use this method as much as you like.

Q. Do I need to go to Crossbone Isle or sneak into Lunpa?

A. No. There are many places and items in the game that you never need to seek out, but it sure does help if you do. Sneaking into Lunpa ties a loose end in the plot, gets you a Djinni, and lets you access many items. Completing Crossbone Isle gets you some of the strongest items in the entire game.

Q. What's the "K-Sword" and how do I get it?

A. Commonly called the "K-Sword" for short, the Kikuichimonji is a weapon that can only be obtained by defeating a certain enemy at the end of the game. The chances that you'll receive the weapon after a battle is slim,

but there is a foolproof way of getting the sword by manipulating the Random Number Generator built into the game. I'll explain how to get the sword itself, but if you want more information, please check the specific FAQs at GameFAQs.

To start, you need to be in the first room of the Venus lighthouse (Psynergy Stone, an engraving of a tree, two staircases, and a door):

1. Make sure that all of your Djinn are equipped on their default characters.
2. Make sure Gareth's agility is above 150. If it isn't, give him someone else's Quick Boots. If that doesn't work, level up until he's ready. Also make sure that MIA GOES BEFORE GARET, or else it won't work. You may have to give both characters Quick Boots.
3. Save your game in this room (the three doors and the Psynergy Stone).
4. Reset.

Okay, now you're all set. Reload your game and walk around until you get into a battle. It should be with a Fenrir and an Ice Gargoyle.

For the first round (aiming the big arrows at the Fenrir):

Clay Spire with Issac

Flare Wall with Gareth

Cast Tornado with Ivan

Ice Horn with Mia

(NOTE: These psynergies are interchangeable with other spells that are similar. If you find that they are too weak or too strong, change the psynergy.)

For round two:

Defend with Issac

Unleash Torch with Gareth at the Fenrir

(the Fenrir should die after the attack; again, Gareth's agility should be above 150, or the Fenrir will attack before Gareth does, and you won't get the sword.)

Defend with Ivan

Cast Wish with Mia

For round three:

Unleash Bane with Issac to kill the Ice Gargoyle

Defend with everyone else

This should get you the Kikuichimonji, and a Potion to boot. This always works, I guarantee (that is, if you follow what I say EXACTLY).

Q. What is the best team with the best equipment?

A. Issac

Gaia Blade
Warrior's Helm
Mirrored Shield
Asura's Armor
Hyper Boots
War Ring

Garet

Muramasa
Thunder Crown
War Gloves
Demon Mail
Quick Boots
Cleric's Ring

Mythril Shirt

Running Shirt

Ivan

Mia

Kikuichimonji

Blessed Mace

Jeweled Crown

Mythril Circlet

Aura Gloves

Spirit Armlet

Storm Gear

Oracle's Robe

Hyper Boots

Quick Boots

War Ring

War Ring

Mythril Shirt

Mythril Shirt

There are some who would say that the Swift Sword is better for Ivan at higher levels, and there are some that would say that the Demon's Axe is better for Gareth when he's a different class. These were just my suggestions. Do whatever you see fit.

As for classes, one of the best combinations is the following:

Issac with one Venus Djinni and six Jupiter Djinni (Conjurer).

Garet with one Mars Djinni and six Venus Djinni (Berserker).

Ivan with one Jupiter Djinni and six Mercury Djinni (Sage).

Mia with one Mercury Djinni and six Mars Djinni (Water Monk).

Of course, you should arrange them so that they suit your playing style.

.=====.
\ 5. Walkthrough /
'====='

[wkth]

~-----~

A little trick before you start the game: When it asks you to name Issac, hit the select button a bunch of times until you hear a chime. Now you can name all your characters.

VALE - PROLOGUE

Enemies

| Bat |
| Vermin |
Wild Mushroom

As the game starts out, we find Issac being rushed downstairs by his mother. She uses psynergy almost right away as an example of its use during the game. As she's taking you downstairs, you're asked if you have everything you need. Regardless of what you say, you are rushed downstairs. Once there, your mother asks you to wait in the plaza to the south. If you try, a boulder falls down and blocks any further progress. An attempt to use the other staircase also proves futile, as another boulder falls and blocks your path.

If you head north, you'll find your friend Gareth trying to lug all of his belongings out of the town. Gareth decides to just leave his stuff and head off

with Issac to the plaza. Head to the north and cross the bridge to the left. At this point the boulder will start to fall, and the townsfolk will use their psynergy to hold it up. They can't last for long, but in reality, you have all the time in the world to do what you want. Head down the stairs to the south and enter the new area to the left.

Once you pass the guy lying on the ground and start to loop around to the east again, you'll be attacked by a Vermin. For now, all you can do is attack, so keep doing that until you win the battle. This goes for any other battles you might fight from here on out. Head right to enter the main part of town again.

Head south down the two staircases until you witness a disturbing scene. Jenna's sister Felix has been washed downstream by the torrent, and is hanging on for dear life. Your mother used the last of her psynergy getting your tunic for you (see what laziness gets you?), so you, Jenna, and Garet have to go look for other townsfolk with psynergy. Head south and then east into a new part of town.

Skip all the houses, as there are no people in them or valuables to loot. In the south part of town, you'll find the plaza. One of the men there uses the psynergy stone to refill his PP. Now head all the way back to save Felix.

Needless to say, things don't go well. Talk to everyone and then head back to the plaza. Two strangers appear, and they seem to be the ones responsible for the storm. Unfortunately, they notice Issac and Garet, and decide that they know too much. The battle that ensues is not fair in the least, and Issac and Garet soon fall unconscious.

VALE - THREE YEARS LATER

Items

```
-----  
| 15 Coins |  
| Antidote |  
| Elixir |  
| Herb |  
| Smoke Bomb |  
-----
```

Shop List

```
-----  
| Item Shop |  
| |  
| Herb.....10 Coins |  
| Antidote.....20 Coins |  
|-----|  
| Weapon Shop |  
| |  
| Long Sword.....200 Coins |  
| Short Sword.....120 Coins |  
| Mace.....80 Coins |  
| Wooden Stick.....40 Coins |  
|-----|  
| Armor Shop |  
| |  
| Cotton Shirt.....20 Coins |  
| Travel Vest.....50 Coins |
```

| One-Piece Dress.....25 Coins |
| Wooden Shield.....40 Coins |
| Padded Gloves.....10 Coins |
Leather Cap.....30 Coins

We learn that in the past three years, much of Vale is rebuilt, and the villagers are more accepting of the deaths of their friends and family. Issac and Garet have also been training their psynergy. Jenna reminds Issac and Garet that they should be at Kraden's house learning about psynergy.

Before you do that, you should explore the town and steal things from people's houses. You can start with the house right next to Issac's. A jar in here contains 6 COINS. Head south from here. You'll come across two more houses. The northernmost one has an ANTIDOTE in it. Felix's house across the river is still in ruins. Head east to the plaza. The northernmost house here has 3 COINS. The bottom right house in this cluster of four contains a SMOKE BOMB. Head south to reach the plaza itself. The house to the left of the Weapon and Armor shop has an HERB, and there is a barrel on the second floor of the Inn that contains 1 COIN.

While you're in the area, take the time to outfit your party. For Issac and Garet, get Travel Vests, Wooden Shields, and Leather Caps. Don't worry about equipping Jenna, as she'll be leaving you shortly. You should also take the time to free up inventory space by giving one character all the Herbs.

Okay, remember the area that you had your first battle with the Vermin? Head back there now (left of Issac's house). You have to enter the area from the north, because a group of puppies are... well, playing in front of the south entrance. As you enter, the two strangers who beat you up three years ago (Saturos and Menardi) appear again. This time, they let you go without a fight. As you talk to Kraden, he suggests a trip to Mt. Aleph to confirm that Saturos and Menardi were actually up there. Get the ELIXIR from the jar to the left of Kraden's house before you go. There are also 5 COINS in a jar in Kraden's house.

Head back to the east into the area with Issac's house. If you try to go north, and enter Mt. Aleph, a man there will stop you. After he's done reprimanding you, wait until he's behind the building and run for it.

SOL SANCTUM

Enemies

| Amaze |
| Bat |
| Vermin |
Wild Mushroom

Items

| Herb |
| Jupiter Star |
| Psynergy Stone |
| Mars Star |
| Mercury Star |

```
| Mythril Bag X4 |
| Small Jewel X2 |
| Venus Star    |
|-----|
```

You'll be facing a lot of enemies in Sol Sanctum, so make sure you have at least a few Herbs. Remember, you have psynergy now, so make good use of it.

After a few words from Kraden in the first room, head north to the next room.

Puzzle #1 - Stepping stones

```
|-----|
| # # 9 3 |
|      | 4-3-2 | |
| ## 88 | 2 |
|      8 5 | |
| # | | 11 |
|      7-66 1 |
| #      | |
| ## # # # 0 |
|-----|
```

Most of this room is submerged in water, so you'll have to use the stones sticking out to cross to the other side. Use the chart from 0-9 to find your way across.

Exit that room at the north end and follow the hallway all the way to another room with stepping stones.

Puzzle #2 - More stepping stones

There are three paths on the far side of the water. You'll want to visit all of them. Follow these three charts to reach each hallway.

```
|-----|
| # # 4 # |
|      | |
| ## 33 ## |
|      | | - This leads to a chest containing a SMALL JEWEL.
| # # 222 # |
|      | |
| ## 0-1 |
| # 0 # |
|-----|
```

```
|-----|
| # # 0 5 |
|      | |
| ## 11 44 |
|      | | - This leads to a minotaur head. Place the Small
| # # 222-3 | Jewel you just collected into the socket to open
|      | | the door.
| ## # # |
| # # # |
|-----|
```


Another maze, but not bad enough that you'll need a map. Head right and take the first path up. At the fork, go left for a chest with an HERB. Back at the fork, head right and take the first path up to enter the next area.

Puzzle #5 - Sun and moon

Before you attempt this puzzle, you should definitely give any items that Jenna has to Issac or Garet. In fact, unequip her entirely, and give those items to another party member to sell later. You should be particularly interested in keeping any Game Tickets you may have already gotten.

After exploring the two rooms, Kraden asks you to go upstairs while he stares at the wall. As soon as you're at the top of the stairs, head down and enter the room here. Inside, you'll find a psynergy stone. When you find one, you're in luck because they restore the entire party's PP. This also means that you can use Cure on everyone to bring them back to full health and then use the Psynergy Stone to restore the lost PP. Once a stone is used, it doesn't reappear until you exit the area entirely.

Once you're done healing and saving, head back out, and head north. The statues here can be moved onto the platforms, but it causes a trap and a long cut scene. You'll have to activate the other statues to the left. Moving the two statues in the upper left and upper right onto their respective platforms causes a hole to open up in the floor. Jump across to the island from the south, and use Move to drop the big statue into the hole.

Now that the trap has been disabled, you can move the statues to the right onto their platforms. The island in the middle can be used to hop from front to back. When you go back downstairs, you'll find Kraden flipping out about the changes that you've made. It is pretty cool actually. When you inspect the wall in the room to the left, a portal opens, and everyone jumps in.

Puzzle #6 - Collecting the elemental stars

Kraden gets even more excited when he discovers the elemental stones. He gives you four MYTHRIL BAGS and instructs you to collect all four stars. The catch is, some of the stone pillars are in the water, and you have to collect the Stars in a certain order. Start by jumping on the stones in the upper right, next to the portal. Follow these as they loop around to the southeast where you get the VENUS STAR.

Use the newly raised stones to head north to the MERCURY STAR in the northeast corner. Head back to the main platform.

The stones to the south lead to the JUPITER STAR in the southwest. After taking this Star, some shocking events unfold, and you are asked to retrieve the last Star.

To get the MARS STAR, head all the way back to the main platform and use the stones in the upper right corner again. These lead all the way to the northwest, and to the Mars Star. Grab that, and observe the dramatic outcome of your actions.

Now you have to run all the way back out to the town, but that's no big deal, right? I trust that you remember the way, but if you don't just follow my instructions in reverse (specifically the stepping stone charts). Or um... you

could also just use the Retreat psynergy. That's easier, and there are no enemies on the way back, so you won't be missing anything.

VALE

Items

| Catch Beads |
Herb

Psynergy

Catch

Back in town, everyone is relieved to hear that the eruption won't touch Vale. The townsfolk discuss their next plan of action. They plan on an adventure, and it involves - Surprise! - Issac and Garet. They plan on kicking them out of town (in the most friendly way possible, of course) the very next day.

During the farewell, you receive an HERB and the CATCH BEADS. Equip them to learn the psynergy Catch. You can equip them on any party member you want.

WORLD MAP

Djinn

Flint (Venus)

Items

Nut X2

As soon as you step outside Vale into the world, you find one of the Djinn that have been mentioned a couple of times. Flint will give you a brief tutorial about Djinn, but for more in depth tips, read the Djinn section under Game Basics. You should probably set Flint to Issac for now.

Before you progress any further, it's probably a good idea to fight enemies until you have enough Coins to buy a Long Sword for Issac and Garet (400 Coins). Remember to sell Jenna's equipment if you took it. Don't use the Inn if you need to heal either. Use Issac's Cure psynergy, and then hop across to the island in the plaza to restore his PP. While you're in town, stop by the tree at the top of the long steps that are above Felix's old house. You can get the NUT hanging from the tree using your newfound Catch ability. You should be around level 3 or 4 after saving up for the weapons.

When you try to enter Vault (follow the dirt path to get there) you'll witness a group of Caravans heading out to Kalay. The bridge they need to use is out, the town they just came from contains thieves, and the mountain is still erupting, so they seek refuge in a town called Lunpa. It's a bad decision on

their part, but ignore it for now. You can actually go north to Lunpa to grab the NUT hanging on the tree, if you really want it.

VAULT

Enemies

| Bandit (Boss) |
| Thief (Boss) |

Items

| 11 coins |
| Bandit's Sword |
| Nut |
| Mint |
| Shaman's Rod |
| Sleep Bomb |
| Water of Life |

Shop List

| Item Shop |
| |
| Herb.....10 Coins |
| Antidote.....20 Coins |

|-----|

| Weapon Shop |
| |
| Long Sword.....200 Coins |
| Short Sword.....120 Coins |
| Battle Axe.....280 Coins |
| Mace.....80 Coins |

|-----|

| Armor Shop |
| |
| Travel Vest.....50 Coins |
| Wooden Shield.....40 Coins |
| Padded Gloves.....10 Coins |
| Leather Armlet.....180 Coins |
| Leather Cap.....30 Coins |
| Circlet.....120 Coins |

You're going to be raiding every town you come to for items, so you might as well get used to it. The house straight ahead of you when you enter the town contains 7 COINS in a jar on the right side. The door in the cliff face to the north leads to the item shop. There is a SLEEP BOMB in the barrel on the right side of the room. The house left of the one that you found the Coins in contains 4 COINS in the barrel next to the bed. The house to the left of that one contains a MINT in a crate below the bed, and the crate next to the house to the north contains a NUT. You should probably think about using the Mint on Garet to boost his Agility, but save it for later if you feel the need.

Now that you're done looting the town, you should talk to people to learn more about the theft that occurred. When you're ready, enter the Mayor's house (the northwestern one) and talk to the boy standing near the back.

Ivan, like Issac and Garet, is an adept. He also happens to be a Jupiter adept, and that's a welcome addition to your party. His Mind Read psynergy will come in handy throughout the game. For now, you agree to help him retrieve the stolen rod. This is the first big example of how his Mind Read will come in handy. Ivan comes equipped with decent armor, but you should consider picking him up a Short Sword at the Weapon Shop.

If you want clues as to the whereabouts of the Rod, talk to people around town using Mind Read (you'll have to set it to L or R). Or, if you don't feel like doing that, just go to the second floor of the Inn, and the two guys there will start running away. Chasing after them proves futile, but if you try to leave, your team will come up with a plan to corner the two shady characters.

After you corner them, Ivan learns that the thieves have hidden all their loot in the Inn somewhere. If you head outside, the woman there shaking her head will tell you that the worker that was supposed to be fixing the roof is slacking. This is your chance to climb up the ladder and inspect the roof. The hole leads to the attic of the Inn, and you can use Move to move the giant crate out of the way. This reveals an entrance to a secret room where the thieves have hidden all the valuables.

As you cut away the ropes from the worker, and come to the conclusion that you've found all the stolen stuff, the three thieves appear and decide to attack.

Boss Fight - Thief X2, Bandit

Recommended level: 4

The easiest way to win this battle is to constantly summon and use Flint, and use psynergy attacks that target everyone.

Have Issac use Earthquake and Cure when he's not summoning, have Garet use Flare, and have Ivan use Ray.

After the battle, you get a BANDIT'S SWORD.

After the battle, the thieves are captured, and you get back Ivan's SHAMAN'S ROD. Ivan will leave you for a bit, but you'll see him again soon. Remember to visit the Mayor for some WATER OF LIFE. Your Bandit's Sword doesn't appear to be too powerful, but if you save it, you can equip it on Ivan when he comes back. For now, fight monsters outside the town until you have enough Coins to buy two Battle Axes (for Issac and Garet).

If you've been observant, you may have noticed the bell tower in the upper right corner of town. If you ring the bell, you'll scare a Djinni out of hiding. Unfortunately, you can't get it yet, but rest assured I'd let you know when it's time.

When you leave the town, head east across the bridge, skip the first bridge leading north, and continue northeast until you reach a cave.

GOMA CAVE

Enemies

| Ghost |
| Skeleton |
| Vermin |
| Will Head |
Zombie

Items

| Lucky Medal |
Power Bread

Djinn

Forge (Mars)

Head north and jump the river using the stump. Push the stone pillar out of the way, climb up the ladder, and use Move on the other stone pillar so you can cross the gap. When you try to use Move on the stump to the left, you realize that the ivy is holding it down. Ivan comes to the rescue and uses Whirlwind to clear all the ivy away. Now you can easily move the stump, and continue onward.

Before you do that, however, head all the way back to Vale and check behind the Weapon shop. The ivy here can be cleared away with Whirlwind, and it reveals a cave with a chest containing POWER BREAD. I suggest that you use this on Ivan to boost his HP, since it's pretty low right now.

Okay, now go back to Goma Cave, and push that stump out of the way. Behind the stump is more ivy that you can blow away with Whirlwind. This reveals the entrance to the cave proper.

The cave layout is pretty simple. Head north to cross the stream, and then loop back around to the south to find a stairway leading up. Head all the way to the right side of this area. You'll find a Djinni on a cliff that you can't get quite yet. Set the stone in between the two ledges so that you'll be able to make it over to the Djinni later.

Back to the west and a bit south is a big lake type thing. Jump over the lake at the skinny section, and head down the stairs to the right. In this new area, make your way to the upper left, and take these stairs. Push the pillar out of your way with move, and jump across. The stump to the south acts as a stepping-stone in the lake below. Go back up and push the pillar back into its original position, and jump to the ledge to the right. The chest here contains a LUCKY MEDAL. These will be used much later in the game.

Head back down the stairs you came up, and use the new stepping-stone to reach another staircase. Since you pushed the stone pillar into place, you'll be able to reach the Mars Djinni Forge sitting on the ledge. You might want to save before approaching it, because apparently, just reaching him isn't enough. You'll have to fight him! Use Flint with Issac, and Ray with Ivan. Stick to regular attacks with Garet, as his psynergy isn't that strong against the fire-

based creature. If the Djinni runs, you'll have to leave the area and come back to make him reappear. After it's defeated, Forge joins you. It's a good idea to set it to Garet.

Jump back across and head up the steps. By pushing the stump out of the way here, you're actually making a shortcut back to the beginning of the cave. This way, if you ever want to go through the cave again, it'll be a snap. Jump across and follow the path north until you exit the cave.

BILIBIN

Items

| 5 Coins |
| Antidote |
| Elixir |
| Hard Nut |
| Herb |
| Nut |
| Sleep Bomb |
Smoke Bomb

Djinn

Gust (Jupiter)

Shop List

| Item Shop |
| |
| Herb.....10 Coins |
| Antidote.....20 Coins |
| Elixir.....30 Coins |
Sacred Feather.....70 Coins
Weapon Shop
Long Sword.....200 Coins
Broad Sword.....1000 Coins
Hunter's Sword.....520 Coins
Battle Axe.....280 Coins
Heavy Mace.....500 Coins
Magic Rod.....380 Coins
Witch's Wand.....860 Coins

Armor Shop
Leather Armor.....240 Coins
Travel Vest.....50 Coins
Travel Robe.....200 Coins
Bronze Shield.....500 Coins
Leather Gloves.....220 Coins
Leather Armlet.....180 Coins
Open Helm.....180 Coins

| Wooden Cap.....400 Coins |
Circlet.....120 Coins

When you first enter the town, you'll notice a tree that looks almost like a man. Use mind read on it to find that it actually is a man. You can't do anything about it yet though, so commence with the raiding of the town.

The house in front of you and a bit to the left contains an ANTIDOTE in the barrel in the bottom left corner. Outside, check the jar to the left to get 5 COINS. The house to the left of this one has a SLEEP BOMB under the bed. Exit this house and go north to the next one. A barrel in the back of the room contains a HARD NUT. You can use this on Ivan if you want, but I would save it for the fourth party member, Mia. To the east, past the statue and the well, is a set of stairs. Check the jar at the top for an HERB.

The shops in Bilibin are anything but cheap. You'll probably only have about 500 Coins after your trek through the cave, so don't worry about purchasing everything right away. If anything, buy Leather Armor for Issac and Garet.

Moving the suspicious looking statue in the middle of town reveals a secret hole that you can climb down. There is a new Jupiter Djinni to the right, but you can't reach it because of the statue blocking the way. Head back out of the hole, and climb up the stairs to the right. You can walk on the top of the logs that surround the town, and doing so takes you all the way to the left side, where you can use Whirlwind on the ivy to reveal a cave entrance. From here, you can move the statue aside and collect Gust, the Jupiter Djinni. You should set him to Ivan for now.

Talk to the townspeople to learn that a curse has fallen on the town due to the Lord's cutting of the trees in Kolima Forest. Go north to a new area to find McCoy's Palace. Before you enter, use Catch to grab the NUT off the tree to the left, and talk to Lady McCoy. She seems to not care a bit about the clearing of the forest for her own palace. Talk to the guards in front of the main palace, and tell them you want to enter. Follow them inside when they open the door.

Head left when you enter. Go up the stairs in the bottom left corner, and follow them up until you reach a dead end with a barrel. It contains a SMOKE BOMB. Head back down to the main floor, and head to the right until you see two women in front of a fireplace. The barrel on the right contains an ELIXIR. Once you're done looting, head straight through the palace to reach Lord McCoy. He seems like an okay guy, but he still won't let you go through the barricade... you are "wee children" after all. On the way out, the guard lets it slip that you may not need a key to get through the barricade.

BILIBIN BARRICADE

Follow the dirt path southeast of Bilibin to reach the barricade. At first, it seems that you really can't get through, but if you use Move on the crate to the left, you'll be able to get through. Ignore the three trees stacked on each other (?) and continue through.

KOLIMA

Enemies

| Bat |

```
| Ghost      |
| Rat       |
| Rat Soldier |
| Skeleton  |
| Will Head |
| Zombie    |
-----
```

Items

```
-----
| 7 Coins   |
| Apple     |
| Herb      |
| Lucky Medal |
| Turtle Boots |
-----
```

Djinn

```
-----
| Granite (Venus) |
-----
```

-No shops open yet-

Heading east from the barricade will bring you to Kolima forest and the town of Kolima. When you enter the town (further east than the forest), a small cut scene will play, showing what exactly is happening to turn the villagers into trees. Tret, the master of the woods, is understandably pissed about the woodcutting, and has accordingly turned people into trees. It's your job to stop this from happening any more.

Now, it's time to grab whatever you can from the town. A jar on the third floor of the Inn contains a LUCKY MEDAL. On the third floor of the Weapon Shop to the east, you'll find 7 COINS in a barrel. East of the Weapon Shop, in a cluster of jars, you'll find an APPLE, and west of the house below the Weapon Shop is a jar with an HERB in it. You should use the Apple on Issac.

The bottom right house with the fenced in area contains a Venus Djinni. If you enter the house from the front, you might be surprised at the seemingly small interior. Don't know what to do? Walk around back and enter a new area of the house through a hidden door. Climb down the ladder and fight your way through a small cave section until you reach Granite, the Venus Djinni. Before you head through the cave, take off all of Issac's Venus Djinn so that you can use a cool new summons on the way back.

Here's a little secret that you aren't supposed to figure out for a while: Head out of town and continue west, not crossing any bridges on the way. You'll come to a peninsula type area with a forest covering most of it. Search the ground in the middle to pick up a pair of TURTLE BOOTS. They raise your Defense, but at a great cost to your Agility. Head back to Bilibin and sell them for a tidy profit.

Now is when you should start thinking about getting most of the best equipment sold here. For Issac, buy the Broad Sword, Bronze Shield, and Wooden Cap. Buy the same equipment for Garet as well. For Ivan, pick up the Witch's Wand, a Travel Robe, Leather Gloves, and a Wooden Cap. That's a lot of cash to save up... you'll be best off fighting for money in the cave that leads to the Djinni in Kolima. If you feel that the Broad Swords are much too expensive for

now, you can hold off on those until later.

KOLIMA FOREST

Enemies

```
-----  
| Drone Bee   |  
| Rat         |  
| Rat Soldier |  
| Skeleton    |  
| Troll       |  
| Will Head   |  
-----
```

Items

```
-----  
| Fur Coat    |  
-----
```

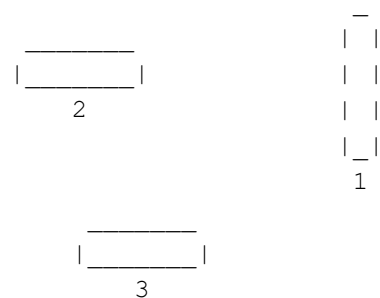
Located northwest of Kolima, Kolima Forest is where the evil tree Tret lurks, casting curses on Kolima and Bilibin. You should have good equipment and be at least level 8 before you enter.

Fallen trees block a lot of the forest that you need to push out of your way. The first area isn't that much of a puzzle. You should be able to make it to the upper left corner without too much trouble.

In the next area, ignore the log in front of you and head to the left. Push the horizontal log down to clear the way north, and enter the new area.

Puzzle #1 - Log Moving

Now things get a little bit tougher. This is what the logs look like in this area:



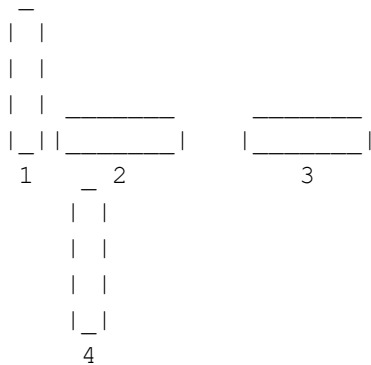
- Push log #1 to the left to reach log #2.
- Push log #2 down.
- Push log #1 back to the right to reach log #3.
- Push log #3 down.
- Loop all the way around to the right side of log #1, and push it into the water.

Now head up the steps into the next area.

Puzzle #2 - Log Moving and Lake Draining

This puzzle is the toughest one in the forest. You have to drain the lake, move the logs into a desired position, and then fill the lake up again to reach your destination. You can either take the path to the chest, or take the path to the exit. If you leave the area, you can reset the puzzle, so you will be able to reach both areas. Here's how to get to the chest:

First drain the lake by pulling the lever, and then go down into the lakebed.



- A. Push both log #2 and #3 up.
- B. Push log #1 to the right.
- C. Push log #2 down.
- D. Push log #4 to the right.
- E. Push log #3 down.
- F. Push log #4 back to the left.

Refill the lake, and that'll let you reach the FUR COAT. Now exit the area to reset the puzzle. Ivan's a good idea for the Fur Coat.

To reach the exit, simply move log #1 to the left.

In the new area, you'll find Laurel and Tret. They don't really have much to say, so you'll have to heal the tree from the inside (*cough*DekuTree*cough*).

TRET TREE

Enemies

- ```

 | Creeper |
 | Drone Bee |
 | Gnome |
 | Rat |
 | Rat Soldier |
 | Troll |
 | Spider |
 | Tret (Boss) |

```

Items

-----

- ```

  -----
  | Nut          |
  | Healing Ring |
  | Potion       |
  | Psynergy Stone |
  -----
  
```

Djinn

Breeze (Jupiter)

Tret Tree is six levels high, and in order to make it to the first floor, you'll have to make it all the way to the top first and break through a spider web (*cough*DekuTreeagainIsmellalawsuit*cough*).

Make your way to the back of the second floor (the one you start out on) and climb the vine to the third floor. The spider webs here have leaves on them, and you can step on the full leaves without worries. If you step on an already crumbled one, you'll fall through the web and have to start from the floor below. Here on the third floor, head down all the way, and use the three leaves closest to the bottom to jump across the web. Exit onto the exterior of the tree to the right.

The branches of the tree are strange in that you can't see very far in front of you because of the leaves. Just go right on the branch until you reach the vine. Climb up and head back to the left to enter the fourth floor. You can loop around and go for the Psynergy Stone, but you should only do it if you're really really low on health and/or PP. If you do get the stone, you'll have to jump back across the web, but you'll fall through in doing so, and will have to come all the way back up. The same goes for the chest in this area, though it's worth it to grab the chest, because it contains a HEALING RING. It's pretty useful at this point in the game. Ivan is a good choice for the ring for now. Once you're done getting things, head up the vine in the back of the area (jump across the leaf that you used to get the ring).

Take the southern exit from the fifth floor, and start heading up the branches. You'll end up coming to another door into the tree, but if you backtrack a few steps, and walk up the branch that leads up, you'll come across a Djinni. You'll have to fight this Djinni before it joins you. After you've got him, slap him on Ivan and enter the door to the left. You'll find a NUT in a chest here. Break through the web here to easily get back to the fifth floor.

This time take the exit to the west. You'll eventually end up on the left side of the sixth floor. This is what the leaves look like:

```
  L   B   L  
  
  B   L = L  
    |  
  L - L   B   L
```

L - regular leaf
B - broken leaf

Jump on the leaf in the bottom left corner, jump one to the right, one up, one right, and then back to the left. You'll fall through the entire trunk down to the first floor. Head north and speak to Tret's... other face to start a battle.

Boss Fight - Tret

Recommended level: 9

Using high level summons like Atalanta and Ramses are a sure fire way to bring

down the tree. Garet's fire based Psynergy like Volcano is also very effective against Tret. Using Granite, Forge, and Breeze is a good idea as well. Status changes in the party during tough boss battles is often overlooked, but it's a very effective tactic.

You receive a POTION for winning this battle.

Killing Tret turns out to be the wrong course of action. It seems that physical harm does not, in fact, heal the tree. It causes him to slowly die. The good news is that he's back to his senses, and if you bring him some healing water from the Mercury Lighthouse, he'll turn people back.

BILIBIN

Head all the way back to Bilibin and rest at the Inn. While you're stopped here, you might as well buy those two Broad Swords if you haven't already (and sell any extra equipment you don't need). Once you're done shopping, head north from Bilibin, cross a bridge, and head in a westerly direction until you reach Bilibin Cave.

BILIBIN CAVE

Enemies

Drone Bee	
Ghoul	
Gnome	
Ooze	
Rat Soldier	
Troll	

Items

Elven Rapier	
Vial	

When you first enter the area, you'll come across a small sprout growing near the cliff face. Set one of your Venus Djinn to Garet to teach him the Growth psynergy. Using Growth on the plant will cause it to become climbable ivy. Head up, jump the river, and then slide down the notch in the cliff face. This lets you access the alternate entrance to the cave. Once inside, head to the north, take the ELVEN RAPIER out of the chest, and jump down the notch in the ledge. I suggest that you equip the Elven Rapier on Issac.

After that, head left and up. At the fork, take a right (up is a dead end) and head through the door. Although it looks like you can do a lot in this room, there really isn't much you can do (yet). Just head to the right until you reach two torches with the white dots around them. Push one next to the ice pillar, and you can access the chest behind it that contains a VIAL. Head back south to exit the cave. The town of Imil lies to the northwest.

IMIL

Items

```

-----
| 9 Coins      |
| Empty Bottle |
| Lucky Medal  |
| Lucky Pepper |
| Sleep Bomb   |
| Vial         |
-----

```

Djinn

```

-----
| Fever (Mars) |
-----

```

Shop List

```

-----
| Item Shop          |
|                   |
| Herb.....10 Coins |
| Antidote.....20 Coins |
| Elixir.....30 Coins |
| Sacred Feather.....70 Coins |
-----

```

The town of Imil seems to be under a sick spell, and only the healing water of the Mercury Lighthouse can heal them completely. The item shop is open, but the weapon and armor dealers are both sick.

It's raiding time! The house right in front of you as you enter contains an EMPTY BOTTLE, which you'll need shortly. Check the stove at the Inn for a LUCKY PEPPER. Use this on Ivan, as you'll be using physical attacks with him later in the game. (Luck raises your chance of dealing a critical hit). A barrel behind the counter at the Weapon Shop contains a SLEEP BOMB. Cross the bridge to the left and check the jar next to the house for 9 COINS. The upper left gravestone to the south contains a LUCKY MEDAL. Stealing from a gravestone... is that going too far...? No. Just do it.

Okay, now for some ice sliding.

Cave

```

_____|_|____
|#    |S____
| 8  #|
|    |
-----

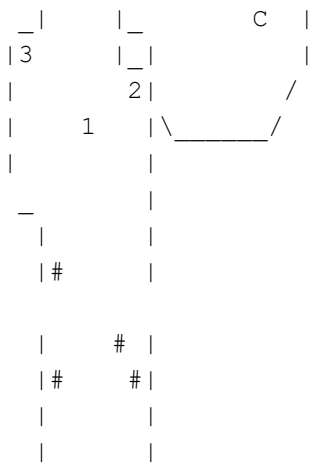
```

Bridge

```

-----
| 7 |
|6  |
| 5|
|  | .-----
| 4_|/

```



- C - Chest with the Vial
- # - Stones
- S - Snowman

There is a chest and a Djinni that you can get by sliding on the ice. The catch is that you can't move freely. Once you step onto the ice, you slide in that direction until you hit something.

To get the chest:

- A. Slide across the ice from the entrance above the gravestones.
- B. When you hit the wall, skate up to stone 2.
- C. Left to stone 1.
- D. Up to stone 4.
- E. Left to the wall.
- F. Up to stone 6.
- G. Right to stone 5.
- H. Up to stone 7.
- I. Left to stone 6.
- J. Down to stone 1.
- K. Left to the wall.
- L. Up to stone 3.
- M. Right to the ladder, and the chest with a VIAL.

To the cave:

- A. Use Move on the snowman to get it on the ice.
- B. Slide across the ice from the entrance above the gravestones.
- C. When you hit the wall, skate up to stone 2.
- D. Left to stone 1.
- E. Up to stone 4.
- F. Left to the wall.
- G. Up to stone 6.
- H. Right to stone 5.
- I. Up to stone 7.
- J. Left to stone 6.
- K. Up to stone 8.
- L. Right to snowman.
- M. Up to cave.

Inside, you'll meet the Mars Djinn, Fever. It joins without a fight, and is a good addition for Garet.

Now, head to the left side of town, and talk to the girl in the sanctum. She

tells you that Mia is around. Head back to the house at the entrance of town, and enter. This time, Mia will be there, and she'll reveal her powers as an Adept. She's a Mercury adept, and - surprise! - she's about to join your team. Unfortunately... she doesn't quite yet. You'll have to chase her to the northeast.

MERCURY LIGHTHOUSE

Enemies

```
-----  
-----  
| Cuttle           |  
| Gnome           |  
| Harpy           |  
| Lizard Man      |  
| Mauler          |  
| Mimic           |  
| Ooze            |  
| Siren           |  
| Saturos (Boss) |  
-----
```

Items

```
-----  
-----  
| Hermes' Water  |  
| Nut            |  
| Psy Crystal X2 |  
| Psynergy Armor |  
| Sleep Bomb     |  
| Water of Life  |  
-----
```

Djinn

```
-----  
-----  
| Fizz (Mercury) |  
| Sleet (Mercury)|  
-----
```

Mercury Lighthouse is the first real major destination in your quest, and will feature the trickiest puzzles yet. At the entrance, push aside the statue for Mia, and follow her inside. The monster here is blocking her path, so kill it to get rid of it. Continue following Mia. There are two doors in the next room, but they essentially lead to the same place, so it doesn't matter which one you take. Head straight through and go up the steps. Helping Mia one more time by pulling the statue into the pit will make her trust you enough to finally join you. Mia comes equipped with Fizz, a healing Djinni (very useful!!). Head through the room full of waterfalls to a room full of pipes.

Puzzle #1 - Pipe Connecting

This puzzle really isn't as complicated as it looks at first. Push the pipe to the right to finish the connection, and follow the path (there's only one way you can go for now). You'll end up on the other side of the pipe you just pushed. Push it back to where it was before, breaking the connection. This allows you to travel different paths, now that there are no water jets to push you around. First, head for the chest on the right side of the room, which contains a PSY CRYSTAL. Then make your way to the bottom left corner to reach

the exit.

In the next room, jump across to the ladder, but don't climb down. Instead, walk along ledge that runs along the southern perimeter of the room until you reach a statue. Move it all the way over to the button on the floor to open the door. Jump down the hole in the next room.

You'll land in front of a giant statue. Jump across to the statue's hands and use Ply (set it as a shortcut, or else it won't work). Now when you step on the glowing tile (and any others like it from now on) you'll be able to walk a limited number of paces on the water. If you go over 3 hops, you'll fall in the water and start out from the platform that you originally started jumping from. There is no penalty to falling in the water, so don't worry if you get stuck and have to jump in.

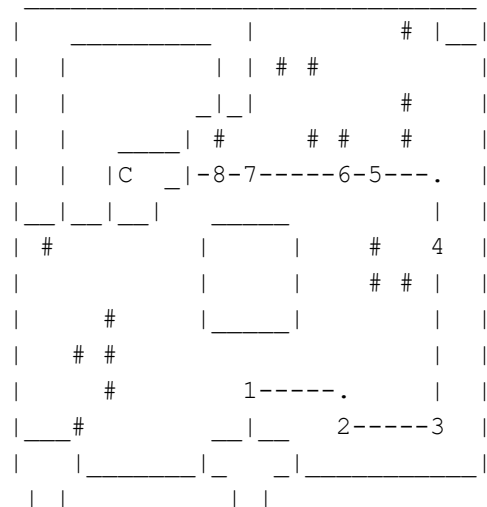
Head north through either door. In this room, you can't get to the glowing block on the left side yet, but you can use the one on the right side to reach a new door. You'll emerge out of a waterfall into a room with a single chest. If you try to open it, you'll find that it's actually an enemy called a Mimic. The battle is tough, as the Mimic has powerful attacks and a lot of HP. If you keep the pressure on, and make good use of Fizz, you're sure to win. You'll receive a WATER OF LIFE after the battle, as well as a good amount of experience points and Coins.

Before you head back through the waterfall, check the waterfall on the right for another hidden door. Check the chest in the back of the room for some PSYNERGY ARMOR. Only Issac and Garet can equip it, and since Garet probably has the lowest Defense, he's a good candidate for the armor. Speaking of Defense, use that Hard Nut on Mia if you still have it. Now head all the way back to the room behind the statue, and take the door to the north.

Puzzle #2 - Walking on Water

Many of the tiles in this room have lit up now. Your destination is the exit to the left, but you can't go directly there due to the dud tiles that cancel out your water-walking-on abilities. Here's a big 'ol chart of the room:

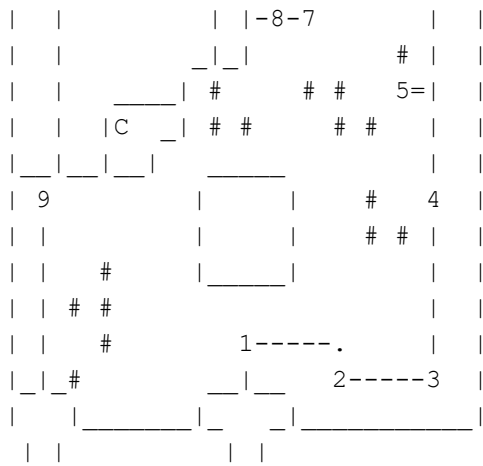
To the chest with a SLEEP BOMB:



You'll have to go back to the beginning again due to some dud tiles.

To the exit:





Yay. This takes you to the left side of the room behind the statue. Head through the door, and then through the waterfall in the middle.

Puzzle #3 - Filling the Pool

You won't get very far in the next room unless you fill it up with water. To start, head to the room in the north. Inside, you'll find another pipe puzzle. This really is almost too simple to be worthy of one of my puzzle sections, but I thought I'd include it. Push the upper most pipe into position, then the lower horizontal pipe, and finally the third vertical pipe. This fills up the previous room with water, and now you can hop across to the stairs.

Head up a couple flights of stairs until you reach a button. There's nothing you can do about it at the moment, as you need to hold the button down to keep the door open. Just head up the next set of steps.

Puzzle #4 - Dropping the Statue

This was a little bit harder than puzzle #3, so I had to give it a section, in all fairness. Head left and up to the stairway at the north. Loop around the right side of the movable vertical pipe (it's a different color). Push it once, and it will push the statue a bit with a different water stream. Push the horizontal pipe down while you're here, and then loop around to the left side of the vertical one. Pushing it to the right makes moves the statue again. Now push it back to the left, and push the horizontal pipe down. Pushing it back to the right again will finally push the statue down the hole. Go back downstairs and push the statue onto the button to open the door.

In this new room, move the third statue from the left to side to open a room with a NUT. Head back into the previous room and continue on to the statue on the far right side of the room. Move it aside, and enter the other side of the same room. Pushing the pipe into place pushes the entire wall out of the way and reveals a door.

The only waterfall in this room that contains anything is the fourth one from the right. Enter it to find Sleet, the Mercury Djinni. Unfortunately, you'll have to fight it before it joins you. Head out of the room and continue to the left. Continue through various rooms, and enter the last room in the next waterfall hallway. When you reach a dead end, use Ply on the statue, and ride the waterfall to the top of the lighthouse. Pick up the Psynergy Stone, and get ready for a battle!

Boss Fight - Saturos

Recommended level: 12

Granite, Breeze, and Forge are a good idea for the start of the battle. Use plenty of Djinni attacks, and water based psynergy against Saturos. The level two summons (Atalanta, Ramses, Nereid, and Kirin) all do massive damage as well. Remember to heal with Issac, Mia, and Fizz often. Saturos tends to use Fireball a lot, and this does a lot of damage... it'll be hard to heal everyone quick enough, so your best bet really is to hit hard and fast, hoping he falls before you do.

You get a PSY CRYSTAL for winning the battle.

Head to the left after the battle and take the elevator down. The fountain has filled up, and the town of Imil has healed. Remember that you need to get some HERMES' WATER in your Empty Bottle before you leave (you didn't forget about Tret and Kolima did you?).

IMIL

Shop List

```
-----
| Item Shop                               |
|                                         |
| Herb.....10 Coins |
| Antidote.....20 Coins |
| Elixir.....30 Coins |
| Sacred Feather.....70 Coins |
|-----|
| Weapon Shop                             |
|                                         |
| Broad Sword.....1000 Coins |
| Hunter's Sword.....520 Coins |
| Battle Axe.....280 Coins |
| Heavy Mace.....500 Coins |
| Blessed Ankh.....1600 Coins |
|-----|
| Armor Shop                              |
|                                         |
| Leather Armor.....240 Coins |
| Adept's Clothes.....850 Coins |
| Bronze Shield.....500 Coins |
| Leather Gloves.....220 Coins |
| Leather Armlet.....180 Coins |
| Open Helm.....180 Coins |
| Wooden Cap.....400 Coins |
| Circlet.....120 Coins |
|-----|
```

A stop in Imil will reveal the townies up and walking again. This also means that you can take full advantage of the sweet weapons and armor sold here. You should buy a Blessed Ankh for either Ivan or Mia, and three Adept's Clothes (whoever has the Psynergy Armor won't need them).

Now head all the way through Bilibin Cave, to Bilibin, and then to the barricade.

BILIBIN BARRICADE

When you enter the barricade, you'll notice that the tree people aren't stacked on top of each other anymore. In fact, one of them is in danger of being washed down the river. For now, hop into the shallow water and use Move to bring the tree-person to safety.

KOLIMA FOREST

Head all the way to visit Tret, who just happens to still be alive. After giving him the Hermes' Water, he lifts the curse and gives you some advice. When that's over, head to Kolima.

KOLIMA

Shop List

Item Shop	
Herb.....10 Coins	
Antidote.....20 Coins	
Elixir.....30 Coins	
Sacred Feather.....70 Coins	

Weapon Shop	
Broad Sword.....1000 Coins	
Hunter's Sword.....520 Coins	
Broad Axe.....1400 Coins	
Heavy Mace.....500 Coins	

Armor Shop	
Leather Armor.....240 Coins	
Adept's Clothes.....850 Coins	
Bronze Shield.....500 Coins	
Leather Gloves.....220 Coins	
Armllet.....900 Coins	
Bronze Helm.....600 Coins	
Wooden Cap.....400 Coins	

Everyone in the town is back to normal and happy. This also means that you can buy some weapons and armor!

Buy a Bronze Helm for Issac and Garet, and an Armllet for Ivan and Mia. Buy at least one Broad Axe, but consider keeping the Elven Rapier for a bit longer, especially if you're low on funds. Now head back through the barricade.

BILIBIN BARRICADE

Items

| Hard Nut |

If you saved that tree-person from being washed downstream earlier, she will be grateful, and give you a HARD NUT. Ivan is a good candidate for the Hard Nut.

BILIBIN

Items

| Your choice: |
| Vial |
| Potion |
| Psy Crystal |
Water of Life

When you enter Lord McCoy's manor, he thanks you and offers you a choice of four chests. The items are, from left to right: a Vial, a Potion, a Psy Crystal, and a Water of Life. The Water of Life is the most useful item of the four.

Now head all the way back to Kolima and follow the dirt path to the east to reach Kolima Bridge.

KOLIMA BRIDGE

The dude here will lower the bridge for you.

FUCHIN TEMPLE

Items

| Psynergy Stone |
Unicorn Ring

This isn't really even a town, but there are a quite a bit of people here to talk to. Your main task here is to talk to Nyunpa, who is in the temple meditating. Before you talk to him, you can use the Psynergy Stone right outside, and check a jar inside the temple for a UNICORN RING, which prevents the wearer from being poisoned. Using Mind Read on Nyunpa will cause him to notice you. He'll give you permission to enter the cave beneath the waterfall.

FUCHIN FALLS CAVE

Enemies

| Dirge |
| Lizard Man |
| Mimic |
| Mole |
Ooze

Items

```
-----  
-----  
| Arctic Blade |  
| Dragon's Eye |  
| Game Ticket  |  
| Orb of Force  |  
-----
```

Djinn

```
-----  
| Zephyr (Jupiter) |  
-----
```

The stone that you see when you enter gives you a hint at what you need to do to make it through the cave. Take the log to the right across the lake, and open the chest. This is another Mimic, and is even harder than the last one you fought. For defeating it, you get a GAME TICKET. In the next room, hop across the stumps until you reach the door on the left side of the room. Travel all the way to the dark room and head down the stairs.

Walk past the first log for now and hop on the one below it. It leads to a chest containing an ARCTIC BLADE. Have Issac equip it, and give Garet the Broad Axe if you only have one. Now head back and take the other log across the lake to enter a new area. Due to all the spikes, you'll have to travel to the south end of the room to reach the log that will let you pass them all.

Now you'll be back in the first room, but a different area. Ride the log across the lake and head through the door. Sneak past the spikes and roll the log to the south. Roll the vertical log to the left against the wall, and take the horizontal one north again. Jump on the stump in the water, and ride the vertical log all the way over to the Djinni, Zephyr. You'll have to fight this Djinni, so start out the battle by summoning Ramses, and maybe Nereid and Kirin. Atalanta won't do much damage. And of course, after the battle, it will join you. Avoid the spikes as you head to the south and ride the log north to the door.

In this new room, walk onto the two horizontal logs and take the top one north. Hop off and take the vertical one to your right to the left side of the lake. Hop back to dry land to the north, and head all the way to the south to take the other horizontal log north. Jump across to land and head down the steps. Here you'll find the DRAGON'S EYE. Head back up the steps, and take the other set of steps that lie to the north. Follow the path to a dragon statue. Placing the eye in the socket causes the dragon to light up the room with fire. Now you can see an invisible bridge that leads over the pit. Well, you can't see it... but you can see the shadow.

Head back into the room with all the logs and take the log across the tiny lake at the bottom to enter the room with all the stumps again. Head for the door on the left side of the room again. You'll eventually make it to the other side of the dragon room where you can cross the invisible bridge. Follow this path, and jump down the notch in the cliff. Enter the door and pick up the Orb of Force. Equipping this items allows you to get the Force psynergy, which is just a big fist that flies out from you. The exit to the cave should be pretty straightforward.

Back in town, speak with Nyunpa one more time, and head out to Mogall Forest, to the south.

MOGALL FOREST

Enemies

```
-----  
| Ape |  
| Bone Fighter |  
| Death Head |  
| Dirge |  
| Mole |  
| Spirit |  
| Killer Ape (Boss) |  
-----
```

Items

```
-----  
| Apple |  
| Douse Drop |  
| Elven Shirt |  
| Nut |  
| Psynergy Stone |  
-----
```

Djinn

```
-----  
| Quartz (Venus) |  
-----
```

As soon as you enter the area, you'll see an ape like creature jump into a stump. Mogall Forest is a maze, and if you take a wrong turn, you'll find yourself going in circles. Whenever you see a stump, you can use Force on it to scare the ape out of the stump. This causes him to run down a specific path out of the area, which happens to be the path you should take. Occasionally, the ape will jump out and attack you, but they aren't too hard. For the sake of the walkthrough, I'm just going to tell you which exit to take from each area.

From the first area, head south until you reach an area with logs and a river. If you use Force on the stump to the left, an Ape will jump out and attack you. Over to the right is another simple log moving puzzle, that shouldn't give you much trouble.

```
  _  
  | |           Push log 1 to the right.  
1| |           Push log 2 down.  
  | |           Push log 1 to the left.  
  |_|_____ Push log 2 up into the water.  
  |_____ |  
    2
```

The NUT in the tree to the right is a little tricky to get. If you're in the corner, it won't work, so move down a step, and try from there. (Using Catch of course). Use the path that leads to the right. You'll eventually come across an area with two big stumps and four exits. Using Force on the stumps will cause an ape to jump out and go in a different direction. The only path you shouldn't take is the one to the north. Head east first, and open the chest here for an APPLE. I suggest giving it to Issac. Back in the area with the two stumps, head

south.

Directly to the right of where you enter the next big area is a log with a stone in front of it. Use Move to get the stone out of your way, and push the log. Another perfectly simple log moving puzzle:

```

|-----|
|-----|
  1
      Push log 1 down.
          _
          | | Push log 2 left.
          | | Push log 1 up.
          | | Push log 2 left into the water.
        2 | |
          |_|
```

Now you can reach the Djinni to the south. Quartz will fight you, and then join you. Quartz is an extremely good Djinni in that it can bring downed party members back.

Now head back to the north, cross the bridge, and exit the area to the left. The new area has three stumps now, and four exits. Again, the north exit doesn't lead anywhere, but if you explore it, you'll find a Psynergy Stone. The exit to the left leads to an area with a chest. To get it, use Move on the stone to move it towards the water. Push the log against the stone, and then Move it again. This will let you get the ELVEN SHIRT. Since Ivan probably has the lowest Defense, you should give it to him, unless you want to boost Garet's Agility (or anyone else's for that matter). In the area with four exits, head south.

This area really isn't as complicated as it looks. The log to the north can be pushed into the water to access the stump, and the logs to the south can only be pushed (and only need to be pushed) a single time in a single direction. Take the exit to the south. This is the last area of the forest, and if you try to exit, an ape bigger than all the rest will jump out from the stump and attack.

Boss Fight - Killer Ape

Recommended level: 14

Before the battle starts out, unequip everyone's Djinn except for: Flint on Issac, Fever on Garet, Gust on Ivan, and Sleet on Mia. When the battle starts out, use these four Djinn on the Killer Ape, and the next round, summon Procne, Cybele, Kirin, and Nereid. If that doesn't take care of the ape, use physical attacks in the next round to finish it off.

EXP - 460
COINS - 1500
ITEM - DOUSE DROP

Equipping the Douse Drop allows the wearer to cast Douse Psynergy. The use of Douse will not become apparent until later.

XIAN

Items

```
-----  
-----  
| Antidote      |  
| Elixir       |  
| Lucky Medal  |  
| Sleep Bomb   |  
-----
```

Djinn

```
-----  
-----  
| Mist (Mercury) |  
-----
```

Shop List

```
-----  
-----  
| Item Shop          |  
|                   |  
| Herb.....10 Coins |  
| Antidote.....20 Coins |  
| Elixir.....30 Coins |  
| Sacred Feather.....70 Coins |  
|-----|  
| Weapon Shop       |  
|                   |  
| Broad Sword.....1000 Coins |  
| Battle Rapier.....2900 Coins |  
| Broad Axe.....1400 Coins |  
| Battle Mace.....2600 Coins |  
|-----|  
| Armor Shop        |  
|                   |  
| Adept's Clothes.....850 Coins |  
| Silk Robe.....1400 Coins |  
| Iron Shield.....1200 Coins |  
| Armllet.....900 Coins |  
| Bronze Helm.....600 Coins |  
| Wooden Cap.....400 Coins |  
| Silver Circlet.....1300 Coins |  
| China Dress.....1600 Coins |  
|-----|
```

Xian is a silk trading town, but business has been failing lately due to the meddling of Saturos and Menardi.

The fenced in area to the left as you enter the town has a jar in the upper left corner. Check it to find a LUCKY MEDAL. The small house above the Inn has a tall barrel in the back that contains an ELIXIR. The left hand door in the cliff face to the north of the small house contains a SLEEP BOMB in the jar next to the bed.

The Weapon and Armor shop in the northwest corner of town contains some very good (yet overly expensive) goods. Sell your Elven Rapier if you haven't already for a good boost in funds. For Issac and Garet, pick up an Iron Shield and a Battle Rapier each. For Ivan, buy a Silver Circlet, and for Mia, buy a Silk Robe and a Silver Circlet. You probably won't have the money to buy weapons for Ivan or Mia yet.

At the north end of town, there is a woman walking back and forth with some

water. Talking to her causes her to spill it. Talk to her when she's one step away from the wall, and she'll spill it in a position where you can freeze it with the Frost psynergy and jump across to a ledge with Mist, the Mercury Djinn, who joins without a fight.

When you're ready, enter the dojo at the north end of town. Use Force on the big log here (from behind the line), and you'll prompt a cut scene where Feh and his daughter Feizhi burst out of the room arguing about Hsu, Feh's son. You're asked to use Force again after Feizhi leaves. After the conversation, head to the south end of town and talk to Fehzhi. Your next destination is the Alpine Crossing.

WORLD MAP

Djinn

Corona (Mars)

When you exit the town, head straight north through some forest and across a bridge to an island. Wander around here for a bit to find the Mars Djinni Corona. Defeat it in battle, and it will join you (but you knew that by now). To reach the Alpine Crossing (which happens to not appear as an actual area on the world map), head to the south until you hit the dirt path again, and follow it to the west.

ALPINE CROSSING

Items

Power Bread

Fehzhi will show up when you enter, but there's nothing you can do about Hsu now. Before you exit the area, use Frost on the puddle here, and give Issac a Mars Djinni to teach him Growth so he can use it on the sprout. Climb up, jump down the notch in the cliff, and jump across the ice pillar you made to get the POWER BREAD from the chest. Exit the area to the north.

ALTIN

Items

| Psy Crystal |
Sleep Bomb

Altin is a medium sized mining town just north of the Alpine Crossing. Recently, creatures called Living Statues have flooded the entire town. This means that the only establishment open for now is the Inn. When you enter, push the statue out of the way, and get the PSY CRYSTAL from inside. Head to the Inn next, and check the middle of the top bunk bed on the right side of second floor until you find a SLEEP BOMB.

When you exit the Inn, head down the ladder, and down until you see a creature hop into a cave. This is a Living Statue, and they are the source of the flooding in Altin. Follow it into the cave.

ALTIN PEAK

Enemies

| Living Statue (Boss) |

Items

| Frost Jewel |

| Vial |

Chase the statue into the corner, where he starts spitting out more water. Approach him to start a battle. Don't take the Living Statues lightly, as they pretty much are Bosses, and I have sectioned them off appropriately so.

Boss Fight - Living Statue

Recommended level: 14

Before the battle, unequip everyone's Djinn. One round of level three summons should get rid of him. If not, use regular attacks until he falls.

EXP - 377

COINS - 900

ITEM - VIAL

After the battle, you find a FROST JEWEL. You don't really need this I guess, since Mia already knows it. Anyway, use it on the puddle that's left over after the water drains, and exit back to Atlin.

ALTIN

Items

| Nut |

Shop List

| Item Shop |

| |

| Herb.....10 Coins |

| Nut.....200 Coins |

| Antidote.....20 Coins |

| Elixir.....30 Coins |

| Sacred Feather.....70 Coins |

Now the Item shop is out of the water, and you can enter a new area of the mines. Before you enter the giant entrance to the mines, enter the house to the right and search the barrel for a NUT. Now enter the mine again.

ALTIN PEAK

----- Enemies

| Ape |
| Bone Fighter |
| Calamar |
| Dirge |
| Rat Fighter |
| Slime Beast |
| Tarantula |
Living Statue (Boss)

Items

| Dragon Shield |
| Game Ticket |
Vial X2

Follow the mine cart tracks for a long while (past a door and some dead ends) until you reach a large room with a lake. Head to the left to reach a mine cart. Jumping in now only takes you around a corner and back to near where you started. Use the switch to the right to change the direction of the track.

Boss Fight - Living Statue

Recommended level: 15

Same as last battle:

Before the battle, unequip everyone's Djinn. One round of level three summons should get rid of him. If not, use regular attacks until he falls.

EXP - 377
COINS - 900
ITEM - VIAL

After the water drains, take the mine cart back to the other side of the ledge. Forget about the door that you uncovered in this room, as there's nothing you can do inside there yet. Head south out of the room and follow the tracks until you reach the door you passed earlier. The water will have drained in this area, allowing you to climb down the ladder and enter a new area.

When you reach the tracks, head left all the way to the track switch. Flip that and head back to the right until you reach the mine cart. Ride it to the exit of this area. Head left in the new area until you reach a chest. The chest is a mimic, so use the same strategies you've used for previous ones. You get a GAME

TICKET for defeating it. Exit to the south into a new area. Use Frost on the puddle here to make a pillar that lets you jump across to the door.

You'll now be in another large room full of broken mine car tracks, and a Living Statue on the right side of the room. Climb down the ladder and head left. Use Frost on the puddle north and to the right of the first ladder you see, and then climb up and jump across to reach the mine cart. Jump in, and it will take you to a chest containing a DRAGON SHIELD. Equip it on Issac or Gareth (whoever has the lowest Defense). Take the mine cart back and climb down the ladder. Head all the way left and climb up the ladder that leads to the switch. Hit it, go back to the mine cart, and ride to all the way to the right, where you can fight the next Living Statue.

Boss Fight - Living Statue

Recommended level: 16

Once again, I recommend the same strategy. Since your party levels up so fast in the mines, the battles just get easier.

Before the battle, unequip everyone's Djinn. One round of level three summons should get rid of him. If not, use regular attacks until he falls.

EXP - 377
COINS - 900
ITEM - VIAL

After the battle, head all the way out back into town.

ALTIN

Items

9 Coins

Shop List

| Item Shop |
| |
| Herb.....10 Coins |
| Antidote.....20 Coins |
| Elixir.....30 Coins |
Sacred Feather.....70 Coins
Weapon Shop
Claymore.....4000 Coins
Battle Rapier.....2900 Coins
Broad Axe.....1400 Coins
Battle Mace.....2600 Coins
Psynergy Rod.....3800 Coins

Armor Shop


```
| Chain Mail.....2000 Coins |
| Adept's Clothes.....850 Coins |
| Silk Robe.....1400 Coins |
| Iron Shield.....1200 Coins |
| Gauntlets.....1600 Coins |
| Armlet.....900 Coins |
| Iron Helm.....1600 Coins |
| Silver Circlet.....1300 Coins |
-----
```

When you return to the town, you'll find that it's completely drained, and the Weapon and Armor shop are back in commission. The weapons and armor run at pretty steep prices, and you'll probably only have around 10,000 Coins right now. Start with armor for now. Get Chain Mail for Issac and Garet, Gauntlets for Mia, Ivan, and the character that doesn't have the Dragon Shield, and an Iron Helm for Issac and Garet. A barrel in a Weapon Shop contains 9 COINS. Enter Altin Peak via the lowest and most recently uncovered exit.

ALTIN PEAK

Enemies

```
-----
| Ape |
| Bone Fighter |
| Calamar |
| Dirge |
| Rat Fighter |
| Slime Beast |
| Tarantula |
| Hydros Statue (Boss) |
-----
```

Items

```
-----
| Lifting Gem |
| Lucky Medal X2 |
-----
```

Djinn

```
-----
| Spritz (Mercury) |
-----
```

Follow the tracks to the right through two doors until the tracks end. Head south and look for the chest in the corner. It contains a LUCKY MEDAL. Follow the path to the right and enter a new area. You'll see a Djinni when you enter, but we'll get to that in a second. Head to the right and use Move on the pillar to move it one space left, and use Frost on the puddle to freeze it. Climb up the ladder to the north, hit the switch, and jump across to the mine cart. Ride it to the upper right area, and then jump in again and let it take you to the Djinni. You'll have to fight Spritz before it joins you, but once you get it, it's a very good Djinni (Spritz heals the entire party).

Ride the mine car back across, and head to the left, freezing the puddle. Continue left along the ledge, and freeze the next puddle. Climb up the ladder to the right of the first puddle, and hop across to the door. Follow this long

hallway all the way to the end where you enter the upper portion of a previous room. Pick your way north through the rocks to find a sign and a log. Use Force on the log to knock an enormous boulder down and watch as it crashes through the floor. This is where you're headed now. Climb down the ladder and jump down the notch in the cliff. Interestingly enough, the mine track has now become a ladder that you can climb down.

Boss Fight - Hydros Statue

Recommended level: 17

This is not a battle to be taken lightly at all. Before you start the battle, unequip all of Gareth's Djinn so that you can summon Tiamat at the beginning of the battle. Whether you want to do this with other characters as well is up to you.

Make good use of attack Djinn, and consider using the stat changing ones (especially the ones that raise your defense). Remember to use Fizz and Spritz frequently, because they are very very helpful at this point in the game. When your Djinn are on standby, use powerful psynergy attacks like Issac's Ragnarok and Gareth's Volcano.

Power isn't everything. Issac can do lots of damage in this battle, but you'll also want to utilize his healing capabilities. Don't be afraid of using one of his turns to heal.

If you want to powerhouse your way through the battle, summon every one of your highest summons the first round, and then use your most powerful psynergy the second. That will most likely finish him off if you're at least level 17.

EXP - 496
COINS - 2400
ITEM - LUCKY MEDAL

Pick up the LIFTING GEM from the chest. At this point, return to Altin.

ALTIN

All you really need to do here is rest if you need it, and buy two Claymores (for Gareth and Issac). You'll get plenty of cash back for your Battle Rapiers. Now head back into the mines (the door in the middle area of the town).

ALTIN PEAK

Items

| Cookie |
| Vial |

Follow the tracks all the way to the long since drained out lake. Climb down the ladder into the lakebed and enter the door here. Use your newfound Lift abilities to get the chest containing a COOKIE. Issac is the best person to give this to, as he has a low PP, and you will be using Ragnarok and Cure a lot.

Head back to Altin and take the lower entrance to the mines again. This time, head north and use lift on the boulder behind the arrow, and enter a short area. Head left when you first enter the area, and use Move on the pillar to enter a room with a VIAL. Head back out and take the hallway to the right. Use Lift on the next boulder, and continue through to the world map.

LAMA TEMPLE

Items

```
-----  
| 6 Coins          |  
| Psynergy Stone  |  
| Water of Life   |  
-----
```

Heal with the Psynergy Stone if you need it, and head north and enter the temple to prompt a cut scene between Master Hama and Ivan. Ivan will learn Reveal, which will allow you to progress through the next area of the game (as well as uncover some items that you missed earlier; don't worry, I'll tell you where all of them are, there are more pressing matters at hand, namely rescuing Hsu... you can't backtrack yet anyway). Before you leave the town, use your new Psynergy Reveal on the rock to the right. Underneath is a chest with a WATER OF LIFE. Exit the town and head right to the Alpine Crossing.

ALPINE CROSSING

At first, it seems that you can't reach Hsu, but use Reveal. A door will open up in the cliff wall that leads right next to him. Use Lift on the boulder that he's trapped under, and Master Hama and Fehzhi will thank you. You don't actually get anything for doing this... but it sure was nice of you, huh? After that, head south to the Lamakin Desert.

LAMAKIN DESERT

Enemies

```
-----  
| Ant Lion        |  
| Fighter Bee    |  
| Grub           |  
| Orc            |  
| Rat Fighter    |  
| Salamander     |  
| Manticore (Boss) |  
-----
```

Items

```
-----  
| 777 Coins       |  
| Lucky Pepper   |  
| Mint          |  
| Potion        |  
| Psy Crystal    |  
| Psynergy Stone X2 |  
-----
```

Vulcan Axe

Djinn

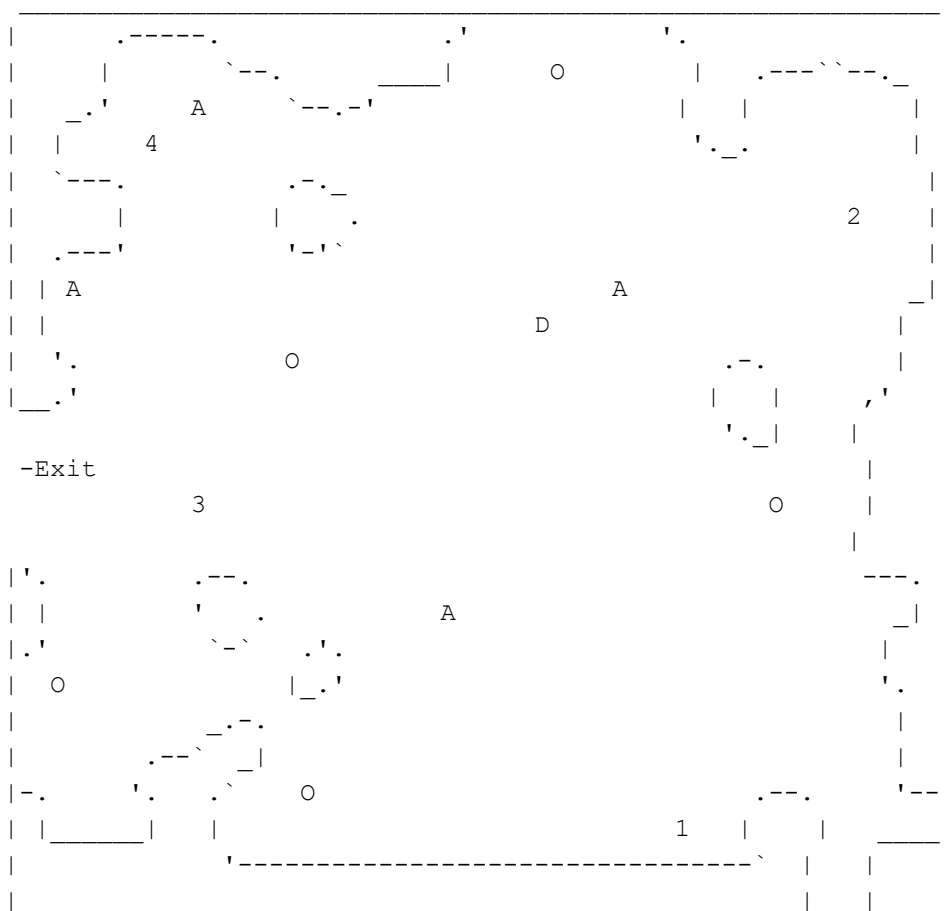
Smog (Jupiter)

The Lamakin Desert is too hot to simply run through. Periodically, you'll come across a ring of stones that you can use Reveal on to make an oasis appear and cool your characters off. Stepping on the lighter sand causes the gauge on the left side of the screen to start filling up, and the only way to bring it back down is to jump in an oasis. Having it fill up all the way will cause your characters to receive a sizeable amount of damage, and the meter will start from the bottom.

Your first trial run through the hot sands starts immediately. Run until you reach the ring of stones, and use Reveal on them to find the oasis. When you reach the sanctuary of the dark patch of sand, follow it until you reach another circle of stones. Casting Reveal will show the hidden Psynergy Stone here. Head north (using the oasis on the way) to the next patch of dark sand.

At the fork here, head north, and use reveal to find a chest with a VULCAN AXE. Head back south to the dark sand, and use the oasis just to the south. Equip the Axe on Issac. Now head to the north again and take a right at the fork. The first ring of stones here contain an Ant Lion, a powerful enemy that you might want to avoid, unless you think you can take it on. The next ring of stones contain the oasis, and from there, head north to the next area.

The next area is pretty huge. It was easier for me to make a map than to give you directions around the area, so here it is. Each number or letter represents a ring of stones, and the key is below.



|
Entrance

- 1 - POTION
- 2 - PSYNERGY STONE
- 3 - 777 COINS
- 4 - LUCKY PEPPER
- O - Oasis
- A - Ant Lion
- D - Smog Djinni

Smog will join you without a fight by the way. And the Lucky Pepper... use that on whoever you used the first one on (I suggested Ivan way back when).

In the new area, head to the left across two waterfalls until you reach a seeming dead end with a waterfall. Use Reveal and head into the new tunnel. Coming out the other end, let the waterfall take you off the cliff (or just climb down). To the right is a hidden oasis and a hidden chest with a MINT, which you should use on Garet. Just don't get trapped by the Ant Lion that lurks in the left most circle of stones.

Climb back up and head left across the waterfalls. Use Reveal on the sand waterfall here, and you'll be attacked by the Manticore.

Boss Fight - Manticore

Recommended level: 17

Since the Manticore is a desert-based creature, you'll be able to hurt it very badly by summoning Mercury Djinn. Unequip all of Ivan and Mia's Djinn before the battle, and start off by summoning Boreas and Thor. Those two attacks will deplete over 1000 HP from the monster. Cure when you need to, and heal poison when necessary. Manticore will fall after about 700 HP more of damage. (Summon a few creatures).

EXP - 590
COINS - 3400
ITEM - PSY CRYSTAL

WORLD MAP

Djinn

Vine (Venus)

When you exit the cave, take the northern bridge to an island where you can find the Venus Djinni Vine, and fight it to add it to your party. Now take the southern bridge and follow the dirt path to Kalay.

KALAY

Items


```
| 11 Coins |
| Elixir |
| Nut X2 |
| Sleep Bomb |
| Smoke Bomb |
| Vial |
-----
```

Djinn

```
| Scorch (Mars) |
-----
```

Shop List

```
-----
| Item Shop |
| |
| Herb.....10 Coins |
| Nut.....200 Coins |
| Antidote.....20 Coins |
| Elixir.....30 Coins |
| Sacred Feather.....70 Coins |
|-----|
| Weapon Shop |
| |
| Claymore.....4000 Coins |
| Battle Rapier.....2900 Coins |
| Broad Axe.....1400 Coins |
| Battle Mace.....2600 Coins |
| Frost Wand.....5400 Coins |
|-----|
| Armor Shop |
| |
| Chain Mail.....2000 Coins |
| Jerkin.....2400 Coins |
| Iron Shield.....1200 Coins |
| Gauntlets.....1600 Coins |
| Heavy Armlet.....2000 Coins |
| Iron Helm.....1600 Coins |
| Mail Cap.....2000 Coins |
| Silver Circlet.....1300 Coins |
|-----|
```

It's been a while since you've had a nice big town to raid, so indulge yourself in Kalay. The pots near the graves to the left side of the entrance contain a VIAL. Also near the graves is a tree with a NUT in it. Check a barrel in the house in the lower right portion of town for 11 COINS. Head down the stairs in the Inn, and check the first barrel there for an ELIXIR. The house to the right of the Inn has a SMOKE BOMB in the oven, and you can get a SLEEP BOMB by checking the jar above the Armor shop.

Now for stocking up on equipment. Sell your extra Claymore for some quick cash, and pick up the following items. For Issac, keep his Vulcan Axe (the unleash is worth it), and buy a Mail Cap. For Garet, buy a Great Axe and a Mail Cap. Now for Ivan... you're going to get a lot. Start with the Frost Wand for him, and then buy a Jerkin, a Heavy Armlet, and a Mail Cap. For Mia, buy the Psynergy Rod, a Jerkin, a Heavy Armlet, and a Mail Cap. If you can't afford all this,

you should be close anyway, so just fight out on the world map until you have the money.

When you're ready, head north and enter Hammet's mansion (remember the dude from the beginning of the game that's STILL trapped in Lunpa?). Lady Layana will talk to Issac and crew for a while, and decide that it's not the time to go on a rescue mission. Don't worry, soon we'll go back for Hammet and get some other stuff that we missed as well. For now, search the barrels in the right wing of the mansion for a NUT. Now head back to the main portion of town.

The house in the northeastern corner has external stairs that you can climb up to a porch type thing, and from there jump to the cliffs that surround the town. Move the statue out of the way up here to reveal a cave. Move the statue inside to block the waterfall and drain the pool. Climb down into the pit and up again to reach the Mars Djinni Scorch, who joins without a fight. There's nothing else you can do in this sewage area yet, but we'll come back later.

VAULT

Items

Bone

Now that the bridge has been repaired north of Kalay, you can return to the town of Vault to the north. The enemies in the area remain weak, so you won't have a problem getting there. Before you attempt the medium dungeon type area under Vault, go to the bell tower and ring it to flush the Djinni out of hiding. If you don't do this, your trek through the dungeon will be pointless! Once you've done that, head to the Inn, and pick up a BONE. Take this to the dog near the graves, and it'll move. You can use Reveal to find the entrance to the cave.

VAULT CAVE

Enemies

| Cave Troll |
| Death Cap |
| Fighter Bee |
| Gargoyle |
| Ghost Mage |
| Mimic |
Ravager

Items

| Vambrace |
Vial

Djinn

| Sap (Venus) |

Heading to the right as you enter will bring you to a Mimic chest. Defeat it for a VIAL. After that, head left and continue on through some doors until you reach a room with two torches and a switch. I'm assuming you'd be able to figure it out, but just push the torch onto the switch to open the gate.

In the next room, use Whirlwind on the ivy to uncover a room with a VAMBRACE. Equip this on Issac and give his Dragon Shield to Garet. Back in the previous room, you'll have to use Frost on the puddles to make it to the left side. In the next room, climb down and up the ladders (skip the stairs for now) and exit to the south. Take the set of stairs immediately to the right, and press the switch here to drain the water. Go back into the previous room and take the southern exit.

Puzzle - Tricky Torches

This is actually a pretty tough puzzle, as it requires timing as well as thinking. You're going to have to push the torch from its starting point to the switch to the north. First get rid of the unlit one by pushing it down two spaces. Here is the way to push the lit torch:

1. Push it up one space.
2. Stand on the left side of the pillar, wait until the water drips, and push it like crazy to the right until you can't push it anymore.
3. Push it up as much as you can.
4. Push it left two spaces.
5. Wait for the water droplet to fall, and push it left really fast again.
6. Push it down one space, then left, and then up.
7. Push it right one space.
8. Wait for the final water droplet to fall, and push it to the right.
9. Push it onto the switch!

Head up the stairs, enter the door to the left, head south, climb down the ladder, enter the door, jump across the gap, climb the ladder, head up the stairs to the right, and finally exit the cave. Here you'll find Sap, who will join you immediately. Head all the way back through the cave back into Vault.

VALE

Items

```
-----  
| 123 Coins      |  
| Psynergy Stone |  
| Vial           |  
-----
```

A short trip across the world map will bring you back to Vale. Take a short trip to visit Issac's mom and Garet's family. They'll be happy to see him. Also, check the barn in the northeast corner of the plaza. The doors will be open now (they weren't in the beginning). Check a jar in the back for a VIAL, a box in the middle for 123 COINS, and of course, there's the pretty much useless Psynergy Stone sitting in the middle of the floor (considering the limitless large one is at the front of town). Now head back to Kraden's house and lift the boulder to the left of it using Lift to access a new area.

VALE CAVE

Enemies

| Death Cap |
| Fighter Bee |
| Ghost Mage |
| Mad Vermin |
| Ravager |
Undead

Items

| Halt Gem |
Nut

Djinn

Kite (Jupiter)

There isn't much you can do to the right or straight forward, so you'll have to go left. Use Reveal to uncover the hidden stepping-stone in the ring of stones, and hop across. In the next room, use Move on the crate to the right to get it out of your way. Enter the door to the south, and grab the NUT from the chest in this area. Head back and use push the other crate into the water to create a path to the log.

Head left at first in the next area (right is a dead end), and head through the door at the end. Push the log off the cliff, jump the gap, push the other log off, and jump down. Push the horizontal log up and cross the water. The chest in the next area contains the HALT GEM. Equip this and approach the Djinni. It'll jump down and start circling around a pile of rubble. Align it so that the Djinni is opposite of you and use Halt on it. Just talk to it after to make Kite the Djinni join you. Now exit the cave.

BILIBIN CAVE

Items

| Psy Crystal |
Water of Life

From Vale, head east on the world map, past Vault, until you reach Goma Cave. Use the shortcut that you made before to blast through the cave. Once you're on the world map again, head north and then west to Bilibin Cave.

Head back to the room with all the ice pillars. Use Douse on the small flame next to the puddle, and it will become an ice pillar once more. Now head back out to the entrance area, and use Growth on the sprout to reach the alternate cave entrance. Follow it to the end where the chest is, and use Reveal on the

wall to uncover a hidden door. Use Douse on the small flame in your way.

In the next room, jump to the ledge on the right, and use the ice pillar that you made to reach a door with two chests. They contain a PSY CRYSTAL and a WATER OF LIFE. Was it worth it to come all the way out here for these two items? I guess so. I did it.

KALAY

Yes, you have to head all the way back to Kalay now, south of Vault. Talk to all the people in the tour group in the Inn, and then try to exit the town via the west exit. After the cut scene, head southwest on the world map to reach Kalay Docks.

KALAY DOCKS

Items

Boat Ticket

Enter the house and buy tickets for everyone, and hop aboard the ship.

TOLBI-BOUND SHIP

Enemies

| Lizard Fighter |
| Man o' War |
| Rabid Bat |
| Virago |
Kraken (Boss)

Items

| 23 Coins |
| Anchor Charm |
| Lucky Medal |
| Nut |
Water of Life

You'll find the Tolbi-Bound Ship to be a place of frustration and mutiny. The passengers want to leave, but the Captain is hesitant because of sea monsters. You're going to have to get things going by yourself.

First order of business: raid the ship of valuables! Head down the stairway in the middle of the deck first. The barrel at the south end of the room contains a LUCKY MEDAL. Head in the door behind the chef, and check a barrel here for 23 COINS. Head to the south end of the deck to find the Captain's cabin. A really suspicious looking guy will run out when you get near. Enter the cabin and check the jar for a NUT.

Now head back out and talk to the dude that just ran out. He's by the prow of the ship, and if you use Mind Read on him, you'll find that he hid the Anchor Charm on top of the mast. Head up there, and check around for the ANCHOR CHARM.

Now head back into the area behind the chef again (where you found the 23 Coins) and head north to prompt a cut scene. After they rush out, follow them to the Captain's quarters. After some fighting and yelling, give the Captain the Anchor Charm, and the ship will finally be on its merry way. Head down below the passenger quarters to reach where the people row. Your job is to protect the rowers, and select new ones if any are injured.

Now, there's a secret area you can get to now called Crossbone Isle. If you want to reach it, you have to select passengers in a specific order to row. There are a few benefits of doing this now, and I'll continue the walkthrough as if you selected this course.

After just a little bit, monsters will attack the ship.

Fight #1 - Man o' War X3

After the battle, go upstairs to choose a new oarsman. The guy you want is the arrogant dude in the green cape on the right side of the room.

"Hey! You're not thinking of making me an oarsman, are you?"

Fight #2 - Lizard Fighter, Rabid Bat X2

Another oarsman is needed. The bald guy on the left side of the room is who you're looking for.

"What? Ohhhh, noooo... Are you going to make me row?"

Fight #3 - Virago, Man o' War X2

Now you want the chef.

"You... You must be joking. You want me to row?"

Boss Fight - Kraken

Recommended level: 20

The Kraken is one tough customer. It packs almost 2,500 HP, and only using strong summons will make a big dent in that massive amount of health. Meteor, Judgement, and Thor will all do massive damage. The damage cause by Boreas will be muted due to the Kraken's resistance to water.

Other than summons, use strong psynergy and attack Djinn. Ragnarok and Tornado are good psynergies to use. It should only have about 400 HP left once you've summoned all your Djinn.

EXP - 711
COINS - 5200
ITEM - WATER OF LIFE

After the battle, you need to select one more rower. Choose the old man in the bottom left.

"Out of all these people, you're asking a frail old man like me to row?"

This combination of oarsman will take you to Crossbone Isle, and you'll have a whole new place to explore. You're asked to disembark and scout ahead.

CROSSBONE ISLE

Enemies

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-----  
| Fiendish Ghoul |  
| Grisly         |  
| Gryphon       |  
| Hobgoblin     |  
| Lich          |  
| Mimic         |  
| Succubus     |  
| Virago        |  
-----
```

Items

```
-----  
| 667 Coins     |  
| Antidote      |  
| Blue Key X4   |  
| Cookie        |  
| Elixir        |  
| Fairy Ring   |  
| Hard Nut      |  
| Lucky Medal   |  
| Lucky Pepper  |  
| Mint          |  
| Mystery Blade |  
| Nut X2        |  
| Potion X3     |  
| Psy Crystal   |  
| Red Key       |  
| Sleep Bomb    |  
| Smoke Bomb    |  
-----
```

At first, there doesn't seem to be anything of interest on the isle. It's also strangely devoid of enemies. However, you can enter an area if you walk in between all the mountains. Use Growth on the first three sprouts here to get to the highest level (the ivy on the way doesn't hide anything). Head right from here to grab a NUT from the tree.

Now, drop down the right hand crack in the cliff, and open the chest here for a MINT. Back at the top, slide down the middle crack and open this chest for 1 COIN (cool...). Once again, back at the top, take the left most crack down and blow away the ivy with Whirlwind to reveal the entrance to the cave.

This dungeon is comprised of many different layers. They each start out with a powerful enemy that you have to fight, and then there's a puzzle inside the

room that you have to solve to continue, and there are many treasures to be had as well. Head down to reach the first door.

Floor 1

Boss Fight - Hobgoblin, Virago X2

Recommended level: 20

Unequip four Djinn of your two fastest characters (most likely Ivan and Issac). Summon these Djinn immediately, and you should win the battle.

EXP - 397

COINS - 1040

ITEM - LUCKY MEDAL

Run all the way to the right around the perimeter of the room to get an ANTIDOTE. Back at the beginning, as if you had just come out of the door, jump across the block below the stone pillar. Move it to the left, and jump across to the chest to get a NUT. Exit the area to reset the stone, and enter again.

This time, move that stone pillar to the right, and collect 111 COINS from the chest. Move the next stone pillar to the right to reach a chest with a HARD NUT. Once again, leave the room to reset the pillars. This time, move the second pillar to the left, and then the third pillar to the right. For the fourth pillar, you'll have to move it to the middle of the platform, jump to the right to circle back around, and then move the fourth pillar to the right one more time. This will lead you to the exit of the room.

When you exit, you can fight the Mimic here. Summons should make short work of it. You receive a POTION for winning. After the battle, push the stone pillar into the pit as a shortcut.

Floor 2

Boss Fight - Succubus, Grisly X2

Recommended level: 20

Three or four high-powered summons will take care of these enemies in a single round.

EXP - 587

COINS - 1543

ITEM - POTION

In this new room, open the chest in front of you for an ELIXIR. The chest to the right contains 222 COINS. The chest to the right of that one contains a LUCKY PEPPER. Push the pillar to the left of this chest to the left. Push the horizontal pillar under it up, and then do the same for the other horizontal pillar you can reach. Push the vertical pillar to the right, and then push the remaining horizontal pillar up. The last chest contains a MYSTERY BLADE. Equip this on Issac.

Floor 3

Boss Fight - Lich, Fiendish Ghoul X2

Recommended level: 20

Once again, just use the usual strong summon technique to waste the enemies the first turn.

EXP - 437
COINS - 1418
ITEM - PSY CRYSTAL

This room is a little weird. If you want to get all the treasures, you'll have to use Catch to grab all the keys lying around the area. If you want to just exit the area, you can grab that specific key and skip all the chests, but it's worth it to grab them all.

You'll see the first key right away. You can grab it immediately without even jumping to any platforms. Stand on the protrusion and use Catch to get the first BLUE KEY. Head to the right, and do a little u-turn with the stepping-stones to get into position to grab the second BLUE KEY from the right side. Head back to the left, and head up when you have the chance. You'll be able to nab the third BLUE KEY from here. Head back to the entrance, and use the stones on the left to reach the stone above the fourth key. Grab this final BLUE KEY, and jump across to the blue doors in the back.

They contain, in order from left to right, 333 COINS, a FAIRY RING, a COOKIE, and a SMOKE BOMB. South of this last chest, jump on the different colored stone. Use reveal to uncover the final key. Use Catch to get the RED KEY, and use it to exit the area.

Floor 4

Boss Fight - Gryphon X2

Recommended level: 20

The usual cheap tactic works here: three or four strong summons do the trick the first round. If not, just use regular attacks the second round, and it's a sure win.

EXP - 606
COINS - 3800
ITEM - POTION

This is where your expeditions of Crossbone Isle fall short. You won't be able to get through this room without the Cloak synergy, but rest assured I'll guide you through later. All the statues in this room will block your way if they see you. You can use Halt on some of them, however, and this will allow you to get a treasure for now. Use Halt on the statue directly in front of you (when it's not in the way of the passageway) to get a SLEEP BOMB.

Now all you can do is return to the ship. You should be pretty rich, with a few

extra items now.

TOLBI DOCKS

Items

| 35 Coins |
Potion

Before you hit the world map, check the crate at the north end of the dock for 35 COINS, and arrange the crates behind the fence so that you can jump across and get the POTION.

WORLD MAP

Djinn

| Ground (Venus) |
Hail (Mercury)

Head west past Tolbi for now and cross the bridge leading north. There's another bridge to the northwest that leads south onto a small area of land. Run around here to encounter Hail, the Mercury Djinni. Head back across that bridge, and head right along the dirt path. Ignore the next bridge that you come across and head right until you reach the Kalay Docks again. You'll be able to enter the area from the north and get the Venus Djinni Ground. (You'll notice that the Djinni will join whoever has the empty space; most likely Garet, if you're just being traditional; anyway, this is only temporary, and you'll be able to fix it once we get the Djinni in Tolbi. So head back there now.

TOLBI

Items

| 9 Coins |
| Hard Nut |
| Lucky Medal X3 |
| Power Bread |
Vial

Djinn

Ember (Mars)

Shop List

| Item Shop |

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|
| Herb.....10 Coins |
| Nut.....200 Coins |
| Antidote.....20 Coins |
| Elixir.....30 Coins |
| Sacred Feather.....70 Coins |
| Water of Life.....3000 Coins |
|-----|
| Weapon Shop          |
|
| Great Sword.....7000 Coins |
| Master Rapier.....6800 Coins |
| Great Axe.....5200 Coins |
| War Mace.....6200 Coins |
| Angelic Ankh.....6400 Coins |
|-----|
| Armor Shop          |
|
| Armored Shell.....3600 Coins |
| Silver Vest.....3200 Coins |
| Jerkin.....2400 Coins |
| Knight's Shield....3000 Coins |
| Gauntlets.....1600 Coins |
| Heavy Armlet.....2000 Coins |
| Steel Helm.....3100 Coins |
| Mail Cap.....2000 Coins |
| Guardian Circlet...3400 Coins |
|-----|

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Wooh. Big town, eh? It's time to start raiding! In the bottom left corner of the town is a circle of gravestones. Use Reveal to get some POWER BREAD. The room above the Weapon shop has a LUCKY MEDAL. On the very right side of the town from where you can see a sprout and a puddle, check the jar for another LUCKY MEDAL. In the upper left corner of town, check a bucket to the left of a house to get 9 COINS. The house to the right of this one contains a VIAL.

Get as close as you can to the entrance of town without going out to the world map, and walk to the right. Use Growth on the sprout here, and freeze the puddle with Frost. Go back around to the front of the Inn, and grab Ember, the Mars Djinni. Now you can return Issac's Djinni back to him.

Lucky Dice

This is the least helpful of the mini games in Tolbi. Basically, you bet money (your level X 10) to roll the dice. There are two dice, but it's like there are four dice since the spaces that the dice land in are displayed as dice. So basically, if you get two of a kind, you get your money back, if you get three of a kind, you get twice your bet, and four of a kind is three times your bet. There is also a perfect bonus. If you roll a perfect in one of the displayed suits, you get your winnings multiplied by either three or five. Not a very reliable way to make money, unfortunately.

Lucky Wheels

You'll find this mini game in the upper right corner of town above the Inn. This is the most helpful mini game, in my opinion. Basically, it's a slot machine, and you get prizes depending on which picture you line up. Use Game Tickets to bet and get more rows (to increase your chance of winning). You pull

the lever 5 times, and each time, you get to hold any rows that you want.

The prizes include:

Hearts

Vial

Nut

Stars

Elixir

Psy Crystal

Rings

Sleep Ring

War Ring

Adept Ring

Shirts

Running Shirt

Silk Shirt

Mythril Shirt

Boots

Fur Boots

Quick Boots

Hyper Boots

The cheap way to do this is to save before you try the game, and keep resetting until you get the item you want. First off, get a War Ring for Issac and Garet, and maybe Ivan and Mia if you want. Remember to only spend one ticket per item, and reset if you don't get the one you want. Get a Silk Shirt for Mia (a great item because it goes on under her armor). If you're lucky, you can get Mythril Shirts for all four characters (even better than Mia's Silk Shirt). There's definitely a toss up between the Hyper Boots and Quick Boots. Hyper Boots will be more useful later on down the road when you're using a lot of physical attacks, but you'll probably want to stick with the Quick Boots for now.

Sell all the extra crap that you win to the Weapon shop for some major fundage.

Lucky Fountain

The last mini game takes place in the middle of town in a giant fountain. You throw the Lucky Medals that you've been collecting into the fountain, and try to avoid the animals. The closer the medal lands to the middle, the better the prizes you get.

You can use the same cheap saving and resetting trick, but you won't be able to get as many items as you did with the slots, seeing as Lucky Medals are much harder to come by.

Here's what you can win:

Battle Gloves

Guardian Armllet

Earth Shield
Ninja Hood
Adept's Helm
Glittering Tiara
Kimono
Cocktail Dress
Spirit Armor
Assassin Blade
Burning Axe
Grievous Mace
Potion
Psy Crystal
Water of Life

Once again, sell any excess equipment.

Now finally, you should hit the shops and buy any equipment that looks good. This is what your characters should look like now (more or less):

Issac	Garet
-----	-----
Assassin Blade	Great Sword
Ninja Hood	Steel Helm
Vambrace	Earth Shield
Spirit Armor	Spirit Armor
Quick Boots	Quick Boots
War Ring	War Ring
Mythril Shirt	Running Shirt

Ivan	Mia
-----	---
Master Rapier	Grievous Mace
Guardian Circlet	Guardian Circlet
Guardian Armlet	Heavy Armlet
Silver Vest	Cocktail Dress
Hyper Boots	Hyper Boots
Healing Ring	War Ring
Mythril Shirt	Mythril Shirt

Be happy, some of the equipment you have is the strongest in the game (the boots at least). Your characters are powerhouses.

Now that all that is finally over, you can continue with the quest. In the upper left corner of town, two guards come rushing at you asking if you know a missing person that they show you. After they run off, head north to Babi's Palace. Head up the stairs all the way to the right until you reach the top floor. Search the barrel here for a LUCKY MEDAL. Head up one of the two central staircases now, and go down the hallway. After eavesdropping on Iodem, head left and down the stairs into the laboratory. One of the jars here contains a HARD NUT.

Now head back upstairs and walk to the right side of the room. Go upstairs to meet a character that will become much more important later on, and go downstairs through a hall to see the beginning trials of Colosso. Now you should start your search for Babi in the Altmiller Cave to the north.

ALTMILLER CAVE

Enemies

| Armored Rat |
| Clay Gargoyle |
| Dread Hound |
| Foul Dirge |
| Gnome Mage |
| Golem |
| Mad Mole |
| Mimic |
| Wight |
Worm

Items

| Cookie |
| Mystic Draught |
| Vial |
Water of Life

Djinn

Squall (Jupiter)

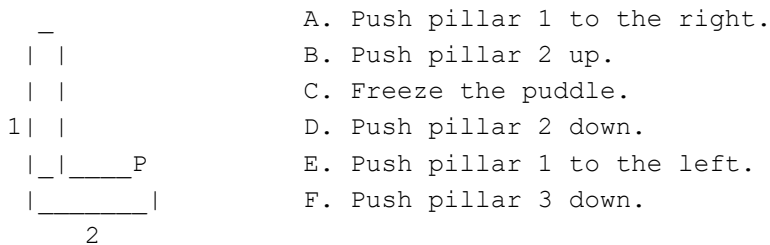
As you make your way through the first area, it will get progressively darker. In the second room, the darkness is complete, and you will only be able to really see when you're near a torch. You can also use Reveal to find your way through. Head down the steps.

To the right, you'll immediately see a chest. This is actually a Mimic, but you should be a seasoned Mimic fighter by now, and it won't be a problem. For winning, you get a WATER OF LIFE. Now head to the northwest. On the way, you'll find Babi. He needs you to travel deeper into the cave to get some of his special draught. The rock switches that you'll have to press are in this order, from left to right: blue, green, white, yellow, and red. Remember that for later, even if it doesn't make much sense now.

In the next area, you can see another doorway immediately, but there are rocks blocking your path. Before you start picking your way through the rocks though, head left until you reach a wall, and then go up and right. The chest here contains a VIAL. Now make your way around the perimeter of the area to spiral into the other door.

You'll be in a lit area again. There's a pillar-pushing puzzle that adds a little touch to the previous ones.

Puzzle - More Pillar Pushing Mania



The P is the puddle of water.

This will let you get to Squall, the Jupiter Djinni. You'll have to fight him first, unfortunately. Push the rock pillar down into the pit on the right side of the room and jump across to the stairs.

It's once again dark, and there's another maze of rocks that you'll have to navigate. If you head left while staying on the north side of the room, you'll eventually make it to a chest with a COOKIE. Head back to where you entered the room. To reach the other door, stay on the south wall of the room and head left. You'll reach a big cluster of rocks. Pass them to the south, and then turn around and find your way through so that you can head upwards. This will eventually take you to the stairs down.

Don't bother pushing around the pillars in this room. Head south up the stairs and walk along the cliff until you can drop down and head through the door. The next room is the room that Babi was talking about. The five stones on the ground correspond to the five colors that he was talking about. Those colors again, from left to right, are: blue, green, white, yellow, and red.

To activate the puzzle, you must first turn the left and right hand rocks. A wheel of colors will begin to spin. When it stops, the top color will start blinking. Turn the corresponding rock to proceed. Just do this twice, and the door will open. Inside, pick up the MYSTIC DRAUGHT.

Now head back to Babi (use Retreat to speed things up), and give him the Draught. After the conversation, you're invited into Colosso, and Babi is escorted back to Tolbi. Head there yourself.

TOLBI

Enemies

```

| Azart   |
| Navampa |
| Satrage |

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Items

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| Cloak Ball |
| Corn       |
| Lure Cap   |

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Before you do anything, give Mia a Venus Djinni to make her learn Growth (preferably a Djinni that you may not use a lot, like Granite), and give her the Halt Gem. Give the Douse Drop and Frost Jewel to Ivan, and give Garet the

Orb of Force. Trade one of Issac's Djinn (maybe Ground this time) for one of Garet's, so that Issac learns Growth. You'll see why in a second.

Head to the Coliseum Entrance. The guards there will recognize you and place you in the tournament. The basic rules are as follows: You and your opponent start at opposite ends of the field, and race to the center to get the better of the two items sitting there. On the way, you must solve puzzles and pick up items that will aid you in battle. All of your normal equipment is taken off, and your items can't be brought into the tournament either.

There's a trick that will help you though. Your friends, while they can't technically participate in the battle, can help you out by tampering with the puzzles before hand. This allows you to get to the center much faster than you normally could.

When you're asked to choose where to cheer from, place Garet in the first area, Ivan in the second, and Mia in the third. Save and talk to the guard when you're ready. Before the round begins, you can help out using Garet, Ivan, and Mia. With Garet, use Move on the stone to place it in the middle of the gap, so Issac won't have to move the other stone himself. With Ivan, use Douse on the platform to weigh it down and raise the other one. With Mia, use Growth on the sprout so that Issac can just skip the entire section.

In the first area, jump across the stone that Garet helped you with, and then push the pillar out of the way for a Nut. Area two has nothing of value, and Ivan already helped you with it, so just run on through. In area three, climb the vine and grab the Oil Drop from the chest. To get the chest in section four, ride the vertical log to the right, ride the horizontal one down, and then ride the vertical log to the left again. The chest here contains another Nut. When you reach the middle, you'll pick up the Iron Shield (assuming you made it before the other guy did).

Boss Fight - Azart

Recommended level: 22

Use your Oil Drop in this battle to cause some damage. Sap is a good Djinni to use, because it will hurt the enemy, and restore your HP. Make good use of Planet Diver and your Nuts.

Now you get to pick where you're going to place Garet, Ivan, and Mia again. Place Mia in the second section, Ivan in the third, and Garet in the fifth. When you have control of Garet, use Force on the splintered log to create a bridge. With Ivan, use Frost on the puddle on the left, and finally with Mia, use Halt on the guy that's pulling the levers.

The first section is a simple maze that you can blow through, the second section is a cinch thanks to Mia, and the third section just consists of rolling to the left with the lower log, and jumping across by using the ice pillar that Ivan made. You can get the chest in the fourth section, but it's not worth the time. Just climb to the top of the wall, and drop down the middle slide to land on the platform. Continue left, and get the chest if you want. To pass the fifth area quickly, climb down and use the bridge that Garet made. You'll get the Chain Mail, if you make it on time.

Boss Fight - Satrage

Recommended level: 22

The same strategy applies to this battle. Use Sap and Flint (or a summons if you didn't set them after the last battle), and continue pounding away with Planet Diver and healing with Nuts.

This is the last round, and the longest as well. Place Ivan in the first area, Mia in the third, and Gareth in the fifth. Have Gareth use Force on the log to break the conveyor belt, Ivan use Frost to freeze the puddle and raise the platform, and Mia use Halt on the dude to freeze the pusher thingies.

Jump across the pits in the first area, and grab the Smoke Bomb from the chest. Jump across the pillars in the second area, and run straight through the third. Get the Nut out of the chest at the end. In the fourth area, use Growth on the sprout, and climb to the top of the wall. Run across the conveyor belt, and push the stone pillars out of the way in the sixth section to push the log into the water, so that you can jump across. (You could grab the chest in area six, but you may not have time. It's a Sleep Bomb). Grab the Claymore when you get to the center.

Boss Fight - Navampa

Recommended level: 22

Use your Smoke Bomb and the Sleep Bomb if you managed to get it. Heal with Nuts if you need it, and just pound away with Flint and Sap, and summoning Ramses. This is a tough battle to win. If you summon your Mars Djinni that you equipped to Issac, you will get your old psynergy back and be able to use Ragnarok and Cure Well.

Regardless of the outcome of the battle, Issac blacks out from exhaustion. After you wake up, head upstairs to the throne room to talk to Babi. You'll get a LURE CAP if you won the competition. If you follow Babi down to his room, he will lend you the CLOAK BALL. Talk to the guy at the booth in the middle of town for some CORN. Head southeast from Tolbi to reach Gondowan Cave. This will take us back to Kalay, and from there we can go all the way back to Lunpa and finally rescue Hammet.

GONDOWAN CAVE

Enemies

| Dirty Ape |
| Kobold |
| Rat Warrior |
| Warrior Bee |

Items

| Apple |

Lucky Medal

There's a fork right at the beginning of the cave. Take a left, as right is a dead end for now. In the next area, use Lift on the boulder and head on under. Keep walking past the stepping-stones and pick up the APPLE from the chest. Use the stepping-stones and get the LUCKY MEDAL. Continue to the right. When you get to the stump, use Move to push it into the water and clear the way (as well as make a shortcut back to the right fork you passed earlier). Push the rock pillar into the crack to the right, and exit to the world map.

WEST LUNPA CAVE

From where you exit the cave, head all the way north past Vault until you reach Lunpa. You can't force your way in through the front gates, so head in the cave near town. Use Frost on the puddle under the door to raise it.

LUNPA

Items

| 44 Coins |
| Antidote |
| Elixir |
| Lucky Medal |
| Smoke Bomb |
Water of Life

There really isn't much that you can do in Lunpa for now. The town is sealed off, the Inn is closed, and the various shops are out of stock. There is a pretty big payoff you can get almost immediately, however. At the north end of the town, between the two big logs, is a rock. Use Reveal to uncover a puddle. Freeze it and hop across (without leaving the Revealed area). Walk all the way around to the left side of town to a seeming dead end. If you use Reveal on the wall, you'll uncover a switch that opens the door to a giant stash of treasure. The chests contain: a WATER OF LIFE, 44 COINS, a SMOKE BOMB, a LUCKY MEDAL, and ELIXIR, and an ANTIDOTE.

Once you've done that, head through the exit at the north end of town.

The guards here are as unrelenting as ever, but now that you have the Cloak psynergy and some shade, you can sneak right by! Just stand in the shadows on the left side of the area, use Cloak, and you'll be inside in no time.

LUNPA FORTRESS

Enemies

| Brigand |
| Kobold |
| Rat Warrior |
| Vile Dirge |
Toadonpa (Boss)

Items

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| 100 Coins      |  
| Cell Key       |  
| Elixir         |  
| Lucky Medal    |  
| Mythril Circlet |  
| Power Bread    |  
| Psy Crystal    |  
| Vial           |  
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Head through the first door. You'll be faced with a couple of paths to go from here. The door in the wall just leads to a room with a few people to talk to. Head to the right instead, and put your Cloak synergy on before you attempt to walk behind the guard here. Also, don't walk into the light, or the synergy will wear off, and you'll be brought back to the beginning. Stay in the shadows as long as you can, and enter the door.

In the next room, slap Cloak on again, and head for the door in the north wall. The old dude here won't have much in the way of items, but if you check the pots to the right, you'll find a VIAL. Back in the previous room, sneak past the guard again and head through the door to the left.

The next room contains a guard that moves around. When he's occupied in the upper left, slap Cloak on and run past to the door to the south. In the next room, Cloak again and head up the steps.

In this room, head to the north while avoiding the guards patrolling back and forth. In the next room, skip the door in front of you and take the one to the right. You'll have to fight three Brigands here, but they shouldn't give you much trouble. Head through into the next room and fight another Brigand here. In the room to the north, you'll find Donpa and his attendant. There isn't anything you can do in this room right now, but remember it for later.

Back in the previous room, head south. Sneak past the guard here (study his pattern first) and enter the next room. You can use Catch to grab the CELL KEY sitting on the table. When you unlock the cell, the Brigand will attack, but that won't be a problem. Head down the stairs to the right.

Back down on the first floor, take note of this area you're in. The stairs down are where you're headed, but there are a few treasures to get first. Take the door in this room that isn't a staircase. Back in this room, sneak past the guards to the door in the upper right. Head through the next room using Cloak again and you'll be back in the room with first moving guard. This time, wait until he's patrolling at the south end, and run to the gate to unlock it. The treasure room here contains an ELIXIR, a LUCKY MEDAL, 100 COINS, and a MYTHRIL CIRCLET. Equip this on either Ivan or Mia (whoever has the lower Defense).

Now head back to that room that I told you to remember with the staircase that went down into the basement. Head down and use Whirlwind on the ivy to reveal a blank section of wall. Use Reveal to uncover a hidden switch that opens the door. In the next room, head right and use Whirlwind again on the ivy here, and head through the door. The middle cell contains some POWER BREAD. Head out of the room using the door to the left. Unlock the cell door and push the crate out until it falls off the ledge. Use it to jump to the edge to the left, and unlock the cell door. Use Whirlwind once more on the ivy, and use Reveal to uncover another switch.

In the next room, head through the cell to find Master Hammet and prompt a cut scene. Before you know it, you're hurled into a boss battle!

Boss Fight - Toadonpa

Recommended level: 22

This is a pretty tough battle. Toadonpa has the ability to restore its HP after each round, and its attacks are pretty mean. It can also poison you, which you should remedy immediately if that happens. Summon your Djinn until you have everyone's fourth level summon available. One last round of summoning the Djinn should destroy the creature.

Remember to use Issac to Cure as well, since it's very tempting to attack constantly with him.

EXP - 999
COINS - 3200
ITEM - PSY CRYSTAL

After the battle, your team members discuss the fate of Dodonpa. Don't worry about seriously having to choose one way or another, as Dodonpa's father will come in and settle things his way. After the discussion, you automatically head back into town.

LUNPA

Shop List

| Item Shop |
| |
| Herb.....10 Coins |
| Antidote.....20 Coins |
| Elixir.....30 Coins |
| Sacred Feather.....70 Coins |
Water of Life.....3000 Coins
Weapon Shop
Great Sword.....7000 Coins
Master Rapier.....6800 Coins
Great Axe.....5200 Coins
War Mace.....6200 Coins
Shamshir.....10000 Coins
Ninja Blade.....8800 Coins
Dragon Axe.....10300 Coins
Demonic Staff.....10000 Coins

Armor Shop
Plate Mail.....4400 Coins
Silver Armlet.....4000 Coins
Silver Helm.....3900 Coins
Platinum Circlet...4200 Coins
Blessed Robe.....7000 Coins

War Gloves.....4000 Coins

Ooooohooohoo. The weapons here are very very expensive. As for weapons, buy the Shamshir for Issac, the Ninja Blade for Ivan, and the Dragon Axe for Garet. It's not worth it to pick up the Demonic Staff, since it's cursed. For Issac's armor, get Plate Mail, a Silver Helm, and the War Gloves. For Garet, get the Plate Mail and Silver Helm. Ivan should get a Silver Armlet. Mia should get the Silver Armlet, the Platinum Circlet, and the Blessed Robe.

Now that is cool. You're outfitted with some pretty nice gear.

Now head back to Kalay to return Hammet. You'll have to sneak out via the cave again, and you'll meet someone on the way. He'll offer a wagon ride back to Kalay.

KALAY

Items

| 200 Coins |
| Apple |
| Lucky Medal |
| Nut |
| Potion |
| Sleep Bomb |
| Spirit Gloves |
Water Jacket

Head north to the Mansion to talk to Hammet and see what's up. After that, head back into town, and enter the sewers via the entrance behind the statue in the upper right corner of town. Head north and up the stairs. Heading to the left you'll find two halls leading to the north. Take the first one and grab the four chests here for a SLEEP BOMB, a POTION, a LUCKY MEDAL, and 200 COINS. Push the statue in front of the waterfall to drain the reservoir thingy. Use Frost on the puddle and jump across to grab the chest, which contains SPIRIT GLOVES. Head back north up the stairs, and head left to the other set of stairs. Go up a few flights into a cave area with an APPLE. Head outside and grab the NUT from the tree.

Also, five billion people emailed me and told me that there's a Water Jacket in a chest in Hammet's mansion, bottom left near some beds. I guess.

Now head all the way back to Lunpa.

LUNPA FORTRESS

Djinn

Tonic (Mercury)

In the upper right corner of the second floor is Dodonpa's room. Sneak back there and talk to Dodonpa. He'll let you into the back room where you can get the Djinni Tonic.

GONDOWAN PASSAGE

Head all the way back to Tolbi through the Gondowan Cave and south from there to reach a bridge. This is where you'll meet Iodem. Back on the world map, follow the dirt path to Suhalla.

SUHALLA

Items

5 Coins	
Hard Nut	
Lucky Medal	
Smoke Bomb	

Shop List

Item Shop	
Herb.....10 Coins	
Nut.....200 Coins	
Antidote.....20 Coins	
Elixir.....30 Coins	
Sacred Feather.....70 Coins	
Potion.....1000 Coins	
Psy Crystal.....1500 Coins	
Water of Life.....3000 Coins	

Head for the house in the lower right section of town. Iodem will recognize the wounded soldiers here, and speak with them. They'll tell you about the dangers of the desert, and then they fall back asleep, or go unconscious, or whatever.

There are a few items you can get while you're here. In the small house to the left of the one with the wounded soldiers, there's a SMOKE BOMB in the oven. To the right of the healing shrine to the north is an area where you can jump across the river. Jump back across to the left side of the shrine and check the jar for a LUCKY MEDAL. Hop back across and head to the left to pick up a HARD NUT from the chest. Exit the town and enter again to appear at the normal entrance. Directly to the south as you enter is a jar nestled in some crates. Inside is 5 COINS.

SUHALLA DESERT

Enemies

Acid Maggot	
Harridan	
Kobold	
Magicore	
Mimic	
Orc Captain	

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| Roach |
| Stone Soldier |
| Tornado Lizard |
| Vile Dirge |
| Storm Lizard (Boss) |
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Items

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| Cookie |
| Lucky Medal |
| Psy Crystal |
| Psynergy Stone |
| Virtuous Armlet |
| Water of Life |
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Djinn

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| Flash (Mars) |
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Suhalla Desert isn't really a big area (it's smaller than Lamakin). Your main problem will be dealing with the sheer power of the enemies here.

From where you enter the desert, head right until you reach your first windstorm. Set Douse to a shortcut (since you'll be using it a lot in the desert) and cast it when you get caught up in the windstorm. Doing so causes the whirlwind to die out and also makes a Tornado Lizard appear. Failure to do so will cause the whirlwind to deposit you back at town. Tornado Lizards are fairly difficult, but not strong enough to be considered a boss at this point, especially if you are at least level 23. Just use attack Djinn, and the creature will fall in one or two rounds.

Once you've conquered the windstorm, check the chest behind it for a VIRTUOUS ARMLET. Heading left from the entrance brings you to another windstorm. Conquer the lizard inside, and continue onward. When you come to a large area with paths to the south and east, take either of the two southern paths (and fight the lizard) to reach a chest. The chest is a Mimic, and defeating it gets you a WATER OF LIFE.

Take the path to the east now. After yet another fight with a Tornado Lizard, you'll be able to enter a new area to the left.

The first path to the north is blocked by a windstorm, but a treasure chest with a LUCKY MEDAL lies beyond. Skip the second path to the north and take the third one. Another lizard, and a chest with a COOKIE. Head north through the second path past yet another lizard. Using Reveal when you climb down the cliff into the sand will reveal footprints. Follow them north to where they cross a cliff (with a stone that appears when you use Reveal). Jump across and climb down to get the Mars Djinni Flash. You'll have to fight it first, though. This is one of the most useful Djinn in the game. Using it in battle will significantly decrease the amount of damage done to you for a round. The damage usually is in the 1-15 range, which can be a lifesaver in tougher battles.

The door behind the Djinn leads through a cave to a walled off section of the desert. A huge windstorm sits here, but you'd be better off waiting a little bit before fighting the creature inside or using the windstorm itself. If you

let it carry you away, you'll land on Crossbone Isle. You can't quite finish the rest of it yet, but you will be able to very very soon, so we'll get right back to it.

Jump back across the stone platform that you have to make appear with Reveal, and continue south. When you start walking on the sand, another big windstorm chases you down and sweeps you up.

Boss Fight - Storm Lizard

Recommended level: 24

Fighting the Storm Lizard is like fighting a gigantic version of all the Tornaro Lizards you've been fighting. Unleash your attack and defense Djinn during the battle, keep your characters healed, and summon your level 4 summons. There's not really much else you can do to make this battle easier. Tough it out.

EXP - 1300
COINS - 6100
ITEM - PSY CRYSTAL

After the battle, you can leave the desert to the south (pick up the Psynergy Stone on the way by casting Reveal in the middle of the ring of stones).

SUHALLA GATE

----- Enemies

| Cannibal Ghoul |
| Earth Golem |
| Goblin |
| Horned Ghost |
| Mole Mage |
Nightmare

Items

| Mint |
Psynergy Stone

Djinn

Dew (Mercury)

Head up the steps in this area, and talk with another pair of wounded guards. At least it means you're on the right track. There's a healing shrine to the north if you need it. Head right into the first big section of the area. If you drop off the first notch in the cliff, you'll land on a ledge with a MINT. Climb back up using the vines, and continue right.

In the next area, jump down the third notch in the cliff. You'll land right next to Dew, the Mercury Djinni. You'll have to fight it first before you can get it. Jump down from here, and head right. After climbing up the first vine, you'll see a cave. You can go in, pick up the psynergy stone, and exit to the world map, but it's a dead end. There is a little conversation about what you find there, however, if you want to check it out. Regardless of whether you do that or not, take the next couple vines up and head to the right again. Head east on the world map to reach the Venus Lighthouse.

VENUS LIGHTHOUSE

Enemies

| Earth Golem |
| Gnome Wizard |
| Goblin |
| Horned Ghost |
Nightmare

Items

| Carry Stone |
Lucky Cap

Saturos' and Menardi's path couldn't be more obvious. Follow the trail of dead and dying people to entrance of the lighthouse. Walk through the first room, and then in the second, use Reveal to uncover a door in the wall of the central column thing. Go down and pick up the CARRY STONE. This allows you to use the Carry Psynergy, which is a little like Move, but allows you to lift the object you're moving. It's also the last item you need to finish Crossbone Isle. We'll get back to is after we finish business in the lower portions of the lighthouse.

Go back up the steps, and head north. Head to the right, and take the stairs down. Jump across all the stones, and head up the steps again to reach a chest with a LUCKY CAP. Equip this on Ivan if you've been boosting his Luck with the Lucky Peppers. Head down, jump back across the stones, and head up again. This time, go to the left. You can head up the steps, but it's only a dead end (except for a guy you can talk to). Instead, take the door to the upper right. Use Carry on the strange looking block here to drop it off the edge to the right and head up the stairs. You can't get past the electrical field yet, but use Reveal next to the stairs to reveal yet another set of stairs.

Head up the steps and talk to the statue at the top of the room. There will be a temporary glow and the pattern on the floor will change. This won't make much sense yet, but you can keep it like this (or talk to the statue again to change it). Keep the path like this for now for the sake of the walkthrough. You wouldn't want to be confused when I talk about it later, would you? WOULD YOU? Okay, good.

Anyway, get out of the lighthouse, and head back to the desert.

SUHALLLA DESERT

Enemies

Tempest Lizard

Items

Potion

Head all the way back to the pink windstorm. You can use Douse on it to fight a powerful boss, or just let it carry you to Crossbone Isle. If you elect to fight the boss, you'll have to exit the desert entirely and come back to make it reappear. Here's a strategy if you choose to fight:

Boss Fight - Tempest Lizard

Recommended level: 25

Utilize the Flash Djinni as much as you can during this battle. One round of level four summons will bring down most of this creature's HP. Finish him off with attack Djinn.

EXP - 1360
COINS - 6400
ITEM - POTION

CROSSBONE ISLE

Enemies

| Lizard King |
| Harridan |
| Stone Soldier |
| Chimera |
| Poison Toad |
| Thunder Lizard |
| Cerebus |
| Mimic |
Deadbeard (Boss)

Items

| Storm Gear |
| 4329 Coins |
| Psy Crystal X3 |
| Lucky Medal X2 |
| Ninja Garb |
| Potion X4 |
Elixir

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| Demon Axe |
| Water of Life X5 |
| Wicked Mace |
| Smoke Bomb |
| Cleric's Ring |
| Sleep Bomb |
| Muramasa |
| Demon Mail |
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Djinn

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| Bane (Venus) |
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Enter the cave the way you did before, and head back down to the floor that you left off on. Now that you have Cloak, you can sneak past the statues here. The chest in the upper right corner contains STORM GEAR. The chest in the upper left contains 444 COINS. The chest on the way out contains a PSY CRYSTAL.

Don't forget that you have an enemy fight before each room.

Floor 5

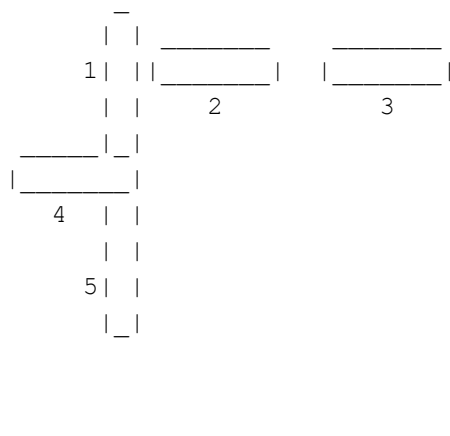
Boss Fight - Lizard King, Harridan, Stone Soldier X2

Recommended level: 25

Four fourth level summons will severely weaken the Lizard King and get rid of all the other enemies. A couple more rounds of regular attacks or attack Djinn should get rid of him.

EXP - 881
COINS - 1560
ITEM - PSY CRYSTAL

The puzzle in this room is like the one in the forest from the beginning of the game. You'll have to move the logs around and then raise the water level to reach chests and the exit. In the upper right corner of the room, you'll find 555 COINS. Now, here's what the logs look like:



For a chest with a LUCKY MEDAL:

- A. Push log 1 to the left.
- B. Push log 4 up.
- C. Push log 1 to the right.

Using the new configuration, this is how to get the chest with NINJA GARB:

- A. Push log 5 to the left.
- B. Push log 1 to the left.
- C. Push log 4 down.
- D. Push log 2 down.
- E. Push log 5 to the right.
- F. Push log 2 up.
- G. Push log 1 to the right.

To reach the exit, use the following steps (from the new configuration).

- A. Push log 1 to the left.
- B. Push log 5 to the left.
- C. Push log 4 up.
- D. Push log 1 to the right.
- E. Push log 4 down.

You can grab a chest with a POTION here. Exit the area to the south.

Floor 6

Boss Fight - Chimera X2

Recommended level: 25

The Chimeras aren't really as hard as the last fight. Use strong summons and attacks, and you should easily win.

EXP - 930
COINS - 1600
ITEM - POTION

Head to the upper left and push the rock pillar with the chest on it up into the alcove. Back in the lower right, move the rock pillars so that you can jump across to the ledge. The chest here contains an ELIXIR. Head down the small ladder and up the big one. To the left, you'll see a Venus Djinn, Bane. Approach it, and it will start to run away. Skip the ladder, and head left and down. Push the stone pillar off the cliff via the notch. Hop down after it, and use Frost on the puddle. Jump across and grab another chest with 666 COINS.

When you approach the Djinni, it'll run away again. Push the stone column down in front of the big ladder. If you climb down the big ladder, you'll be able to stand on the pillar and jump across to the chest (assuming you pushed it into position earlier). The chest contains a DEMON AXE. This is a great weapon, but you can't equip it without being cursed. That will all change, however, once you get a certain item, and that will be soon. So DON'T get rid of the Axe, it's one of the strongest weapons in the game.

Follow the Djinni to the right, and then down. He'll start running around a few stone bricks like the Jupiter Djinn did when you first got Halt. Use Halt again to get the Djinni.

Back on the left side of the room, push the rock pillar that's located near the ice pillar to the right. You'll have to pull the stone using Move, because you'll want to end up north of the stone. Climb the ladder to the north, and jump across to the chest containing a WATER OF LIFE. Exit the area to the south.

Floor 7

Boss Fight - Earth Lizard X2

Recommended level: 25

The Earth Lizards have the Cure Well psynergy, so start of the battle by using Seal on them. Finish both of them off using summons and attacks.

EXP - 1090
COINS - 1840
ITEM - WATER OF LIFE

This next area is a little weird. Head up and to the left to reach one of the stones that you can use Carry on. Push in into the corner to the right, and use Carry on it to place it between the two ledges. This lets you jump across to the right when you climb up the ladder. The chest here contains a LUCKY MEDAL. Now exit the area, and come back in to reset the block. Lift the same block up onto the platform to the left. Jump across the gap to the left, and lift the block another level higher so that you can reach the chest. It contains a PSY CRYSTAL.

Exit the area again, and come back in. Place the same block on the platform to the left, and then drop it off the other side. Position it so that you can jump to the edge to the left. The chest that you can reach from here contains a WICKED MACE. This is another cursed item, so don't equip it, but save it.

Make your way to the bottom left corner where the other block is. Move it over to the left and lift it up onto the ledge. Jump across and head towards the exit. Before you leave, jump across to the chest (you can do it, just hug the wall) and open it for 777 COINS.

Floor 8

Boss Fight - Poison Toad, Thunder Lizard X2

Recommended level: 25

Your strongest summons won't be enough to take down the Poison Toad. You'll probably want to keep someone healing for the whole battle, as the attacks by the Thunder Lizards will keep you on your toes. Use Flash as much as you can during the battle.

EXP - 2576
COINS - 2642
ITEM - WATER OF LIFE

Head north in this area, and use Frost on the puddle under the platform. Jump over the puddle, head up the ladder, and jump across to the chest that contains a SMOKE BOMB. Exit the area and return to melt the ice pillar. Jump over the puddle again, and freeze it from this side. Use it to jump across the ledge, and grab the chest here, which contains 888 COINS.

Head down the ladder, and push the stone that's underneath the logs to the right. Jump back across the ice pillar, and fall down the notch in the cliff. Push the log down, and then use Frost on the puddle under the platform to melt the other ice pillar. Jump back across, and freeze it from the other side. Head left and climb down. Push the other log down to reach a chest with a CLERIC'S RING. This is the item that you need to equip cursed items. Resist the temptation to equip the ring and the Demon Axe. A better cursed weapon is coming up soon, and if you equip the axe now, you won't be able to get it of until you visit a healing shrine.

Jump across the puddle to the left, and freeze it from the top. Jump across and grab the POTION.

Floor 9

Boss Fight - Cerebus X2

Recommended level: 26

This battle isn't as hard as the previous one. Start off by summoning your fourth level summons, and then finish them off the next few rounds with powerful synergy and attacks.

EXP - 3726

COINS - 6400

ITEM - PSY CRYSTAL

This floor is pretty simple compared to some of the other ones you've seen. Head for the log in the upper right corner of the room and ride it to the left. Jump across and grab the SLEEP BOMB out of the chest.

There are two horizontal logs at the south part of the lake, and three vertical logs on the east part of the lake. Ride the left-hand horizontal log up to reach a log in the upper left. Ride this over to the right, and ride the other horizontal log up. Ride the vertical log in the upper right corner to the left, and jump down to the log sitting in the middle of the water. Ride it to the right, and jump back to land. Ride the log below that one to the left to reach the island with a chest and 999 COINS.

Ride back to the right, and ride the log above that one to the left. The chest here contains a WATER OF LIFE.

The next area of this room has six logs, three lining the bottom, and three lining the right side.

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  4         5         6
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- A. Ride logs 4, 5, and 6 up.
- B. Ride log 3 to the left.
- C. Ride log 5 down.
- D. Ride log 2 to the left.
- E. Ride log 6 down.
- F. Ride log 1 to the left.

Open the chest for the MURAMASA. Equip Garet with the Cleric's Ring, and give him the Muramasa.

Floor 10

Well, congratulations, you've finally made it to the bottom of the dungeon. A wrecked pirate ship lies rotting here. Check the chest in the middle of the deck to fight a Mimic. For defeating it, you get a POTION. If you need to desperately heal, use Cure, and walk around until your PP is restored. Just don't go near the north end of the ship! When you think that you're up for the biggest challenge in Golden Sun, head to the bow of the ship to enter a battle. I suggest putting all the Djinn back on their respective characters (default setup).

Boss Fight - Deadbeard

Recommended level: 26

One of the best things to remember while fighting Deadbeard is that the Djinn Flash and Ground can save you from a huge world of hurt. Use Flash the first round with Garet so that Deadbeard's attacks barely do any damage, and the next round, use Ground to negate one of his two attacks. While you're using Ground the second round, have Garet set Flash again, so that it's ready to use the next round. And then when you use Flash again, set Ground. See? This way, you'll only really get hurt every other round, and not really that much at that. Have Mia and Ivan attack with their Djinn, and then use their strongest summons. Heal with Mia when necessary. The battle will take a long time using this strategy, but it's definitely one of the easiest ways to win.

If you want to fail proof this strategy even further, give Issac all of the party's Psy Crystals and don't have Mia summon any Djinn. That way, she'll always be able to use the Wish psynergy, and Issac will be able to take a round off of attacking every once in a while to use a Psy Crystal on Mia. Of course, this also lengthens the battle even more.

EXP - 8000
COINS - 9000
ITEM - WATER OF LIFE

After the battle, check the chest at the front of the ship to get the DEMON MAIL. Equip this new piece of armor on Garet (or whoever has the Cleric's ring, as it's a cursed item).

WORLD MAP

Return to the World map by walking up all the sets of stairs that you worked so hard to get down. The cyclone in the northwest corner will deposit you back outside of Suhalla. Enter the town and rest if you need it (and you most likely will).

Okay, before we go rushing off to the end of the game, we need to make sure that we're ready. If you've already beaten Deadbeard, you're definitely ready for the finale. But there are some pieces of equipment that you can get that will make the final battles easier (and you'll be able to bring this good equipment to Golden Sun: The Lost Age). You should take the time to seek out some of these items. I'll point them out as the walkthrough draws to a close.

SUHALLA DESERT

Enemies

| Acid Maggot |
| Harridan |
| Kobold |
| Magicore |
| Mimic |
| Orc Captain |
| Roach |
| Stone Soldier |
| Tornado Lizard |
| Vile Dirge |
Storm Lizard (Boss)

Items

Aura Gloves

Yeah, you'll have to get through Suhalla Desert again. While you're here, you'll be able to get the Aura Gloves.

Now, there's a strategy that can be used in Golden Sun that lets you get any rare item by using specific attacks against specific enemies. This works 100% of the time if you do it correctly. For more information on the Random Number Generator, check the respective FAQ.

Do the following EXACTLY, or it won't work. Make sure that your characters are at least level 26 (Issac at 27), or else it won't work.

Now, for the AURA GLOVES. Head to the exit that is closest to the Suhalla Gate. Save your game and reset. When you reload, exit and enter the desert seven times. In other words:

Exit, enter, exit, enter, exit, enter, exit, enter, exit, enter, exit, enter,

exit, and enter.

Now, the next battle you'll get into will be with a Vile Dirge and a Magicore.
For the first round, you'll cast Psynergy. For all the attacks, AIM THE BIG
ARROW at the Magicore.

Cast Gaia with Issac

Eruption with Garet

Plasma with Ivan

Wish with Mia

This should kill the Vile Dirge

For the second round:

Defend with everyone except Mia

Have Mia attack with Sleet

This should kill the Magicore, and net you the gloves.

(This method was made by Jairrame)

Equip the gloves on Ivan.

SUHALLA GATE

Rush to the right through this area.

VENUS LIGHTHOUSE ENTRY

Rush to the right to the exit of this area as well.

LALIVERO

Items

| Antidote |
| Lucky Medal X2 |
| Psy Crystal |
| Warrior's Helm |
Water of Life

Djinn

Torch (Mars)

Shop List

| Item Shop |
| |
| Herb.....10 Coins |
| Nut.....200 Coins |
| Antidote.....20 Coins |
| Elixir.....30 Coins |
Sacred Feather.....70 Coins
Weapon Shop

```

|
| Great Sword.....7000 Coins |
| Master Rapier.....6800 Coins |
| Great Axe.....5200 Coins |
| War Mace.....6200 Coins |
| Silver Blade.....12000 Coins |
| Swift Sword.....9400 Coins |
| Righteous Mace.....8400 Coins |
| Demonic Staff.....10000 Coins |
| Crystal Rod.....13400 Coins |
|-----|
| Armor Shop |
|
| Steel Armor.....4900 Coins |
| Knight's Helm.....4600 Coins |
| Platinum Circlet...4200 Coins |
| Magical Cassock....9000 Coins |
| Mirrored Shield....5200 Coins |
| Spirit Armlet.....9000 Coins |
| Jeweled Crown.....4000 Coins |
|-----|

```

There's a bunch of items to be had from Lalivero, and a lot of the best items in the game can be purchased here. Head north to the statue in the middle of town first and grab the PSY CRYSTAL from the base. The Inn is right above the statue and a little to the left. The first room on the second floor has a barrel that contains a LUCKY MEDAL. To the right of the Inn is the Item Shop. A barrel in the back contains an ANTIDOTE. The shop south of the Item Shop is the Weapon and Armor shop. Check the house that's attached to the shop on the right side. There is a LUCKY MEDAL in a barrel here. Now enter the Weapon and Armor shop.

Climb up the ladder at the back of the shop to get to the roof. From here, you can jump across to the town wall, and follow it north. Follow it as far as you can, past the Mars Djinni, until you reach a rooftop with a single pot. From here, jump to the right to the other roof, and climb the vine to claim the Mars Djinni, Torch. Torch is another attack Djinni. Only one to go!

Back at the south end of town, head to the building in the bottom left corner. Climb the ladder in the back of this house, walk along the wall, and climb down the only vine on the wall to reach a chest with a WARRIOR'S HELM. It's a great piece of equipment, and you should equip it on Issac.

Okay, now we should hit the shops up for some of the best equipment in the game. First of all, buy the Mirrored Shield for Issac, and give Garet the War Gloves if Issac had them on. Buy the Jeweled Crown for Ivan and the Spirit Armlet and Magical Cassock for Mia. Buy a Knight's Helm for Garet. As for weapons, get the Silver Blade for Issac and the Crystal Rod for Mia.

Take the north exit out of town.

BABI LIGHTHOUSE

Enemies

```

| Chimera Mage |
| Gnome Wizard |
| Ice Gargoyle |

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```
| Manticore King |
| Nightmare     |
| Orc Lord      |
| Plated Rat    |
| Skull Warrior |
| Wild Gryphon  |
| Willowisp     |
-----
```

Items

```
-----
| Lucky Pepper |
-----
```

Djinn

```
-----
| Luff (Jupiter) |
-----
```

Getting to the chest in the first area is pretty straightforward. Climb up the first ladder to your right, and then climb down the other one. Climb up onto the ledge with the block, and push it to the left. Use Carry to move it up one space, and then left one space onto the ledge. Now jump across and get the LUCKY PEPPER from the chest. Use it on whoever has the highest luck in the party. Head north into the next area.

This is the main construction area, and the entrance to the lighthouse. There are two entrances into the lighthouse, and one of them leads right to the final Djinni. To the left of where you enter is a pillar next to a ladder leading into the ground. Head down and use Move on the closest pillar to move it one space to the left. Now head back up to the construction area, and head right. There is another pillar here. Move it to the side, and go down the ladder that is revealed. Move the remaining pillar to the left, and jump across.

The ladder here leads to a sprout next to the wall of the lighthouse. Rearrange your Djinn if need be so that a character can use Growth. Use it on the plant here, and climb up. Slide down the notch in the wall, and enter the door. Now that you're inside the lighthouse, slide down the only notch in the floor that you can reach. This takes you directly to the Jupiter Djinni, Luff. Once you've defeated it, it will join you. That's it for Djinn! No more until Golden Sun 2.

Jump down the notch here. When you land, take the staircase in the upper left. Head up a couple of floors until you reach the room with the slides again. Slide down the one closest to the door you come out of, and you'll fall several stories into a basement room. Talk to the people here, and then use Reveal on the switch next to the door to prove to them that you're fit to enter. Then enter and head on in.

TUNNEL RUINS

```
-----

Enemies
-----

| Chimera Mage   |
| Ice Gargoyle  |
| Manticore King |
```



```
| Nightmare |
| Skull Warrior |
-----
```

Items

```
-----
| Asura's Armor |
| Oracle's Robe |
-----
```

The walkthrough is going to assume that you listened to me earlier. The pattern on the floor when you enter this area should be the left path. If it isn't, skip ahead to the part of the walkthrough that deals with that path.

The first room that you enter contains an extremely easy puzzle. If you can't figure it out by now, shame on you. Just move the blocks to create "stepping-stones" to the other side of the room. The next room that you enter is the actual room that changes when you change the pattern on the floor. When you come back to take the right path, the stepping stones will lead you to the right. For now, head left.

This room isn't so bad either. Move the pillars so that you can jump onto them from the little outcropping, and reach the other side of the room. The next room is a little more complicated. Move the short pillars so you can jump onto the ledge to the left with all the ivy. Use Whirlwind to get rid of both patches of ivy, and reveal a pillar. Move it off the edge and onto the track on the floor. Now rearrange the new pillar and one of the old ones so that you can reach the door. Remove the ivy from it and enter.

Another easy puzzle. The balance set into the wall needs to be weighed down on the right side so that the left side rises. Use Carry to place two blocks on the right side. Ignore the extra block and jump across to the exit of the room. In the next room, head left first.

This is a seemingly empty room (except for the statue in the center). Use Reveal on the statue to reveal a chest. Open it for an ORACLE'S ROBE. Equip it on Mia. Back in the previous room, head to the right.

Puzzle - Colored Statues

This puzzle actually had me stumped for a while, but once you know how to go about it, it's easy to solve. The main thing you need to know (and the thing I didn't know for a while) is that you can talk to the statues with the Mind Read psynergy. Each statue will provide a hint of where to place them in relation to the other statues. Here are the clues provided:

Yellow statue: Violet shines southeast of me.

Violet statue: Red shines northwest of me.

Red statue: Violet shines southeast of me.

Green statue: Yellow shines northeast of me.

Light blue statue: Red shines due west of me.

The statues each go on one of those squares in the middle of the room. This is a fairly simple logic puzzle. If you can't figure it out, here's the explanation:

Violet is southeast of yellow and red, according to the clues. The only way this is possible is if it's in the southeast corner. This means that either

yellow or red is in the middle. Since the red statue has to be due west of the light blue one, it must be on one of the outer squares (the northwest one), leaving yellow for the middle. The only space left is green, so the statues are configured as follows:

```
R B
  Y
G V
```

This opens the door on the right side of the room. Enter, and then head up the steps to the Venus Lighthouse. Since we won't really be touring the lighthouse yet, I'm not going to make a separate section. For now, grab the Psynergy Stone if you need the healing, and head up the steps on the left side of the room. Push the statue here onto the switch, and use Reveal on the wall to enter the area where you can change the path inside the lighthouse. Since the electric barrier has risen again, you'll have to exit the lighthouse the traditional way and head back to Lalivero. From there, exit through the back of the town and enter the Tunnel Ruins again.

Or, as countless people have told me via email, just use the Retreat synergy to return to the area before the electric barrier.

We've already done the first puzzle room, which consisted of moving the blocks in place so that you could get across the room. Head through the next room (the stepping-stones lead to the right now). The first "puzzle" in the new room is just to push the pillar with water onto the mark in the floor. This raises a platform so you can cross the gap. The same puzzle lies in the south part of the room, except this time you need to use Douse on the pillar in order for the platform to rise.

In the next room, take the stepping-stones east first. Another statue here will disappear after using Reveal, and this uncovers a chest that contains ASURA'S ARMOR. Equip this on Issac.

Back in the previous room, head south. This puzzle is a little tricky. First, use Move to get the pillar out of its niche. Push it into the other niche, climb back up the steps, use Douse on the pillar, and then use Frost on the puddle. Now you can jump across to the door to the south. Continuing south, you'll find yourself at the colored statue room. Go through the door here and go up the steps.

VENUS LIGHTHOUSE

Enemies

```
-----
| Boulder Beast |
| Fenrir        |
| Chimera Mage  |
| Grand Golem   |
| Ice Gargoyle  |
| Maticore King |
| Recluse       |
| Skull Warrior |
| Wild Gryphon  |
| Willowisp     |
-----
```

Items

```
-----  
| Dragon Scales      |  
| Gaia Blade        |  
| Psynergy Stone X2 |  
| Thunder Crown     |  
-----
```

Okay, so you're back in the room with the Psynergy Stone. Before you do anything, there's a very powerful weapon you can get, right in this room. Yeah, it's another battle where you'll have to follow exactly what I'm saying, but here's how you do it:

1. Make sure that all of your Djinn are equipped on their default characters.
2. Make sure Gareth's agility is above 150. If it isn't, give him someone else's Quick Boots. If that doesn't work, level up until he's ready. Also make sure that Mia goes before Gareth, or else it won't work. You may have to give both characters Quick Boots.
3. Save your game in this room (the three doors and the Psynergy Stone).
4. Reset.

Okay, now you're all set. Reload your game and walk around until you get into a battle. It should be with a Fenrir and an Ice Gargoyle.

For the first round (aiming the big arrows at the Fenrir):

Clay Spire with Issac

Flare Wall with Gareth

Cast Tornado with Ivan

Ice Horn with Mia

(NOTE: These psynergies are interchangeable with other spells that are similar. If you find that they are too weak or too strong, change the psynergy.)

For round two:

Defend with Issac

Unleash Torch with Gareth at the Fenrir

(the Fenrir should die after the attack; again, Gareth's agility should be above 150, or the Fenrir will attack before Gareth does, and you won't get the sword.)

Defend with Ivan

Cast Wish with Mia

For round three:

Unleash Bane with Issac to kill the Ice Gargoyle

Defend with everyone else

This should get you the Kikuichimonji, and a Potion to boot. This always works, I guarantee (that is, if you follow what I say EXACTLY).

Equip this sword on Ivan.

Now head through the center door of this room.

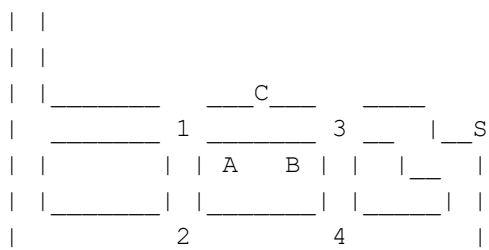
In this fairly large room, take the first door to the left. The room you enter has a simple pit that you can cross by using Carry on the block here. In the next room, skip the stairs, and head up and right to the sand flow. When you step onto it, hold right so that you can step off on the other side of the room. Head through the southern door first to reach a chest with a THUNDER

CROWN. Since this is a cursed item, equip it on Garet. Head north and up the steps in the previous room. Walk through the third waterfall of sand to enter a new room.

Hop across the stones to the south part of this room. There's nothing much you can do here except enter the door to the south. Now you're faced with an introductory puzzle. You have to complete the circuit on the floor by pushing the correct blocks in the holes. There is only one block and one hole here, so it's not that hard to figure out. Completing the circuit opens the door. Step on the switch in the next room to obstruct the original sand flow and open another. Head out the door on the left side of this room.

You're back in the big room again, but the sand flow has changed. Climb down the ladder at the south end of the room, and then climb up the other one at the north. You can now use the sand flow to reach the door to the right. In the next room, climb down the ladder and move the left pillar so that you can get through the door. Push the other pillar in place, and use that to jump to the stairs to the north.

Climb down the ladder, head through the door, climb up the next ladder, and go up the steps. Go through the door to the south. Now you're at another circuit puzzle that looks like this:



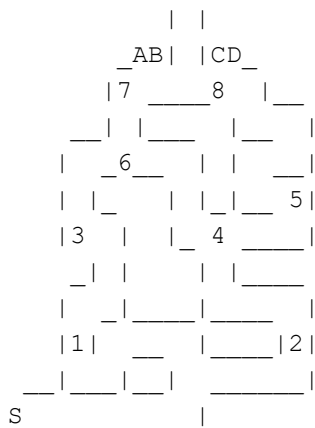
S - Statue
- Hole
A, B, C - Circuits

To complete, push pillar A into hole 3, pillar B into hole 4, and pillar C into hole 2.

In the next room, cross the sand flow, and jump to the area in the upper left corner. Take the southern doorway. Behind the first sand waterfall is a chest with some DRAGON SCALES. You may want to equip these on Issac, but I prefer Asura's Armor, since it boosts attack. Do what you feel is best.

Back out in the previous room, head through the second sand waterfall to reach a set of steps. Head on up. In this room, just use Carry to place the blocks on the left side of the balance. Now you can jump to the right side of this room and take the door to the south. Step on the switch here to create another sand flow, and jump across the gap to reach the stairs to the north (even though it doesn't look like you can jump across). Head down, and ride the sand flow to the lower left area of the room. Head up the steps here.

Enter the door to your right. Now you'll be in a room full of shifting sands. Pick your way to the chest in the bottom right (you can't fight the currents, but you can find currents that will take you where you need to be). The chest contains a GAIA BLADE. Equip this on Issac. Only one more weapon, and we have all the best equipment in the game! We'll get to that later, however. Exit this area in the upper right. Ignore the stones in the next room, and head through the door to the right.



S - Statue

- Hole

A, B, C, D - Circuits

Place pillar A in hole 2, pillar B in hole 7, pillar C in hole 4, and pillar D in hole 6 to complete a circuit and open the door.

Step on the switch in the next room to create another sand flow. Jump across to the platform that just moved, and head down the stairs to the north. Exit through the door to emerge in the central sand flow. Follow the new one to the top right area of the room. Head up a few flights of stairs to a room with a Psynergy Stone. Don't jump on the slide! That leads to the end of the game. Before we go, we can get the last good weapon for Mia.

The only way I've ever gotten the Blessed Mace is by pyroclasmicinferno's method. To do this, you're going to have to return all the way to beginning of the lighthouse (the room with three doors and a Psy Crystal). Once here, head up the stairs to the left, and save and shut off the game. When you reload, return to the previous room. The first fight you'll get into will be against Willowisps and Recluses. Run from them, and get into another battle. This should be just a single Thunder Lizard.

First round:

Attack with Issac

Defend with Garet

Attack with Ivan

Defend with Mia

Second round:

Unleash Flint with Issac

Defend with everyone else

This will work every time, no matter what. If you can't kill the Thunder Lizard in these three attacks, you'll need to level up. Anyway, when you finally get it, equip it on Mia. Now you're ready for the final battle. Check your character's equipment, as it should look something like this, if you've been following the walkthrough.

Issac

Gaia Blade

Warrior's Helm

Mirrored Shield

Asura's Armor

Hyper Boots

War Ring

Garet

Muramasa

Thunder Crown

War Gloves

Demon Mail

Quick Boots

Cleric's Ring

Mythril Shirt

Running Shirt

Ivan

Mia

Kikuichimonji

Blessed Mace

Jeweled Crown

Mythril Circlet

Aura Gloves

Spirit Armlet

Storm Gear

Oracle's Robe

Hyper Boots

Quick Boots

War Ring

War Ring

Mythril Shirt

Mythril Shirt

There are some who would say that the Swift Sword is better for Ivan at higher levels, and there are some that would say that the Demon's Axe is better for Garet when he's a different class. These were just my suggestions. Do whatever you see fit.

In addition to all that, you should have these psynergy teaching items.

Catch Beads

Cloak Ball

Lifting Gem

Frost Jewel

Orb of Force

Carry Stone

Halt Gem

Douse Drop

You can also mess with the classes at this point, and get some really good results. One of the best combinations is the following:

Issac with one Venus Djinni and six Jupiter Djinni (Conjurer).

Garet with one Mars Djinni and six Venus Djinni (Berserker).

Ivan with one Jupiter Djinni and six Mercury Djinni (Sage).

Mia with one Mercury Djinni and six Mars Djinni (Water Monk).

Of course, you should arrange them so that they suit your playing style.

Anyway, return to the top of the lighthouse if you opted to go back down for the Blessed Mace. This time, go down the slide and ride the platform to the top of the lighthouse.

After more chit-chat with Saturos and Menardi, you once again have to battle the pair. This time, it's kill or be killed, so give it all you've got.

Boss Fight - Saturos and Menardi

Recommended level: 30

This battle can easily be won by using the strategy presented in the Deadbeard battle (if you didn't fight Deadbeard, refer to that section of the walkthrough and read the strategy using the Ground and Flash Djinn). I find this strategy easiest when the party's Djinn are on their default characters. An alternate strategy is using Granite instead of Ground. Granite works like Flash, but not quite as well. Once one of them is dead, revert to using Ground again.

Otherwise, just keep your health up, use plenty of fourth level summons, and

try to keep everyone alive (especially once the battle is drawing to a close). They're both weak against Mercury (water) attacks, so use that to your advantage (Boreas!!!!).

EXP - 6000
COINS - 7800

You didn't think you were getting off that easily, did you? There's one more fight before the end, and it strongly resembles your battle with Deadbeard.

Boss Fight - Fusion Dragon

Recommended level: 31

Another easy battle if you use the Flash-Ground/Flash-Granite tactic. Fusion Dragon gets two attacks per round, but Ground, Granite, and Flash will stop most of this damage from ever hitting. If you're using this tactic, keep summoning Boreas and Thor. If you find your life getting low, take a turn off with Mia to heal. The attack that will probably give you the most trouble is Outer Space. Despite the defensive Djinn, always try to keep everyone's HP above 140. If you've beaten Deadbeard, you'll have no problem with this battle.

Well, if you've beaten the Fusion Dragon, you've beaten the game! That's not the end of the story, however. The rest of the adventure unfolds in Golden Sun: The Lost Age.

BONUS

After the credits are over, you are asked if you want to save your adventure. The game will warn you that you can't load the data you're about to save. Remember this, and choose to save in a slot that you don't care about (i.e. an empty slot, or one you don't use). When the game starts over, and you see the title screen where it says "Press Start", hold Left on the control pad and the R shoulder button. Press start, and hold these buttons until the menu screen appears. There should be an option all the way to the right that's called Send. Select the data that you just saved, and choose Password (or link if you have two Game Boys).

It asks you to choose from a Bronze, Silver, or Gold password. You'll want to keep all of your character's things into the next game, so just go with the (incredibly lengthy) Gold password. Write it down and input it when you play TLA.

.=====.
\ 6. Psynergy /
'====='

[psy2]

~-----~
Following are lists of all the Psynergy in the game. The lists are divided by types of Psynergy: Attack Psynergy, Debilitating Psynergy, Support Psynergy, Healing Psynergy, and Other Psynergy (Psynergy used while in the field). After the Psynergy name is the amount of PP it takes to cast, the range of the Psynergy (the number indicates the number of enemies or allies targeted by the Psynergy), and a description.

=====

| ATTACK PSYNERGY |

=====

Psynergy	PP	Range	Description
Annihilation	18	1	Attempt to annihilate a foe.
Astral Blast	5	1	Attack with celestial force.
Avalanche	30	5	Attack with a blast of rocks.
Blast	5	3	Attack with an explosive blast.
Blast	7	3	Attack with a massive explosion.
Blue Bolt	14	3	Attack with a lightning bolt.
Bolt	4	1	Attack with a lightning bolt.
Briar	11	3	Attack with sharpened briars.
Carpet Bomb	29	7	Attack with a bomb blast.
Clay Spire	13	3	Attack with earthen spire.
Cluster Bomb	11	5	Attack with a bomb blast.
Cutting Edge	5	1	InFLICT damage with a shock wave.
Death Plunge	14	1	Plunge your weapon into a foe.
Deluge	20	5	Attack with a deadly flood.
Demon Night	12	3	Unleash a myriad of monsters.
Destruct Ray	21	3	Attack with a magnetic storm.
Douse	5	3	Attack with a surge of water.
Dragon Cloud	6	1	Strike an enemy with Dragon Cloud.
Drench	10	3	Attack with a torrent of water.
Earthquake	7	5	Attack with a mighty tremor.
Eruption	14	3	Attack with volcanic might.
Fiery Blast	19	5	Attack with an explosive blast.
Fire	6	3	Attack with a scorching fireball.
Fire Bomb	5	3	Attack with a bomb blast.
Fireball	12	5	Attack with a scorching fireball.
Flare	4	3	Attack with flaring flames.
Flare Storm	12	3	Attack with incinerating flames.
Flare Wall	7	3	Attack with searing flames.
Flash Bolt	7	3	Attack with a lightning bolt.
Freeze Prism	31	5	Attack with ice crystals.
Frost	5	3	Attack with frigid blasts.
Froth	5	3	Attack with frothing bubbles.
Froth Sphere	12	5	Attack with frenzied bubbles.
Froth Spiral	31	7	Attack with a bubble vortex.
Gaia	7	3	Attack with the earth's might.
Gale	3	3	Attack with the wind's might.
Glacier	15	3	Attack with frigid blasts.
Grand Gaia	32	5	Attack with the earth's might.
Growth	4	1	Attack with wild plants.
Hail Prism	16	5	Attack with ice crystals.
Heat Wave	6	1	Attack with firey bolts.
Hurricane	25	5	Attack with the wind's might.
Ice	5	1	Attack with spikes of ice.
Ice Horn	11	3	Attack with spikes of ice.
Ice Missile	23	3	Attack with spikes of ice.
Inferno	23	5	Attack with a scorching fireball.
Lava Shower	4	1	Attack with a volcano's might.
Mad Blast	9	3	Attack with an explosive blast.
Mad Growth	10	3	Attack with ferocious plants.
Magma Storm	27	5	Attack with a volcano's might.
Molten Bath	12	3	Attack with a volcano's might.
Mother Gaia	17	5	Attack with the earth's might.
Nettles	23	5	Attack with stinging nettles.

Nova	13	5	Attack with a massive explosion.
Planet Diver	7	1	Leap skyward and lunge onto a foe.
Plasma	8	3	Attack with a barrage of bolts.
Prism	7	3	Attack with ice crystals.
Punji	7	3	Attack with a bamboo weapon.
Punji Strike	24	5	Attack with a bamboo weapon.
Punji Trap	13	3	Attack with a bamboo weapon.
Pyroclasm	29	5	Attack with volcanic might.
Quake	4	3	Attack with a powerful quake.
Quake Sphere	15	7	Attack with a massive quake.
Ragnarok	7	1	Strike with a massive sword.
Ray	6	3	Attack with a magnetic storm.
Rockfall	5	3	Attack with a blast of rocks.
Rockslide	15	5	Attack with a blast of rocks.
Shine Plasma	18	5	Attack with a barrage of bolts.
Shuriken	8	3	Attack with a huge throwing knife.
Slash	4	1	Attack with a blade of focused air.
Sonic Slash	20	5	Attack with a blade of focused air.
Spark Plasma	37	7	Attack with a barrage of bolts.
Spire	5	1	Attack with earthen spire.
Stone Spire	22	3	Attack with earthen spire.
Storm Ray	10	3	Attack with a magnetic storm.
Supernova	31	7	Attack with a massive explosion.
Tempest	27	5	Attack with a fearsome windstorm.
Thorn	6	3	Attack with stabbing thorns.
Thunderbolt	19	5	Attack with the storm's fury.
Thunderclap	9	3	Attack with the storm's fury.
Thunderstorm	39	7	Attack with the storm's fury.
Tornado	14	5	Attack with a mighty tornado.
Tundra	8	3	Attack with frigid blasts.
Typhoon	12	5	Attack with the wind's might.
Volcano	6	1	Attack with volcanic might.
Whirlwind	5	3	Attack with a swirling tornado.
Wild Growth	19	5	Attack with giant plants.
Wind Slash	9	3	Attack with a blade of focused air.

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DEBILITATING PSYNERGY			
Psynergy	PP	Range	Description
Bind	4	1	Block a foe's Psynergy.
Blunt	11	3	Drop enemy Attack.
Break	5	ALL	Eliminate an enemy's bonuses.
Condemn	8	1	Disable your enemy with evil power.
Curse	6	1	Draws the Spirit of Death to a foe.
Debilitate	6	3	Drop enemy party's Defense.
Delude	4	3	Wrap multiple foes in delusion.
Dull	6	1	Drop enemy Attack.
Drain	3	1	Drain enemy's HP into yourself.
Enfeeble	6	3	Drop enemy party's Resistance
Haunt	5	3	Haunt foe with an evil spirit.
Helm Splitter	8	1	Paralyze a foe with a mighty blow.
Impair	4	1	Drop enemy's Defense.
Mist	4	3	Wrap a foe in a cloud of delusion.
Psy Drain	--	1	Drain enemy's PP into yourself.
Quick Strike	12	1	Blind your enemy with a rapid strike.
Sleep	5	3	Lull multiple foes to sleep.

Weaken	4	1	Drop enemy's Resistance.
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SUPPORT PSYNERGY			
=====			
Psynergy	PP	Range	Description
=====			
Angel Spear	12	ALL	Boost Attack with a heavenly blade.
Demon Spear	7	1	Boost Attack with a demonic blade.
Guard	3	1	Boost ally's Defense.
Guardian	3	1	Boost Defense with divine might
High Impact	12	ALL	Boost party's Attack.
Impact	7	1	Boost ally's Attack.
Magic Shell	3	1	Boost Elemental Resistance.
Magic Shield	5	ALL	Boost Elemental Resistance.
Protect	5	ALL	Boost party's Defense.
Protector	5	ALL	Boost Defense with divine might.
Resist	5	ALL	Boost Resistance.
Ward	3	1	Boost Resistance.
=====			

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HEALING PSYNERGY			
=====			
Psynergy	PP	Range	Description
=====			
Cure	3	1	Restore 70 HP.
Cure Poison	2	1	Cleanse the body of poison.
Cure Well	7	1	Restore 150 HP.
Ply	4	1	Restore 100 HP with faith's power.
Ply Well	8	1	Restore 200 HP with faith's power.
Potent Cure	10	1	Restore 300 HP.
Pure Ply	12	1	Restore 1000 HP with faith's power.
Pure Wish	20	ALL	Restore 400 HP to the whole party.
Restore	3	1	Remove sleep, stun, and delusion.
Revive	15	1	Revive a downed ally.
Wish	9	ALL	Restore 80 HP to the whole party.
Wish Well	13	ALL	Restore 160 HP to the whole party.
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OTHER PSYNERGY			
=====			
Psynergy	PP	Range	Description
=====			
Avoid	5	N/A	Encounter fewer monsters.
Carry	2	N/A	Lift and move light objects.
Catch	1	N/A	Grab light objects from afar.
Cloak	1	N/A	Hide away in shadows.
Douse	5	N/A	Create a tiny rainstorm.
Force	2	N/A	Strike a distant object.
Frost	5	N/A	Freeze water.
Gale	3	N/A	Remove blockage with a whirlwind.
Growth	4	N/A	Speed the growth of certain plants.
Halt	2	N/A	Stop a moving object.
Lift	2	N/A	Lift an object vertically.

Mind Read	1	N/A	Read someone's mind.
Move	2	N/A	Move an object on the ground.
Retreat	6	N/A	Return to the dungeon's entrance.
Reveal	1	N/A	Perceive hidden truths.
Whirlwind	5	N/A	Remove blockage with a whirlwind.

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\ 7. Classes / [class]

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In Golden Sun, different classes for different characters are obtained by trying different combinations of Djinn on the characters. Some classes are amazing, but by making one character a complete powerhouse, you're usually making another character weaker. You'll need to even out your party's power by spreading your Djinn wisely. Use this section to try out different combinations, and see what works best for you.

First off is a listing of all the classes and what benefits are brought to each character. When a character becomes a certain class by equipping the correct amount and combination of Djinn, he or she will experience an increase in his or her stats. The increase will be listed as a percentage. The character may also experience the addition or loss of psynergy, which will also be listed.

HP - Hit Points (life)

PP - Psynergy Points

ATK - Attack

DEF - Defense

AGL - Agility

LCK - Luck

Class	HP	PP	ATK	DEF	AGL	LCK	Djinn
Squire	110%	80%	110%	100%	110%	100%	0 Venus
Knight	130%	90%	120%	110%	120%	100%	2 Venus
Gallant	150%	100%	130%	120%	130%	100%	4 Venus
Lord	170%	110%	140%	130%	140%	100%	6 Venus
Brute	100%	70%	120%	90%	110%	70%	1 Mars
Ruffian	120%	80%	130%	100%	120%	70%	2 Mars
Savage	140%	90%	140%	110%	130%	70%	4 Mars
Barbarian	160%	100%	150%	120%	140%	70%	5 Mars
Berserker	180%	110%	160%	130%	150%	70%	6 Mars, 1 Venus
Apprentice	100%	120%	110%	100%	120%	90%	1 Jupiter
Illusionist	120%	130%	120%	110%	130%	90%	2 Jupiter
Enchanter	140%	140%	130%	120%	140%	90%	4 Jupiter
Conjurer	170%	160%	140%	130%	160%	90%	6 Jupiter, 1 Venus
Swordsman	100%	90%	110%	110%	90%	120%	1 Mercury
Defender	120%	100%	120%	120%	100%	120%	2 Mercury
Cavalier	140%	110%	130%	130%	110%	120%	4 Mercury
Guardian	170%	130%	140%	140%	130%	120%	6 Mercury, 1 Venus

Shaman (1)	120%	150%	110%	110%	130%	100%	6 Jupiter
Shaman (2)	120%	150%	110%	110%	130%	100%	6 Mercury
Dragoon	160%	130%	140%	140%	110%	130%	3 Mars, 3 Mercury
Ninja	160%	140%	150%	120%	170%	80%	3 Mars, 3 Jupiter
Samurai	190%	130%	150%	140%	140%	90%	4 Mars, 3 Jupiter

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Class	Psynergy Name	Level
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Squire	Cure	1
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	Quake	2
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	Earthquake	4
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	Spire	6
--	-------	---

	Cure Well	10
--	-----------	----

	Ragnarok	13
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	Quake Sphere	14
--	--------------	----

	Clay Spire	20
--	------------	----

	Potent Cure	26
--	-------------	----

	Stone Spire	42
--	-------------	----

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Knight	(Squire Pysnergies)	--
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Gallant	(Knight Psynergies)	--
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	Gaia	7
--	------	---

	Revive	19
--	--------	----

	Mother Gaia	24
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	Grand Gaia	54
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Lord	(Gallant Psynergies)	--
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Brute	Growth	1
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	Blast	6
--	-------	---

	Mad Growth	12
--	------------	----

	Planet Diver	13
--	--------------	----

	Nova	16
--	------	----

	Haunt	17
--	-------	----

	Curse	24
--	-------	----

	Wild Growth	28
--	-------------	----

	Condemn	29
--	---------	----

	Supernova	40
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Ruffian	(Brute Pysnergies)	--
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Savage	(Ruffian Psynergies)	--
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	Spire	7
--	-------	---

	Impair	9
--	--------	---

	Revive	19
--	--------	----

	Clay Spire	20
--	------------	----

	Debilitate	23
--	------------	----

	Stone Spire	42
--	-------------	----

Barbarian	(Savage Psynergies)	--
Berserker	(Barbarian Psynergies)	--
=====		
Apprentice	Delude	1
	Gaia	6
	Weaken	9
	Astral Blast	11
	Sleep	14
	Haunt	17
	Curse	20
	Mother Gaia	24
	Enfeeble	25
	Drain	31
	Psy Drain	39
	Grand Gaia	54
Illusionist	(Apprentice Pysnergies)	--
Enchanter	(Illusionist Psynergies)	--
	Impact	5
	Ward	6
	High Impact	21
	Resist	22
Conjurer	(Enchanter Psynergies)	--
=====		
Swordsman	Thorn	4
	Cure Poison	5
	Cutting Edge	11
	Restore	13
	Briar	14
	Revive	19
	Break	30
	Nettle	36
Defender	(Swordsman Pysnergies)	--
	Ply	1
	Avoid	6
	Ply Well	16
	Pure Ply	34
Cavalier	(Defender Psynergies)	--
	Wish	8
	Wish Well	22
	Pure Wish	46
Guardian	(Cavalier Psynergies)	--
=====		
Shaman (1)	Cure	1
	Bolt	2
	Growth	3
	Flash Bolt	6
	Ward	7
	Cure Well	10
	Mad Growth	12

	Bind	18	
	Revive	19	
	Blue Bolt	22	
	Resist	23	
	Potent Cure	26	
	Wild Growth	29	
	Drain	31	
	Psy Drain	39	

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Shaman (2)	Cure	1	
	Froth	2	
	Growth	3	
	Cure Poison	5	
	Wish	8	
	Cure Well	10	
	Mad Growth	12	
	Restore	13	
	Froth Sphere	14	
	Revive	19	
	Wish Well	22	
	Potent Cure	26	
	Wild Growth	29	
	Break	30	
	Froth Spiral	40	
	Pure Wish	46	

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Dragoon	Ply	1	
	Blast	2	
	Thorn	4	
	Cure Poison	5	
	Avoid	6	
	Wish	8	
	Mad Blast	10	
	Cutting Edge	11	
	Restore	13	
	Ply Well	16	
	Briar	17	
	Wish Well	22	
	Fiery Blast	27	
	Pure Ply	34	
	Nettle	36	
	Pure Wish	46	

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Ninja	Gale	1	
	Punji	4	
	Fire Bomb	6	
	Mist	7	
	Thunderclap	8	
	Death Plunge	12	
	Punji Trap	15	
	Cluster Bomb	16	
	Typhoon	18	
	Shuriken	21	
	Thunderbolt	26	
	Annihilation	31	
	Punji Strike	36	
	Carpet Bomb	40	

	Hurricane	44
	Thunderstorm	50
=====		
.		
Samurai	Guardian	3
	Demon Spear	5
	Rockfall	6
	Lava Shower	8
	Magic Shell	10
	Dragon Cloud	12
	Protector	15
	Demon Night	18
	Angel Spear	21
	Molten Bath	22
	Rockslide	24
	Magic Shield	27
	Helm Splitter	33
	Quick Strike	40
	Magma Storm	48
	Avalanche	54
=====		

=====							
GARET							
=====							
Class	HP	PP	ATK	DEF	AGL	LCK	Djinn
=====							
Guard	110%	80%	100%	110%	70%	100%	0 Mars
Soldier	130%	90%	110%	120%	80%	100%	2 Mars
Warrior	150%	100%	120%	130%	90%	100%	4 Mars
Champion	170%	120%	130%	140%	100%	100%	6 Mars

Brute	100%	70%	120%	90%	110%	70%	1 Venus
Ruffian	120%	80%	130%	100%	120%	70%	2 Venus
Savage	140%	90%	140%	110%	130%	70%	4 Venus
Barbarian	160%	100%	150%	120%	140%	70%	5 Venus
Berserker	180%	110%	160%	130%	150%	70%	6 Venus, 1 Mars

Page	100%	120%	110%	100%	120%	90%	1 Jupiter
Illusionist	120%	130%	120%	110%	130%	90%	2 Jupiter
Enchanter	140%	140%	130%	120%	140%	90%	4 Jupiter
Conjurer	170%	160%	140%	130%	160%	90%	6 Jupiter, 1 Mars

Swordsman	100%	90%	110%	110%	90%	120%	1 Mercury
Defender	120%	100%	120%	120%	100%	120%	2 Mercury
Cavalier	140%	110%	130%	130%	110%	120%	4 Mercury
Luminier	170%	130%	140%	140%	130%	120%	6 Mercury, 1 Mars

Ascetic (1)	120%	140%	110%	120%	140%	120%	6 Jupiter

Ascetic (2)	120%	140%	110%	120%	140%	120%	6 Mercury

Dragoon	160%	130%	140%	140%	110%	130%	3 Venus, 3 Mercury

Ninja	160%	140%	150%	120%	170%	80%	3 Venus, 3 Jupiter

Samurai	190%	130%	150%	140%	140%	90%	4 Venus, 3 Jupiter
=====							

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GARET		
=====		
Class	Psynergy Name	Level
=====		
Guard	Flare	1
	Fire	4
	Flare Wall	6
	Volcano	8
	Heat Wave	12
	Fireball	14
	Flare Storm	18
	Eruption	22
	Inferno	36
	Pyroclasm	48

Soldier	(Guard Pysnergies)	--

Warrior	(Soldier Psynergies)	--
	Guard	3
	Impair	9
	Protect	15
	Debilitate	26

Champion	(Warrior Psynergies)	--
=====		
=====		
Brute	Growth	1
	Blast	6
	Mad Growth	12
	Planet Diver	13
	Nova	16
	Haunt	17
	Curse	24
	Wild Growth	28
	Condemn	29
	Supernova	40

Ruffian	(Brute Pysnergies)	--

Savage	(Ruffian Psynergies)	--
	Spire	7
	Impair	9
	Revive	19
	Clay Spire	20
	Debilitate	23

Barbarian	(Savage Psynergies)	--

Berserker	(Barbarian Psynergies)	--
=====		
=====		
Page	Delude	1
	Ward	6
	Volcano	8
	Weaken	9
	Astral Blast	11

		Sleep		14	
		Eruption		22	
		Resist		22	
		Enfeeble		25	
		Drain		31	
		Psy Drain		39	
		Pyroclasm		48	

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	Illusionist	(Page Pysnergies)		--	
	Enchanter	(Illusionist Psynergies)		--	
		Guard		5	
		Impact		6	
		Protect		21	
		High Impact		22	

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| Conjuror | (Enchanter Psynergies) | -- |

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	Swordsman	Blast		2	
		Guard		3	
		Cure Poison		5	
		Mad Blast		10	
		Cutting Edge		11	
		Restore		13	
		Protect		15	
		Firey Blast		28	
		Break		30	

	Defender	(Swordsman Pysnergies)		--	
		Ply		1	
		Avoid		6	
		Ply Well		16	
		Pure Ply		34	

	Cavalier	(Defender Psynergies)		--	
		Wish		8	
		Wish Well		22	
		Pure Wish		46	

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| Luminier | (Cavalier Psynergies) | -- |

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	Ascetic (1)	Slash		1	
		Ward		6	
		Volcano		8	
		Plasma		9	
		Wind Slash		10	
		Bind		18	
		Eruption		22	
		Resist		24	
		Shine Plasma		26	
		Sonic Slash		30	
		Drain		33	
		Psy Drain		41	
		Pyroclasm		48	
		Spark Plasma		50	

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| Ascetic (2) | Douse | 1 |

		Cure Poison		5	
		Prism		6	
		Volcano		8	
		Wish		9	
		Drench		12	
		Restore		13	
		Hail Prism		20	
		Eruption		22	
		Wish Well		24	
		Deluge		30	
		Break		34	
		Pure Wish		46	
		Pyroclasm		48	
		Freeze Prism		52	

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	Dragoon		Ply		1	
			Blast		2	
			Thorn		4	
			Cure Poison		5	
			Avoid		6	
			Wish		8	
			Mad Blast		10	
			Cutting Edge		11	
			Restore		13	
			Ply Well		16	
			Briar		17	
			Wish Well		22	
			Fiery Blast		27	
			Pure Ply		34	
			Nettle		36	
			Pure Wish		46	

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	Ninja		Gale		1	
			Punji		4	
			Fire Bomb		6	
			Mist		7	
			Thunderclap		8	
			Death Plunge		12	
			Punji Trap		15	
			Cluster Bomb		16	
			Typhoon		18	
			Shuriken		21	
			Thunderbolt		26	
			Annihilation		31	
			Punji Strike		36	
			Carpet Bomb		40	
			Hurricane		44	
			Thunderstorm		50	

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	Samurai		Guardian		3	
			Demon Spear		5	
			Rockfall		6	
			Lava Shower		8	
			Magic Shell		10	
			Dragon Cloud		12	
			Protector		15	
			Demon Night		18	

	Angel Spear	21	
	Molten Bath	22	
	Rockslide	24	
	Magic Shield	27	
	Helm Splitter	33	
	Quick Strike	40	
	Magma Storm	48	
	Avalanche	54	

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| IVAN
|=====
| Class      | HP  | PP  | ATK | DEF | AGL | LCK | Djinn
|=====
| Wind Seer  | 80% | 140% | 80% | 90% | 130% | 110% | 0 Jupiter
| Magician   | 90% | 150% | 90% | 100% | 140% | 110% | 2 Jupiter
| Mage       | 110% | 160% | 100% | 110% | 150% | 110% | 4 Jupiter
| Magister   | 130% | 170% | 110% | 120% | 160% | 110% | 6 Jupiter
|-----|-----|-----|-----|-----|-----|-----|-----|
| Hermit     | 80% | 140% | 80% | 90% | 130% | 120% | 1 Mercury
| Elder      | 90% | 150% | 90% | 100% | 140% | 120% | 2 Mercury
| Scholar    | 110% | 160% | 100% | 110% | 150% | 120% | 4 Mercury
| Savant     | 130% | 170% | 110% | 120% | 160% | 120% | 5 Mercury
| Sage       | 150% | 180% | 120% | 130% | 170% | 120% | 6 Mercury, 1 Jupiter
|-----|-----|-----|-----|-----|-----|-----|-----|
| Seer       | 90% | 130% | 90% | 90% | 110% | 100% | 1 Venus
| Diviner    | 110% | 140% | 100% | 100% | 120% | 100% | 2 Venus
| Shaman     | 120% | 150% | 110% | 110% | 130% | 100% | 4 Venus
| Druid      | 150% | 170% | 130% | 130% | 150% | 100% | 6 Venus, 1 Jupiter
|-----|-----|-----|-----|-----|-----|-----|-----|
| Pilgrim    | 90% | 120% | 90% | 100% | 120% | 120% | 1 Mars
| Wanderer   | 110% | 130% | 100% | 110% | 130% | 120% | 2 Mars
| Ascetic    | 120% | 140% | 110% | 120% | 140% | 120% | 4 Mars
| Fire Monk  | 150% | 160% | 130% | 140% | 160% | 120% | 6 Mars, 1 Jupiter
|-----|-----|-----|-----|-----|-----|-----|-----|
| Enchanter(1) | 140% | 140% | 130% | 120% | 140% | 90% | 6 Venus
|-----|-----|-----|-----|-----|-----|-----|-----|
| Enchanter(2) | 140% | 140% | 130% | 120% | 140% | 90% | 6 Mars
|-----|-----|-----|-----|-----|-----|-----|-----|
| Ranger     | 130% | 160% | 120% | 120% | 160% | 120% | 3 Mercury, 3 Mars
|-----|-----|-----|-----|-----|-----|-----|-----|
| Medium     | 130% | 170% | 120% | 120% | 150% | 90% | 3 Mercury, 3 Venus
|-----|-----|-----|-----|-----|-----|-----|-----|
| White Mage | 150% | 180% | 130% | 130% | 150% | 130% | 4 Mercury, 3 Venus
|=====

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| IVAN
|=====
| Class      | Psynergy Name          | Level |
|=====
| Wind Seer  | Whirlwind              | 1     |
|            | Ray                    | 4     |
|            | Plasma                 | 8     |
|            | Sleep                  | 12    |
|            | Storm Ray              | 14    |

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		Bind		17	
		Tornado		18	
		Shine Plasma		26	
		Destruct Ray		36	
		Tempest		44	
		Spark Plasma		50	

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	Magician	(Wind Seer Pysnergies)		--	
		Impact		5	
		High Impact		21	

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	Mage	(Magician Psynergies)		--	
		Ward		6	
		Resist		22	

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	Magister	(Mage Psynergies)		--	

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	Hermit	Impact		1	
		Prism		6	
		Plasma		8	
		Bind		18	
		High Impact		21	
		Hail Prism		22	
		Shine Plasma		26	
		Break		30	
		Drain		31	
		Psy Drain		39	
		Spark Plasma		50	
		Freeze Prism		52	

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	Elder	(Hermit Pysnergies)		--	

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	Scholar	(Elder Psynergies)		--	
		Wish		12	
		Wish Well		24	
		Pure Wish		46	

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	Savant	(Scholar Psynergies)		--	

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	Sage	(Savant Psynergies)		--	

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	Seer	Cure		1	
		Bolt		2	
		Growth		3	
		Flash Bolt		6	
		Cure Well		10	
		Mad Growth		12	
		Bind		18	
		Blue Bolt		22	
		Potent Cure		26	
		Wild Growth		29	
		Drain		31	
		Psy Drain		39	

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	Diviner	(Seer Pysnergies)		--	

	-----	-----		-----	
	Shamam	(Diviner Psynergies)		--	
		Ward		7	

	Revive	19
	Psy Drain	39

Druid	(Shaman Psynergies)	--
=====		
.		
Pilgrim	Slash	1
	Plasma	9
	Wind Slash	10
	Bind	18
	Shine Plasma	26
	Sonic Slash	30
	Drain	33
	Psy Drain	41
	Spark Plasma	50

Wanderer	(Pilgrim Pysnergies)	--

Ascetic	(Wanderer Psynergies)	--
	Ward	6
	Volcano	8
	Eruption	22
	Resist	24
	Pyroclasm	48

Fire Monk	(Ascetic Psynergies)	--
=====		
.		
Enchanter (1)	Delude	1
	Impact	5
	Gaia	6
	Ward	6
	Weaken	9
	Astral Blast	11
	Sleep	14
	Haunt	17
	Curse	20
	High Impact	21
	Resist	22
	Mother Gaia	24
	Enfeeble	25
	Drain	31
	Psy Drain	39
	Grand Gaia	54
=====		
.		
Enchanter (2)	Delude	1
	Guard	3
	Impact	5
	Ward	6
	Volcano	8
	Weaken	9
	Astral Blast	11
	Sleep	14
	Protect	15
	High Impact	21
	Eruption	22
	Resist	22
	Enfeeble	25
	Drain	31

		Psy Drain		39	
		Pyroclasm		48	

'=====					
.=====.					
	Ranger		Slash		1
			Douse		2
			Ward		6
			Volcano		8
			Wind Slash		10
			Drench		12
			Bind		18
			Eruption		22
			Resist		24
			Sonic Slash		30
			Deluge		30
			Drain		33
			Break		34
			Psy Drain		41
			Pyroclasm		48

'=====					
.=====.					
	Medium		Bolt		1
			Froth		2
			Cure		3
			Flash Bolt		6
			Cure Well		10
			Froth Sphere		14
			Haunt		17
			Revive		19
			Curse		20
			Blue Bolt		22
			Potent Cure		26
			Condemn		29
			Drain		31
			Psy Drain		36
			Froth Spiral		40

'=====					
.=====.					
	White Mage		Cure Poison		1
			Prism		6
			Plasma		8
			Ward		9
			Dull		11
			Wish		12
			Restore		13
			Revive		17
			Hail Prism		22
			Wish Well		24
			Shine Plasma		26
			Resist		31
			Blunt		37
			Spark Plasma		46
			Pure Wish		46
			Freeze Prism		52

Class	HP	PP	ATK	DEF	AGL	LCK	Djinn
Water Seer	90%	130%	90%	100%	80%	130%	0 Mercury
Scribe	100%	140%	100%	110%	90%	130%	2 Mercury
Cleric	120%	150%	110%	120%	100%	130%	4 Mercury
Paragon	140%	160%	120%	130%	110%	130%	6 Mercury
Hermit	80%	140%	80%	90%	130%	120%	1 Jupiter
Elder	90%	150%	90%	100%	140%	120%	2 Jupiter
Scholar	110%	160%	100%	110%	150%	120%	4 Jupiter
Savant	130%	170%	110%	120%	160%	120%	5 Jupiter
Sage	150%	180%	120%	130%	170%	120%	6 Jupiter, 1 Mercury
Seer	90%	130%	90%	90%	110%	100%	1 Venus
Diviner	110%	140%	100%	100%	120%	100%	2 Venus
Shaman	120%	150%	110%	110%	130%	100%	4 Venus
Druid	150%	170%	130%	130%	150%	100%	6 Venus, 1 Mercury
Pilgrim	90%	120%	90%	100%	120%	120%	1 Mars
Wanderer	110%	130%	100%	110%	130%	120%	2 Mars
Ascetic	120%	140%	110%	120%	140%	120%	4 Mars
Water Monk	150%	160%	130%	140%	160%	120%	6 Mars, 1 Mercury
Cavalier (1)	140%	110%	130%	130%	110%	120%	6 Venus
Cavalier (2)	140%	110%	130%	130%	110%	120%	6 Mars
Ranger	130%	160%	120%	120%	160%	120%	3 Jupiter, 3 Mars
Medium	130%	170%	120%	120%	150%	90%	3 Jupiter, 3 Venus
White Mage	150%	180%	130%	130%	150%	130%	4 Jupiter, 3 Venus

Class	Psynergy Name	Level
Water Seer	Ply	1
	Frost	2
	Ice	4
	Cure Poison	5
	Tundra	9
	Restore	13
	Ply Well	16
	Ice Horn	17
	Glacier	24
	Break	30
	Pure Ply	34
	Ice Missile	42
Scribe	(Water Seer Psynergies)	--
Cleric	(Scribe Psynergies)	--
	Wish	8
	Wish Well	22
	Pure Wish	46

Paragon	(Cleric Psynergies)	--
=====		
Hermit	Impact	1
	Prism	6
	Plasma	8
	Bind	18
	High Impact	21
	Hail Prism	22
	Shine Plasma	26
	Break	30
	Drain	31
	Psy Drain	39
	Spark Plasma	50
	Freeze Prism	52
Elder	(Hermit Psynergies)	--
Scholar	(Elder Psynergies)	--
	Wish	12
	Wish Well	24
	Pure Wish	46
Savant	(Scholar Psynergies)	--
Sage	(Savant Psynergies)	--
=====		
Pilgrim	Douse	1
	Cure Poison	5
	Prism	6
	Drench	12
	Restore	13
	Hail Prism	20
	Deluge	30
	Break	34
	Freeze Prism	52
Wanderer	(Pilgrim Psynergies)	--
Ascetic	(Wanderer Psynergies)	--
	Volcano	8
	Wish	9
	Eruption	22
	Wish Well	24
	Pure Wish	46
	Pyroclasm	48
Water Monk	(Ascetic Psynergies)	--
=====		
Seer	Cure	1
	Froth	2
	Growth	3
	Cure Poison	5
	Cure Well	10
	Mad Growth	12
	Restore	13
	Froth Sphere	14

		Potent Cure		26	
		Wild Growth		29	
		Break		30	
		Froth Spiral		40	

----- ----- -----					
	Diviner		(Seer Psynergies)		--
----- ----- -----					
	Shaman		(Diviner Psynergies)		--
			Wish		8
			Revive		19
			Wish Well		22
			Pure Wish		46
----- ----- -----					
	Druid		(Shaman Psynergies)		--

'====='					
.=====.					
	Cavalier (1)		Ply		1
			Thorn		4
			Cure Poison		5
			Avoid		6
			Wish		8
			Cutting Edge		11
			Restore		13
			Briar		14
			Ply Well		16
			Revive		19
			Wish Well		22
			Break		30
			Pure Ply		34
			Nettle		36
			Pure Wish		46

'====='					
.=====.					
	Cavalier (2)		Ply		1
			Blast		2
			Guard		3
			Cure Poison		5
			Avoid		6
			Wish		8
			Mad Blast		10
			Cutting Edge		11
			Restore		13
			Protect		15
			Ply Well		16
			Wish Well		22
			Fiery Blast		28
			Break		30
			Pure Ply		34
			Pure Wish		46

'====='					
.=====.					
	Ranger		Slash		1
			Douse		2
			Ward		6
			Volcano		8
			Wind Slash		10
			Drench		12
			Bind		18
			Eruption		22
			Resist		24

		Sonic Slash		30	
		Deluge		30	
		Drain		33	
		Break		34	
		Psy Drain		41	
		Pyroclasm		48	

'====='

.=====.

	Medium		Bolt		1	
			Froth		2	
			Cure		3	
			Flash Bolt		6	
			Cure Well		10	
			Froth Sphere		14	
			Haunt		17	
			Revive		19	
			Curse		20	
			Blue Bolt		22	
			Potent Cure		26	
			Condemn		29	
			Drain		31	
			Psy Drain		36	
			Froth Spiral		40	

'====='

.=====.

	White Mage		Cure Poison		1	
			Prism		6	
			Plasma		8	
			Ward		9	
			Dull		11	
			Wish		12	
			Restore		13	
			Hail Prism		22	
			Wish Well		24	
			Shine Plasma		26	
			Resist		31	
			Blunt		37	
			Spark Plasma		46	
			Pure Wish		46	
			Freeze Prism		52	

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\ 8. Djinn /

[djn2]

'====='

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Well, here's the list of the Djinn in the game. As you probably know, Djinn are equipped onto your characters to raise their stats, change their classes, and give them more Psynergy. Djinn can be used in battle to attack, heal, or cause status ailments. They can also power up and become some pretty intense summon monsters. They're divided into their respective groups (Venus, Mars, Jupiter, Mercury), and following the name of the Djinn will be the description of what it does in battle, and what stats it raises when set to a character (ignoring any class changes).

HP - Hit Points (life)

PP - Psynergy Points

ATK - Attack
DEF - Defense
AGL - Agility
LCK - Luck

The reason I didn't put numerical values for each stat is because the stat gain actually varies depending on how many other Djinn are equipped on a character. It would be quite a task to list them all. On the other hand, just listing the stat gains if it's the only Djinni equipped to a character is pretty pointless, so I won't do that either.

Also included is information on stronger summons and where you can find each Djinni.

Venus Djinn are Issac's default Djinn, and are innately connected with the Earth element.

```
.=====
| VENUS DJINN |
|=====
| Djinni | Effect in battle | Bonuses |
|=====
| Flint | Strike a blow that can cleave stone. | HP, PP, ATK |
| Granite | Create a mighty earthen barrier. | HP, DEF, AGL, LCK |
| Quartz | Revive a downed ally. | HP, PP, AGL |
| Vine | Tangle foes to drop Agility. | HP, PP, DEF, LCK |
| Sap | Attack a foe and steal HP. | HP, ATK, LCK |
| Ground | Use gravity to hold a foe. | HP, PP, AGL |
| Bane | Attack with nature's venom. | HP, ATK |
'=====
```

Locations

Flint - Joins automatically the first time you leave Vale.
Granite - Bottom right house in Kolima; enter through the back.
Quartz - Mogall Forest; use the logs in the second log puzzle.
Vine - Exit the Lamakin Desert (boss end) and head north to the island.
Sap - Vault Cave; ring the bell in Vale, and trek through the cave.
Ground - After reaching Tolbi, head back to the north area of Kalay Docks.
Bane - Floor 6 of Crossbone Isle; chase it and use Halt.

```
.=====
| VENUS SUMMONS |
|=====
| Name | Djinn | Description |
|=====
| Venus | 1 | The elemental power of earth. |
| Ramses | 2 | Guardian of an immortal pharaoh. |
| Cybele | 3 | The great mother of the earth. (Tree creature) |
| Judgement | 4 | The might of the apocalypse. (Armored angel guy) |
'=====
```

Mars Djinn are Garet's default Djinn, and are innately connected with the Fire element.

```
.=====
| MARS DJINN |
```

Djinni	Effect in battle	Bonuses
Forge	Boost party Attack with flame's fury.	HP, ATK, AGL, LCK
Fever	Wrap a foe in feverish delusion.	HP, ATK, AGL
Corona	Boost party Defense with a heat aura.	HP, PP, DEF, LCK
Scorch	Stun a foe with a blast attack.	HP, ATK
Ember	Restore party PP with passion's flames.	HP, PP, DEF, AGL
Flash	Block damage to party with a firewall.	HP, PP, DEF
Torch	Penetrate defense with a melting blast.	HP, ATK, LCK

Locations

- Forge - Goma Cave, near the end.
- Fever - Imil; slide around on the ice to reach the cave to the north.
- Corona - North of Xian on the World Map on an island.
- Scorch - In the sewers in the northeast of Kalay.
- Ember - Tolbi; head around the perimeter of town to reach a growable vine.
- Flash - Using Reveal in the Suhalla Desert shows footprints to follow.
- Torch - Lalivero; use the town's wall to reach the rooftop.

MARS SUMMONS		
Name	Djinn	Description
Mars	1	The elemental power of fire.
Kirin	2	A mystical beast cloaked in flame.
Tiamat	3	The queen of all dragons.
Meteor	4	A meteorite from deep space.

Jupiter Djinn are Ivan's default Djinn, and are innately connected with the Wind element.

JUPITER DJINN		
Djinni	Effect in battle	Bonuses
Gust	Attack with mighty wind gusts.	HP, ATK, AGL
Breeze	Boost party Resistance.	HP, PP, DEF, LCK
Zephyr	Boost party Agility with a swift wind.	HP, PP, AGL, LCK
Smog	Veil a foe's vision in smoke.	HP, ATK
Kite	Attack twice next round.	HP, PP, AGL
Squall	Paralyze a foe with a storm.	HP, ATK
Luff	Seal a foe's Psynergy.	HP, PP, DEF, LCK

Locations

- Gust - Use the logs surrounding Bilibin to reach the cave with the ivy.
- Breeze - You can reach this Djinni from the fifth floor of Tret Tree.
- Zephyr - Fuchin Falls Cave; you'll need to ride logs to get this one.
- Smog - Lamakin Desert; one of the central stone rings.
- Kite - Vale Cave; right after you get the Halt Gem.
- Squall - Altmiller Cave; solve the broken pillar puzzle.
- Luff - Babi Lighthouse; you'll need to push pillars and use Growth.

```

=====
| JUPITER SUMMONS
|=====
| Name      | Djinn | Description
|=====
| Jupiter   | 1     | The elemental power of wind.
| Atalanta| 2     | The heavenly huntress.
| Procne    | 3     | A goddess in bird form.
| Thor      | 4     | The mighty god of thunder.
|=====

```

Mercury Djinn are Mia's default Djinn, and are innately connected with the Water element.

```

=====
| MERCURY DJINN
|=====
| Djinni    | Effect in battle          | Bonuses
|=====
| Fizz      | Restore HP with calming water. | HP, PP, DEF
| Sleet     | Drench a foe to drop its Attack. | HP, ATK, LCK
| Mist      | Lull a foe into deep sleep.      | HP, ATK
| Spritz    | Restore party HP with soothing mist. | HP, PP, AGL
| Hail      | Freeze a foe to drop its Defense. | HP, ATK, LCK
| Tonic     | Heal all party ailments.         | HP, PP, DEF, LCK
| Dew       | Revive a downed ally.           | HP, PP, AGL
|=====

```

Locations

- Fizz - Mercury Lighthouse; Mia comes with it.
- Sleet - Mercury Lighthouse; behind one of the waterfalls in a secret room.
- Mist - Xian; make the woman spill her water and freeze it for a platform.
- Spritz - Altin Peak; use the mine cart to reach it.
- Hail - Random encounter; northwest of Tolbi across two bridges
- Tonic - Lunpa Fortress; After defeating Toadonpa, return to Dodonpa's room.
- Dew - Suhalla Gate; drop down the third notch in the cliff.

```

=====
| MERCURY SUMMONS
|=====
| Name      | Djinn | Description
|=====
| Mercury   | 1     | The elemental power of water.
| Nereid    | 2     | Princess of the sea spirits.
| Neptune   | 3     | An incarnation of the sea king. (Whale)
| Boreas    | 4     | The god of the north wind. (Cool armory grindy guy)
|=====

```

```

=====
\ 8. Weapons /
|=====

```

~-----~

In Golden Sun, you'll run across weapons in three different ways: You can find them in chests, buy them from shops, or get them when you defeat an enemy.

Always remember to keep checking your character's equipment to see if you can upgrade any of it.

The following lists are sorted by weapon types (along with who can use them), and after the name of each is the attack power of the weapon (ATK), the price that you can buy the weapon at (selling price is 75% of this amount), and the location of the weapon along with special notes.

```
=====
| LONG SWORDS (Used by Issac and Garet)
|=====
| Weapon          | ATK | Price | Location / Special Notes
|=====
| Long Sword      | 14  | 200   | Vale Weapon Shop
| Broad Sword     | 40  | 1000  | Bilibin Weapon Shop
| Arctic Blade    | 55  | 2600  | Fuchin Falls Cave; Unleashes Blizzard
| Claymore        | 70  | 4000  | Altin Weapon Shop
| Great Sword     | 90  | 7000  | Tolbi Weapon Shop
| Shamshir        | 99  | 10000 | Lunpa Weapon Shop; Unleashes Acid Bath
| Silver Blade    | 108 | 12000 | Lalivero Weapon Shop; Unleashes Aqua Sock
| Muramasa        | 126 | 13600 | Crossbone Isle; Unleashes Demon Fire; Cursed
| Gaia Blade      | 135 | 17000 | Venus Lighthouse; Unleashes Titan Blade;
|                  |      |        | +20 Earth Resistance; +20 Earth Power
|=====
```

```
=====
| LIGHT SWORDS (Used by Issac, Garet and Ivan)
|=====
| Weapon          | ATK | Price | Location / Special Notes
|=====
| Short Sword     | 8   | 120   | Vale Weapon Shop
| Bandit's Sword  | 12  | 700   | Dropped by Bandit; Unleashes Rapid Smash
| Hunter's Sword  | 28  | 520   | Bilibin Weapon Shop
| Elven Rapier    | 44  | 2200  | Bilibin Cave; Unleashes Vorpal Slash
| Battle Rapier   | 58  | 2900  | Xian Weapon Shop
| Mystery Blade   | 84  | 6400  | Crossbone Isle; Unleashes Life Nourish
| Master Rapier   | 86  | 6800  | Tolbi Weapon Shop
| Assassin Blade  | 90  | 7800  | Lucky Fountain; Unleashes Mortal Danger
| Ninja Blade     | 94  | 8800  | Lunpa Weapon Shop; Unleashes Cyclone Attack
| Swift Sword     | 104 | 9400  | Lalivero Weapon Shop; Unleashes Sonic Smash
|                  |      |        | +10 Wind Power
| Kikuichimonji  | 128 | 13400 | Dropped by Fenrir; Unleashes Asura
|=====
```

```
=====
| AXES (Used by Issac and Garet)
|=====
| Weapon          | ATK | Price | Location / Special Notes
|=====
| Battle Axe      | 24  | 280   | Vault Weapon Shop
| Broad Axe       | 50  | 1400  | Kolima Weapon Shop
| Vulcan Axe      | 76  | 4600  | Lamakin Desert; Unleashes Barrage
| Great Axe       | 80  | 5200  | Tolbi Weapon Shop
| Burning Axe     | 84  | 7500  | Lucky Fountain; Unleashes Broil
| Dragon Axe      | 100 | 10300 | Lunpa Weapon Shop; Unleashes Heat Mirage
| Giant Axe       | 114 | 14000 | Dropped by Earth Golem; Unleashes Meltdown
| Demon Axe       | 132 | 16000 | Crossbone Isle; Unleashes Poison Cloud;
|=====
```

| Cursed

=====
| MACES (Used by Issac, Garet, and Mia)

Table with 4 columns: Weapon, ATK, Price, Location / Special Notes. Lists various maces like Mace, Heavy Mace, Battle Mace, War Mace, Grievous Mace, Righteous Mace, Blessed Mace, and Wicked Mace with their stats and locations.

=====
| STAVES (Used by Ivan and Mia)

Table with 4 columns: Weapon, ATK, Price, Location / Special Notes. Lists various staves like Wooden Stick, Shaman's Rod, Magic Rod, Witch's Wand, Blessed Ankh, Psynergy Rod, Frost Wand, Angelic Ankh, Demonic Staff, Zodiac Wand, and Crystal Rod.

=====
\ 10. Armor /

[armr]

In Golden Sun, you'll run across armor in three different ways: You can find them in chests, buy them from shops, or get them when you defeat an enemy. Always remember to keep checking your character's equipment to see if you can upgrade any of it.

The following lists are sorted by armor types (along with who can use them), and after the name of each is the defense power of the armor (DEF), the price that you can buy the armor at (selling price is 75% of this amount), and the

location of the armor along with special notes. Don't ask me why I organized them like I did... I don't know either.

```
=====
| HELMS (Used by Issac and Garet)
|=====
| Armor          | DEF | Price | Location / Special Notes
|=====
| Open Helm      | 9   | 180   | Bilibin Armor Shop
| Bronze Helm    | 14  | 600   | Kolima Armor Shop
| Iron Helm      | 20  | 1600  | Altin Armor Shop
| Steel Helm     | 27  | 3100  | Tolbi Armor Shop
| Adept's Helm  | 29  | 3700  | Lucky Fountain; Max PP X1.2
| Silver Helm    | 30  | 3900  | Lunpa Armor Shop
| Knight's Helm  | 33  | 4600  | Lalivero Armor Shop
| Warrior's Helm| 35  | 10000 | Lalivero; +10 Earth Power; Critical Hit
|                |     |       | rate increases
|=====
```

```
=====
| ROBE [DRESS] (Used by Mia)
|=====
| Armor          | DEF | Price | Location / Special Notes
|=====
| One-Piece Dress| 4   | 25    | Vale Armor Shop
| China Dress    | 19  | 1600  | Xian Armor Shop; Drop enemy's Attack when
|                |     |       | used as an item (chance of breaking)
| Cocktail Dress | 29  | 4000  | Lucky Fountain; +15 Max PP
| Oracle's Robes| 43  | 13500 | Tunnel Ruins; +40 Water Resistance;
|                |     |       | Recover 10 HP per round
|=====
```

```
=====
| ROBE (Used by Ivan and Mia)
|=====
| Armor          | DEF | Price | Location / Special Notes
|=====
| Travel Robe    | 10  | 200   | Bilibin Armor Shop
| Silk Robe      | 20  | 1400  | Xian Armor Shop
| Jerkin         | 26  | 2400  | Kalay Armor Shop
| Blessed Robe   | 36  | 7000  | Lunpa Armor Shop; Recover 5 HP per round
| Magical Cassock| 39  | 9000  | Lalivero Armor Shop; Recover 2 PP per
|                |     |       | round
| Feathered Robe| 45  | 14000 | Dropped by Wild Gryphon; +20 Wind Power;
|                |     |       | +20 Wind Resistance; +30 Agility
|=====
```

```
=====
| SHIELD (Used by Issac and Garet)
|=====
| Armor          | DEF | Price | Location / Special Notes
|=====
| Wooden Shield  | 6   | 40    | Vale Armor Shop
| Bronze Shield  | 14  | 500   | Bilibin Armor Shop
| Iron Shield    | 20  | 1200  | Xian Armor Shop
| Dragon Shield  | 26  | 2400  | Altin Peak; +30 Fire Resistance
|=====
```


Knight's Shield	28	3000	Tolbi Armor Shop	
Earth Shield	31	4100	Lucky Fountain; +20 Earth Resistance;	
			Recover 150 HP when used as an item	
			(chance of breaking)	
Mirrored Shield	39	5200	Lalivero Armor Shop; Delude enemy when	
			used as an item (chance of breaking)	

=====

| GLOVES (Used by all)

=====

Armor	DEF	Price	Location / Special Notes	
Padded Gloves	2	10	Vale Armor Shop	
Leather Gloves	10	220	Bilibin Armor Shop	
Gauntlets	23	1600	Altin Armor Shop	
Battle Gloves	26	2100	Lucky Fountain; +8 Attack	
Vambrace	27	1800	Vault Cave; +5 Attack	
War Gloves	32	4000	Lunpa Armor Shop; +10 Attack	
Spirit Gloves	34	5200	Kalay; +5 Resistance to all elements	
Aura Gloves	36	6500	Dropped by Magicore; Resist elements when	
			used as an item (chance of breaking)	

=====

| BRACELETS (Used by Ivan and Mia)

=====

Armor	DEF	Price	Location / Special Notes	
Leather Armlet	7	180	Vault Armor Shop	
Armlet	17	900	Kolima Armor Shop	
Heavy Armlet	25	2000	Kalay Armor Shop	
Guardian Armlet	27	2600	Lucky Fountain; Boost Defense when used as	
			an item (chance of breaking)	
Silver Armlet	30	4000	Lunpa Armor Shop	
Virtuous Armlet	35	7000	Suhalla Desert; +10 Wind and Fire	
			Resistance; Recover 150 HP when used as an	
			item (chance of breaking)	
Spirit Armlet	38	9000	Lalivero Armor Shop; +10 Earth and Water	
			Resistance; Cure ailments when used as an	
			item (chance of breaking)	

=====

| HATS AND CROWNS (Used by all)

=====

Armor	DEF	Price	Location / Special Notes	
Leather Cap	3	30	Vale Armor Shop	
Wooden Cap	10	400	Bilibin Armor Shop	
Lure Cap	20	3000	Tolbi; Boost random encounters	
Mail Cap	23	2000	Kalay Armor Shop	
Ninja Hood	28	2800	Lucky Fountain; +20 Agility	
Prophet's Hat	30	2800	Dropped by Dread Hounds; Randomly kill an	
			enemy when used as an item (chance of	
			breaking)	
Lucky Cap	33	5200	Venus Lighthouse; Critical Hit rate	

			increases; Recover 2 PP per round
Jeweled Crown	35	4000	Lalivero Armor Shop; +5 Luck
Thunder Crown	40	7500	Venus Lighthouse; Recover 4 PP per round;
			Cursed

=====

| CIRCLETS (Used by Ivan and Mia)

=====

Armor	DEF	Price	Location / Special Notes
Circlet	6	120	Vault Armor Shop
Silver Circlet	16	1300	Xian Item Shop
Guardian Circlet	25	3400	Tolbi Armor Shop
Glittering Tiara	27	3600	Lucky Fountain; Prevents delusion when used as an item (chance of breaking)
Platinum Circlet	29	4200	Lalivero Armor Shop
Mythril Circlet	34	7000	Lunpa Fortress; Recover 3 PP per round

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| CLOTHING (Used by all)

=====

Armor	DEF	Price	Location / Special Notes
Cotton Shirt	3	20	Vale Armor Shop
Travel Vest	7	50	Vale Armor Shop
Fur Coat	16	400	Kolima Forest; +20 Water Resistance
Adept's Clothes	18	850	Imil Armor Shop; +8 Max PP
Elven Shirt	22	1700	Mogall Forest; Agility X 1.5
Kimono	25	2800	Lucky Fountain; +10 Fire Resistance; +10 Agility
Silver Vest	28	3200	Tolbi Armor Shop
Ninja Garb	36	6900	Crossbone Isle; +30 Agility; +10 Wind Resistance
Storm Gear	42	9800	Crossbone Isle; +30 Water, Fire, and Wind Resistance

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| SHIRTS (varies)

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Armor	DEF	Price	Location / Special Notes
Running Shirt	1	400	Lucky Wheels; +15 Agility
Silk Shirt	6	1800	Lucky Wheels; +1 Luck; Mia only
Mythril Shirt	10	2900	Lucky Wheels; +5 Max HP

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| BOOTS (all)

=====

Armor	DEF	Price	Location / Special Notes
Fur Boots	2	1200	Lucky Wheels; +15 Water Resistance
Turtle Boots	3	600	World Map, west of Kolima; Agility X 0.5

Quick Boots	3	2100	Lucky Wheels; +20 Agility
Hyper Boots	4	2400	Lucky Wheels; Critical Hit rate increases

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| ARMOR (Used by Issac and Garet)
|=====
| Armor          | DEF | Price | Location / Special Notes
|=====
| Leather Armor  | 12  | 240   | Bilibin Armor Shop
| Psynergy Armor | 21  | 1000  | Mercury Lighthouse; +20 Max PP
| Chain Mail     | 25  | 2000  | Altin Armor Shop
| Armored Shell  | 30  | 3600  | Tolbi Armor Shop
| Spirit Armor   | 32  | 4000  | Lucky Fountain; +15 Resistance to all
|                |     |       | elements
| Plate Mail     | 33  | 4400  | Lunpa Armor Shop
| Spiked Armor   | 34  | 14000 | Dropped by Chimera Mage; +10 Attack;
|                |     |       | Critical Hit rate increases
| Steel Armor    | 36  | 4900  | Lalivero Armor Shop
| Asura's Armor  | 42  | 15000 | Tunnel Ruins (right); +5 Attack; Recover 8
|                |     |       | HP per round
| Dragon Scales  | 44  | 17000 | Venus Lighthouse; +30 Wind & Fire
|                |     |       | Resistance
| Demon Mail     | 50  | 17000 | Crossbone Isle; -10 Wind Resistance;
|                |     |       | Cursed
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\ 11. Equipment / [equip]
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You'll find equipment in Golden Sun far and in between. For the most part, you'll be dealing with equipment that you'll get during the story that teaches you Psynergy vital to completing the game. Some, however are optional and rather hard to come across.

You'll also find rings to put on your characters. They don't do much when equipped, but when used as an item they can help out a bit. All rings have a chance of breaking when used.

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| TEACHES PSYNERGY
|=====
| Equipment      | Location / Special Notes
|=====
| Carry Stone    | Venus Lighthouse; Teaches Carry Psynergy
| Catch Beads    | Vale; Teaches Catch Psynergy
| Cloak Ball     | Tolbi; Teaches Cloak Psynergy
| Douse Drop     | Dropped by Killer Ape (boss); Teaches Douse Psynergy
| Frost Jewel    | Dropped by Living Statue; teaches Frost Psynergy
| Halt Gem       | Vale Cave; Teaches Halt
| Lifting Gem    | Altin Mines; Teaches Lift
| Orb of Force   | Fuchin Falls Cave; Teaches Force Psynergy
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| RINGS
|=====
| Armor          | Price | Location / Special Notes
|=====
| Adept Ring     | 3100  | Lucky Wheels; Restore 7 PP when used as an item
| Cleric's Ring  | 6400  | Crossbone Isle; Prevents effects of Curse while
|                |       | equipped
| Fairy Ring    | 2900  | Crossbone Isle; Cure ailments when used as an item
| Healing Ring   | 800   | Tret; Restore about 70 HP when used as an item
| Sleep Ring     | 1400  | Lucky Wheels; Puts enemies to sleep when used as an
|                |       | item
| Unicorn Ring   | 1100  | Fuchin; Cures poison when used as an item
| War Ring       | 2600  | Lucky Wheels; Raises Attack when used as an item
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\ Closing /
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My E-mail, again, is ElectroSpecter26@hotmail.com

Please E-mail me and correct any errors I have made. Also, suggestions and questions are helpful as well. Thanks!

Peace.
