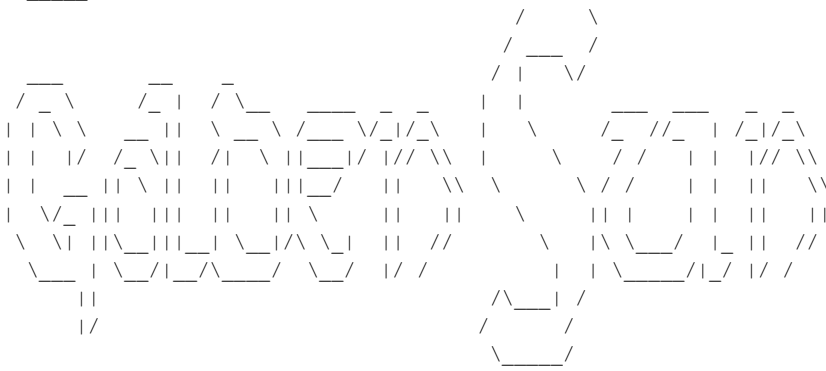


Golden Sun FAQ/Walkthrough

by DEADBEARD MASTER

Updated on Apr 5, 2002



Walkthrough/FAQ by DEADBEARD:MASTER NOTE:When you see a Sentece that has *'s between it that means it is Fake or True.Find out yourself.

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The Walktrough

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The first thing in Golden Sun is to name your slef.Let's get going!

~~~~~  
Vale (Storm)  
Recommened Level: LV.1

~~~~~  
You will get waked up by your Mom,Dora beacase a BIG bolder is going to be crushed on Vale!!! After the talk go north to find Garret,your first party member.Then go to the brige and go down, when you are at the next screen talk to the person and say yes to his qusion.Go down to battle 2 monsters.

~~~~~  
Fight 1  
Vermin  
HP:24  
2 exp.  
2 coins

~~~~~  
Battle 2
Bat
HP:17

1 exp.
1 coin

~~~~~

After that go down for more:

Battle 3

Wild Mushroom (x 2)

HP:25 (both)

2 exp.

4 coins

After that go down the staircase and Jenna's Brother, Felix is Drowning. Keep going down to the bridge to battle 2 in one.

Semi-Final Battle in Vale (Storm)

Bat, Vermin

HP:17 (Bat)

HP:24 (Vermin)

3 exp. 3 coins

~~~~~

Vale Plaza (Storm)

~~~~~

Go down and talk to the Mayor. Head back.

When you get back the boulder will crush everyone. But Felix

???? ??? ???.

Go back to the plaza to fight your 1st Boss.

~~~~~

Boss: Mystery Man and Mystery Woman - exp. N/A

Coins: N/A

Location: Vale (Storm)

HP:3000 (BOTH) MP:260 (BOTH)

Weakness: Water

Mystery Man's Attacks: Heat Flash, Eruption, Fireball

(-Recommended Level: 1 (+1))

Mystery Woman's Attacks: Death Size, Mad

Blast, FlareWall, Nova

~~~~~

Strategy:

The ONLY way to win is to use a Gameshark or a Codebraker. If you lose you are Dead as a doornail. The same thing happens if you win. The Gameshark code to win is 53AFEE8C9FBD0D37 or C3B5B9BD7890E182.

~~~~~

3 years later...

There will be a LONG talk. After that head up, and then left and you will hear the people who beat you 3 years ago talking, their names are Saturos (boy that's Blue) and Menardi (girl that has Blonde hair) as they want to go to Sol Sanctum before you and they use you to get inside. Head north to the house and talk to the old man that's there, named Kraden then head to the hut and go between the tree and a healer will stop you from going, when he's NOT looking go between the tree and go up.

~~~~~

Sol Sanctum (I call it

Temple Ruins)

Monsters:

Amaze - 3 exp., 3 coins

Bat - 1 exp., 1 coin

Slime - 2 exp., 2 coins

Vermin - 2 exp., 1 coin

Wild Mushroom - 1 exp., 3 coins

Items:

Herb

Small Jewel x2

-Recommended Level: 1 (1+)

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Well save in case you die. Enter the sanctum, to get across the water, hop on the far right box to start, and just hop around from there. Also, notice that you have Psynergy abilities that you can use to help you out. In the next room with boxes and water, hop on the middle one to go up the middle path. Open the chest and get a Small Jewel. Take it and go up the right path and use the jewel on the minotaur head. Head back and take the left path this time, a door will have opened up.

Go to the statue on the right, and push it out of the way, revealing a hidden door. Go right and all the way up, leading to an intersection. Going left will get you a Small Jewel, then go up and take the first left to another statue room. Use the 'Move' Psynergy, and drag the statues to the left or right. The three statues you should move are: Far left (minotaur head, use

the Small Jewel), the one right next to the far left (door), and the far right (door). The far right door will take you to the heart of the sanctum, and you should continue on past it from there.

Kraden will ask you to explore further for him. When you go out of the door, the path to the bottom takes you to a crystal room where you can pick up a Psynergy Stone, and it will restore the party's PP. Go up to the statues and if you try to drag one of the ones from the Luna (moon) side, Kraden will come and give a long speech. Go over to the ones on the Sol (sun) side, and move the two statues on the side into place. Then once the hole in the middle opens up, use your 'Move' Psynergy to drag the middle one down into the hole. Now go back to Luna and move all the statues in place. Kraden will commend you for disarming the trap and runs to a safe distance. Once they are all moved, head back up to where Kraden is waiting for you, talk to him then go left and touch the beam coming out of the wall.

-----  
-----  
Elemental Star Room

Items:                    Enemies:  
Mars Star                N/A  
Venus Star  
Jupiter Star  
Mercury Star

Enter the portal and you come to a new area, which contains the Element Stars of Wind, Water, Fire, and Earth Kraden gives a long explanation, which by now you should know that when he talks, it won't be a sentence or two, it's a lecture. He asks you to gather the stones for examination, get them in this order: bottom right, top right, bottom left. Saturos and Menardi will appear, with another mysterious person, demanding the stars. The masked person is Felix, who was thought to have died earlier. Hand over the stars to them and try to pick up the last one. There is a lot of dialogue here, the rest of the people except Isaac and Garet leave, and the 'Wise One' will talk for a while. Use the Psynergy Retreat to get back to the beginning of the dungeon.

-----  
-----  
Vale( Hometown)

Items:  
Catch Beads  
Nut  
Herb (x 2)

Back in Vale, the elders will bring you into the sanctum and talk about what is happening with the volcano, and the events that just happened. Here you will get your mission, which of course is to save the world. Your mission: find the lighthouses, find the Djinnns. After a very long farewell, and a few gifts, you appear on the world map, and its off to adventure! Head back to Vale and talk to the Item shopkeeper to give yourself a Herb. Remember that LLOOONNNGGG staircase? go to the top and use Catch on that orange thing to get a Nut. NOTE: You get Catch by eqiping the Catch Beads.

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Overworld Map

- Enemies  
Amaze - 5 exp., 6 coins  
Bat - 2 exp., 3 coins  
Slime - 4 exp., 4 coins  
Vermin - 4 exp., 4 coins  
Wild Mushroom - 3 exp., 3 coins  
Zombie - 7 exp., 8 coins  
  
- Djinni  
Flint (Venus a.k.a. Earth)

Keep going down and you will see something flying in a cirle thats Flint he will teach you about the Djinni prosses. After that, head to the right and down to then town. Some wagons will come but don't worry about them...Yet.\*They are Evel.\*

-----  
-----  
Vault  
- Items                    - Enemies  
4 coins                    Bandit-???  
7 coins                    Thief 1-???

Bandit's Sword           Thief 2-???

Mint  
Nut  
Sleep Bomb

~~~~~  
In the house directly north of the town entrance, look in the pot to find 7 coins. In the house to the left of there, you can find 4 coins in the barrel near the bed. In the far left of the Inn you can find a Mint, in the item shop is a Sleep Bomb. Go to the back left of the town, where the steps are, and go up into the house. In the back is a person named Ivan, who will demonstrate his mind reading powers to you. Help him out and he will join your party. Also, outside his house, there is a Nut in one of the boxes.

Head to the top floor of the inn and there are two suspicious people talking. They notice you and will run away whenever you get near them, so head back towards the stairs and Ivan will make a plan to trap them. Just get them into a corner and Ivan uses his 'Mind Read' ability, he finds out they are thieves who stole the rod. He also finds out that its hidden somewhere in the inn. Go outside and climb the latter into the loft. Use the 'Move' Psynergy to shift the box to the left and go into the door. Talk to the person tied up on the ground and the thieves will appear.

 Bosses: Bandit, Thief 1,and Thief 2-Bandit's Sword,73 exp.,and 127 Coins

 (Bandit) HP:211 Location: Vault Inn

Loft

 (Thieve 1) HP:111

 (Thieve 2) HP:111

 Weakness: Any

elemental-based Attacks

 -Recommended Level: 5 (5+)

 Strategy:

These thieves are not much of a threat. Let Issac start off with Flint.Garret should use Flare,and Ivan should use Ray.If there OUT off PP let them use Rag.Attacks.If someone is Felled do not worry about them.After Issac uses Flint use Venus.Always have the bigger arrow on the Bandit as he has the most HP. Take out the Bandit first, as he will heal himself and the others a lot. Fight strategically and NO one will faint.

After you defeat them, the mayor and villagers will come in to reclaim their stolen property, and the mayor tells you to drop by his place before leaving town. Ivan collects his rod, and thanks you for the help you've given him and leaves. Go to the mayor's house (at the top of the steps) and he will give you Water of Life.

 Overworld Map

You can now leave the town and head for Goma Cave. From Vault, head east/northeast across the bridges until you find what looks like an ice cave on the side of a mountain. Enter here and you can go for Goma Cave.

 ~ Goma Cave ~

- Items
Lucky Medal

- Enemies
- Bat - 2 exp., 3 coins
- Ghost - 9 exp., 9 coins
- Skeleton - 10 exp., 11 coins
- Slime - 4 exp., 4 coins
- Will Head - 9 exp., 10 coins
- Zombie - 7 exp., 8 coins

- Djinni
Forge

- Recommended Level: 8 (8+)

Note: If you have not yet completed your tasks in Vault, you will not be able to pass through the cave because Ivan won't follow you up there. Please see the section above for more information.

>From Vault you want to head east. Keep heading east until you cross the bridge, and from there you want to start heading north. Keep progressing this

way until you find a cave entrance. Make your way up the ladders until you get to a gap with a tree stump covered by leaves. Your psynergy isn't going to help you for this one, so try jumping over. When you try this, Garret comes out and tells you that your Psynergy isn't going to work. By totally random coincidence here comes Ivan who will blow the leaves off of the stump thanks to his new rod. He now wants to join your quest, and you're back in command. Now, move the stump, jump across and use Ivan's Whirlwind psynergy to clear the leaves at the gate to get in the cave.

In this cave you'll find a lot of ghosts and skeletons which aren't too tough. Primarily, you should use group attacking Psynergy that hits multiple enemies at once (like Ivan's lightning attack.) Inside the cave head up until you get to a stopping point (as in a cave wall.) Hop over the stepping stone there and head down. Next, head up the stairs and through the door. Head down the stairs and to the right. Here you'll see a traveler on the ground a Djinn on a ledge. Push the wood tree stump as high as it goes and so that it's in the middle of the two ledges. Now, head back from whence you came (3), but instead of going back up the staircases, head south and hop across a small stream. Continue along the path going through the various doorways. Eventually you'll get to a stepping stone that you'll want to hop across and to the other side. Go up the staircases and start ledge hopping. When you arrive at a ledge with a large tree stump, use Move to push it to the right. Hop onto this ledge then the ledge to the south, then Move the stump back to the left. Hop over and then over and to the right to obtain the treasure chest. Make your way back from whence you came (up to 4) and get back to the ledge surrounded by water. Go to the stepping stone to the right of the stairs, hop across and go up the stairs there. From here jump across the stump that you placed earlier to get a battle the Mars Djinn on the ledge. This Djinn is harder than your normal enemy, but he's not too tough. Use your existing Djinn on him, and also use your lone summon plus Psynergy attacks to beat him pretty Handily. Once he's defeated you will obtain this Mars Djinn, Forge. Head back to the ledge with the staircases and proceed upwards. You'll see a stump blocking the ledge that you have to hop to, so use Move to push that into the water. Hop across, go up and across the bridge and at the end of the hallway you'll be out of the tunnel.

Overworld Map

-Enemies

Bat - 2 exp., 3 coins
Ghost - 9 exp., 9 coins
Rat - 14 exp., 17 coins
Rat Soldier - 17 exp., 19 coins
Skeleton - 10 exp., 11 coins
Zombie - 7 exp., 8 coins

Just as you get to the world map, Bilibin is in view just to the right of you. Southeast is a blockade made by McCoy. I would take some time to level up right here, there are a lot of enemies that can give you a lot of experience and coins. With the money, upgrade all of your armor and weapons in Bilibin.

---Bilibin---

- Items

5 coins
Antidote
Elixir
Hard Nut
Herb
Nut
Sleep Bomb
Smoke Bomb

-Djinni

Gust

Check the barrel in the second house from the left for an Antidote, and also the one outside the house to find 5 coins. In a jar up the steps (to the left of the weapon store) is a Herb. Check the bed in the bottom left house in town to get a Sleep Bomb, and a Hard Nut is found inside the house to the right of the Item Shop. To the north of town is McCoy's Palace, use Catch to pull the Nut out of the tree to the left, which looks like a floating red ball. (Have the Catch Beads equipped)

If you move the statue in the middle of town, you'll notice a hole in the ground that leads to an underground area. You cannot access the Djinni from here. Go up the steps (where the Herb was) and walk around the perimeter of the town. Cut the ivy with the Whirlwind Psynergy, and go down into it.

Move the statue out of the way with Move, and head for the Djinni "Gust". You won't have to battle it, Gust joins you automatically.

Go up to McCoy's place, and talk to the guard on the right, he will let you inside. Check the barrel near the two women inside (on the right) and you get an Elixir. Take the stairs on the bottom left all the way up and there is a Smoke Bomb in the room. After you rob the place, talk to McCoy by following the red carpet up to his chambers. He thinks about giving you the key to get past the barricade, but takes it back because you are but children, and he feels he'd be sending you to your death. A guard will give you a tip that you don't need a key to get past it, and leaves. After getting your gear, head for the barricade.

Go up to where all the crates are stacked up, blocking the path and face the big one on the left. Use Move to drag it down and out of the way. Walk through the door and exit the place to the world map. From here, you can go north to Kolima Forest, or East to Kolima.

---Kolima---

- Items
7 Coins
Apple
Herb
Lucky Medal

- Djinni
Granite

Right when you come in, everything, or should I say everybody, is turned into a tree. Something paralyzes the party, and the things that turned people into trees start to fall. A dome is formed around you, keeping you safe, which they think is Psynergy. The things fall again and the domes appear, but Tret and Laurel will tell you why everyone is a tree now.

Go to the top floor of the Inn to find a Lucky Medal, and outside of the house to the right of the Item Shop is a box with an Herb in it. On the top floor of the tree right of the Inn is a jar with 7 coins, outside the tree are 6 pots, the back left one has an Apple. Go behind the bottom right tree, and walk into the back of it, its a secret passage. It will take you on a big loop around to where the Djinni is sitting. Talk to it and "Granite" joins you.

---Kolima Forest---

-Items
Fur Coat
Nut x2
Psynergy Stone

- Enemies
Creeper - 32 exp., 38 coins
Drone Bee - 19 exp., 28 coins
Gnome - 29 exp., 40 coins
Rat - 14 exp., 17 coins
Rat Soldier - 17 exp., 19 coins
Skeleton - 10 exp., 11 coins
Spider - 25 exp., 32 coins
Troll - 30 exp., 34 coins
Will Head - 9 exp., 10 coins

- Djinni
Breeze

- Recommended Level: 9-10

When you come to the area with a bunch of logs, go to the one on the right and push it into the water. Then go up and left where another one is laying. Push this forward so you can get around it and proceed to the left. Walk around the log here, and then go up, there is a tree with a nut on it, use the Catch Psynergy to grab it. Keep walking left and you come to two more logs. Roll the vertical one to the right, then push the horizontal one down. Then move up and push the vertical one left so you can get past it.

In the next area, there is another little log puzzle to do. Here are the

directions:

*NOTE: I will label the logs 1, 2, and 3. Bottom horizontal is #1, top horizontal is #2, and vertical is #3.

1. Push #3 to the left.
2. Go up and around so you are above #2, push it down.
3. Push #3 back to the right.
4. Push #1 down.
5. Push #2 up again.
6. Push #3 into the water, then you can hop on it and go up the steps. Keep going right until you come to a more challenging puzzle.

You come to a big area with water in the middle of it. You can see a treasure chest in the far right corner, and an exit near the top left corner. Go down to where the floodgates are and pull the switch. This drains out the water and you can now shift the logs around to get where you need to be. The directions are somewhat complicated, but here they are as easy as I can make them:

Getting to the exit:

1. Move top and bottom vertical logs to the left. (the top is aligned with the exit)
2. Push the left horizontal log down, it should be touching the top of a log now.
3. Refill the water, and before the exit, push the log out of the way (on land, north of where you came in) so you can walk to the exit.

Getting to the exit was the easy part, here is how you make it to the treasure:

1. Drain the water.
2. Push horizontal logs to the very top of the area.
3. Push vertical logs to the very right.
4. Push the top right log down.
5. Push the bottom vertical log left.
6. Push the top left log down.
7. Refill the water and claim your treasure.

The pattern the logs make is a zigzag which takes you from one side of the water, diagonally across to the other. You find a Fur Coat in the treasure box. Now you must go back, and if you moved the log before, walk right up to the exit.

Talk to Laurel, and she will warn you that you should leave. Head over to Tret and climb the vine to go inside the tree.

~~~~~

Tret Tree

-Items:

- Potoin
- Healing Ring

Walk around the little maze and climb the vine. In the room with all of the spider webs, head over to the door on the right of the room. It takes you outside, go all the way right, climb the vine, and go all the way left. Inside here you can either grab the Psynergy Stone, or the Healing Ring, either way, you can come back for the other one. To proceed, climb the vine near where the Healing Ring was located, it will take you up another level. In this room, take the door at the bottom, on the limb go to the right, climb the vine and keep going to the top. A Djinni is sitting on the limb.

Mini-Boss: Wind Djinni Breeze

This Djinni is a pretty tough battle, it uses a lot of powerful attacks and they usually target the entire party. Use your Djinn summons, or use the most powerful attacks you have. It will take around 3-4 turns to defeat it. You get 88 exp., and 100 coins for beating it, as well as having it join you. Your new Djinni is named "Breeze".

While you are up there, head into the door on to the left and open the treasure chest, inside is a Nut. Now just fall through the web and come back up to the room (on the other side of where the chest is). You want to fall on the middle leaf, so get to the leaf left of the treasure chest and jump back into the middle. Isaac and crew falls all the way to the very bottom of the tree, get around the maze and up to the big face in the wall. Tret will tell you

he's going to make you into a tree, then battles you.

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Boss:Tret-226 exp., 700 coins, Potion  
HP:710 Location: Basement of

Tret Tree

Weakness: Fire-based Attacks

Recommended Lv.: 7-8

Strategy:

Now that you're in the basement, it's time to fight Tret. Save before you do this and inactivate all your Djinn. Make sure you have full health, as well. Tret has about 350-450 HP, so it's going to take you a few rounds to get him. Your best bet is using Summons, then Flint with Isaac, and using Psynergy with the others. Tret's attacks aren't too great, so you shouldn't have too much of a health problem.

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Once he's dead Tret will come to, realizing that he shouldn't have turned people into trees. However, he no longer has the strength to cure Kolima, so you need to begin a trek to get an item to heal him (more on that later.) Once Tret is done talking the talk, use retreat to get to the entrance of the tree, then use retreat again to end up back at the start of the forest.

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After you have beaten Tret, use Retreat to return to the beginning of the forest. Go back through the barricade and head for Bilibin. Buy any items you might need and stop at the Inn too. Go up to McCoy's place and he will thank you for what you've done. He offers to give you one prize from his treasure room. From left to right they are: Vial, Potion, Psy Crystal, Water of Life. After you are done in town, head north, across the bridge and follow the path west. You'll cross another bridge and then you can see a cave on the side of a mountain.

---Bilibin Cave---

- Items

Elven Rapier  
Vial

- Enemies

Drone Bee - 19 exp., 28 coins  
Ghoul - 34 exp., 42 coins  
Gnome - 29 exp., 40 coins  
Mauler - 37 exp., 45 coins  
Ooze - 26 exp., 40 coins  
Rat Soldier - 17 exp., 19 coins  
Troll - 30 exp., 34 coins

- Recommended Level: 9-10

Go straight up and you will see a little moving plant next to the cliff. Use Growth on it, and it will grow into a vine, climb it, and hop over the water to the other side. Then go to where you see a piece of the cliff broken off and you can go into the door. The treasure chest inside contains an Elven Rapier. Head back out and slide down the cliff again, then enter the cave.

Take a left as you walk in, then the first right and through the door. In this room, go right until you come to the two torches you can move around. Push one next to the big ice block, and it will melt. Hop over and go up the stairs to find a Vial. Head back down and you are out of the cave and on to the world map. It's a pretty good distance walking from here to the next town. Go all the way left and it will curve up and back over which brings you to the next town, Imil.

---Imil---

- Items

9 coins  
Empty Bottle  
Lucky Medal  
Lucky Pepper  
Sleep Bomb  
Vial



- Djinni  
Fever

This town is covered in snow, and apparently from what the villagers say, there is a terrible cold going around. Everyone seems to be hoping that a girl name Mia will show up. First of all, loot the town.

Right as you walk in town, go into the first house and open the box in the back, it contains an Empty Bottle. Also, talk to the old man standing next to the fireplace in here. Outside of the house, go right, and you slide across the ice, search the back left tombstone to find a Lucky Medal. North of the graveyard is house, look at the jar outside of the house and it has 9 coins in it. Across the bridge and into the weapons store, search the barrel behind the counter for a Sleep Bomb. The head to the inn, and search the stove to find Lucky Pepper.

To get the treasure next to the tree, go onto the ice from the side where the graveyard is. Hop on the ice, and do the following:

1. Go up, left, up, left, up, right, up. You should now be right near the bridge.
2. Go left, down, left, up and right, you are now at the ladder and you can go up to get the Vial.

Before getting the Djinni, Go across the bridge at the top, and walk up to where the snowman is sitting behind the fence. Use Move to push it onto the ice. Now go back down to where you started to get to the treasure chest, and hop on the ice.

1. Go up, left, up, left, up, right, up, same as before, you are near the bridge.
2. Go left, up, then right. You should now be next to the snowman. Go up and into the cave. In here is the Djinni "Fever", it joins you automatically. Now go out of the cave and back into the town.

Go into the sanctum and talk to the person inside. She tells you that Mia has just left, and you should go to the house with the old couple (where the Empty Bottle was). You see Mia help the old man by using Ply, and then there is a bright flash from outside, which she says is the lighthouse, then runs off. Exit the town and go northeast to the lighthouse.

---Mercury Lighthouse---

-Items

Nut  
Psy Crystal  
Sleep Bomb  
Psynergy Armor  
Psynergy Stone

- Enemies

Cuttle - 27 exp., 49 coins  
Gnome - 29 exp., 40 coins  
Harpy - 38 exp., 53 coins  
Lizard Man - 42 exp., 52 coins  
Ooze - 26 exp., 40 coins  
Mauler - 37 exp., 45 coins  
Mimic - 164 exp., 178 coins  
Siren - 45 exp., 56 coins

- Djinni  
Sleet

- Recommended Level: 13-15

Go up the stairs and talk to Mia. Once she's done talking, go up the ledge to the right of the statue and use Move to move the statue out of the way revealing a portal. We now learn that Mia is an adept and part of the Mercury clan. Using Ply Mia opens the door and you're now free to follow her. Go up to the large lizard blocking Mia's way, press A and get ready for a battle. The Lizard Man isn't anything to worry about, he's just a little stronger than your standard enemy. Head the either door in the next room, and then the door in the center in the following room. Now, jump across the stone directly in front of you and go up the staircase. Down the hallway in this room you'll find Mia who once again has had her path stuck. Move the statue towards you to clear the boundary and have Mia join your party! Here's an interesting note

about Mia: In this lighthouse she has infinite PP so feel free to use her Psynergy to the fullest extent. Hop over the statue and proceed to the next room to find several waterfalls. Unlike later waterfalls, you can't go through any of these so just move east and go through the door there. In this room you will find a series of pipes that roll just like logs, only this time you'll want to connect pipes to make water flow. Move the first vertical pipe that's in your way right to connect it and start the water flow. Now move down and then go down and then up the stair case. Go down again, and the around clockwise to another down-and-up staircase. Go all the way up the right wall to find yet another down-and-up staircase. Here you will find a discolored pipe on your left, so push that to your left. Go down and then through another staircase until you can finally go south to a door. Go directly down, jump the gap and then stay on the ledge (read: don't go down the ladder.) Go all the way around until you get to a statue. You'll notice a LONG dotted line path and a square on the other end. Taking about 57 seconds, push the statue all the way from where it originally was to the square on the western side. Once that's been done, head back all the way from whence you came (6 I think) and head down the ladder. Travel back west once you're down the ladder, through door, up the ladder and into the next room. In the next room slide down into the hole to land in the middle of the room with water surrounding a plank and a goddess on the wall. Hop over the goddess and use Mia's Fly Psynergy on her. Now, jump back on the square.

Now that you're on this square you have a special power to jump 3 times over water, and then one last time to a safe place. So, jump to your right and then head up the door. From here go to the right, and using the water hopping ability you just got, jump over to a ledge and then down into the door. In this room there will be three waterfalls. In this room there will be a treasure chest in the right corner. Watch out! It contains a powerful Mimic! If you did get this chest, though, use your powerful one person attacks, Synergies and your summons. While Mimic doesn't attack very hard, he has a ton of health and has the ability to drain PP from a character. When you beat him you'll get a handy Water of Life which will revive fallen characters. Any ways, head through the third waterfall by pressing up on it and across the water to get Psynergy Armor, which you should equip on a character. Head back out from whence you came (7) and into the center door. Hop onto the only square you can get onto, then move east making sure to end up on another square. Head east again, then go north. Continue along the side wall, remembering that you have exactly four hops to get where you want to go. Head counterclockwise around the corner, and then keep heading south until you reach a door. You'll end up to the left of the door where you entered the large room with all of the hopping. Head through the door and then through the center waterfall. Head straight the next door and into the door to the north. In this room go to the northern most horizontal pipe and push that up. Now, push the other horizontal pipe up, and then push the vertical pipe to the left. This will fill the water up in the other room, allowing you to now hop over the water using your water hopping ability. So, go back and hop over and go up the stairs. Head up the stairs twice, ignoring the switch. Head all of the way along the left wall, and go through the down-then-up staircase. The objective of this room is to push the statue with flowing water in the hole below. Push the discolored vertical pipe all the way to the left, then move the horizontal pipe so that the vertical pipe can only move back to the right once. Do so and get the water moving the statue in the first out of three directions. Now, move the horizontal pipe out of the way and push the vertical pipe all the way to the right. Finally, move the pipe back to the left and the statue will be dropped below onto the floor below. Head back from whence you came (8) all the way down the stairs and then push the statue onto the switch. Now, head through the open door. This room will have a series of statues that, surprise!, have hidden doors behind them. Head all the way to the right, then go down the ladder and up the ladder all the way to the right. Use Move Psynergy to move the statue here. Now, jump through the door and push the pipe into connection to reveal a door in this room. Head through this door to enter \*another\* waterfall room. Go through the 4th waterfall in this room to find another Djinn. This time you're going to have to battle, so save before you fight it. Watch out for this Djinn, because he has a very powerful Water of Life. Your best strategy is to throw everything you have at him as fast as you can before he can attack you very much. Once you beat him you'll get Sleet, a Water Djinn.

Now, head to the west and through the door. Go down the hallway and go to the next room. Go down this hallway, and hop the gaps present. The next room has still more waterfalls, jeez. Go in the very last waterfall and go counterclockwise along the bottom and right walls in the new room you just got in. Move the statue using Psynergy, hop across and go up the staircase. Head down the hallway, and you'll end up a room or two later in front of a waterfall with a statue there. Use Fly on that statue to float up the waterfall and end up on the top of the statue. Note: Before going up this waterfall you may want

to level up to around Level 9 or 13 as the upcoming boss is very difficult.

As soon as you can here, save. You'll also get a handy Psynergy Crystal, so heal up before you use that. Jump across the ledges and head up the stairs to find none other than Saturos, Jenna, Felix, Kraden and the rest. After some rambling back and forth Saturos will finally challenge you to a battle.

Boss: Saturos-Prize: Item - Psycrystal x1 EXP. -

430 Coins - 1040

HP:1200

Location: Lighthouse

Arie of M.L.

Weakness: Water-based Attacks Resistance:

Fire-based Attacks

Attacks:Heat Flash,Fireball,Eruption

Strategy:

First use Djinni,then Rakarock,Heat Wave,Plasma or Impact,Sleet,Ice or heal.After 10 rounds you should win.Also use Djinni during the Battle but your stats will go low wich is BAD.

Once you finally defeat Saturos, it's revealed that no, it wasn't a fair battle and his powers were weekend by the Mercury Tower's strength. Don't worry, you don't have to fight him again (yet ;-]) After a particularly long and repetitive conversation, you'll finally be able to hitch a ride back down the light house. Also, Mia will permanently join your party! So, when you finally get command of your character again, head west and watch as the elevator comes back up. Hop across the stepping stones and onto the elevator that will take you down to the now overflowing fountain. This fountain water has the power to heal whomever it's used on, so the town no longer needs Mia. The water also has the power to heal Tret, so go up to the fountain and use your Empty Bottle item on it to fill it up. If you do not yet have the empty bottle, exit the Lighthouse and go to the house with the two sick old people in the southern part of Imil. The bottle is located in a chest in the northwest part of that house. If you for some reason dropped the empty bottle, I believe you can pick it up in the "Artifacts" menu in the Item Shop in Imil. Now that you have Herme's Water, save your game and head down and out of the Mercury Lighthouse. Congratulations, you've now beat this dungeon of sorts!

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Back To Kolima Forest

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Head out of the light house and go to Imil. Heal all of your characters at the Inn, and if you want to see a little optional story head to the monasteries to say your good byes to the two children there. Next, head back to Bilbin cave and backtrack to Bilbin barricade. Since the tree people have been scattered around you have to save them. There will be a Tree on the water so move around until you are at the riverbank (on the water) and use Move on the tree and you have saved them.Go to Kolima Forast.

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Kolima Forest

Backtrack to Tret Tree and use the Hermes Water on him. There will be a long conversation.After head back to the over world map.

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Overworld

-Items

Turtle Boots

Hard Nut

As you go back into Kolima, all of the people will be normal again. Talk to the 3 people inside the bottom house (or tree, whatever), and they will mention a secret. You can use Mind Read to get some extra clues such as its in a forest, but outside of Kolima Forest. Go West of the village to where you see what looks like average trees, hit A and you will search the ground and find the Turtle Boots. When you are done, go to Blibin barracade and you will get a Hard nut.Go to Bilbin and talk to Lord Mycoy and he will give you ONE Tresure. Here's a list on a map:

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# ? #  
# ----- #  
# Gate #  
# #

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# Vial      Potion      Psycrystal      Water of Life      #
#
Exit                P #
#                   Y #
#                   #
#                   #
#                   P #
#####

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Head past Kolima and head past Kolima Brige to Fusion Temple.

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### Fuschin Temple

---Fuchin Temple---

#### - Items

Arctic Blade  
Orb of Force  
Psynergy Stone  
Unicorn Ring

#### - Enemies

Dirge - 47 exp., 61 coins  
Lizard Man - 42 exp., 52 coins  
Mole - 39 exp., 60 coins  
Ooze - 26 exp., 40 coins  
Spirit - 49 exp., 67 coins

#### - Djinni

Zephyr

#### - Recommended Level:

Head up the steps and enter the temple, look in the jar to the right of the meditating man. You find a Unicorn Ring in there. Also outside is a Psynergy Stone, so if you need PP pick it up, if not than leave it for later. Go up to where Master Nyunpa is meditating, and use Mind Read on him. He will then tell the man in front of the waterfall to let you through.

Step on the right log and press up, this will roll the log up to the chest, which is a Mimic

Mimic - 190 exp., 207 coins

Simply use the strongest attacks and summons on the Mimic, Heal any members that might be getting a little low on HP, and it should be dead in no time. Good experience for this guy, and you get a Game Ticket. Go back and take the log on your left and go through the door. Hop on the stone right directly up from where you walk in, then keep going, and it will take you around a big circle until you reach the door in the left of the room. Follow the path up until you come to a room with no lights, and go into the door to your left and up a little bit. Walk to your right and take the vertical log across to the left and there is a chest with an Arctic Blade inside. Go back, and take the log down and into the door, and in this room, walk along the left side of the wall so you avoid the spikes on the ground. Ride the log to the right, go through the door and take another log to your right. Now you are in a room where you can see the Djinni. Take the horizontal log down, get on the vertical and roll it to your left. Now ride the horizontal one back up, jump on the stone, and to the vertical log, and roll it right. Prepare to battle the Djinni.

Use the most powerful summons and Psynergy, the Djinni only has around 500 HP, so the fight shouldn't take to long. Heal when necessary, but it shouldn't be a problem for you. Just keep hitting it and it will go down. You get 150 exp., 176 coins, and the Djinni "Zephyr" will join you.

Go down and take the log all the way to the top of the room. There are two horizontal logs right on top of eachother, take the top on up, then go on the vertical one and take it to the left, now hop over and take the other horizontal one up. It should hit the vertical one so you can go into the door and get the Dragon's Eye. Go back out, and take the door in the upper left of the room, which takes you to the dark room again. Go up the ladder and put the Dragon's Eye in the socket, which lights the room. Go back to the room with the logs, and take the door at the bottom left of the room, it takes you back to the place with all of the rocks in the water. Head back over to the door on the left side.

Go up into the now lit room, and you'll notice a shadow on the ground. There is an invisible bridge you can walk on, go across it and it takes you up to the upper right door. Slide down the cliff, and enter the door, inside the treasure box is an Orb of Force. Exit the room, go up the ladder and slide down the cliff in the next room. You have mastered the secrets of Fuchin Temple, exit the caves. Go up and talk to the master again, he will give you some advice and you can go on your way. Head south of the Temple and enter the forest.

To be continued...

Continued...

---Mogall Forest---

- Items

Apple

Nut

Psynergy Stone

Elven Shirt

- Enemies

Ape - 96 exp., 160 coins

Bone Fighter - 51 exp., 63 coins

Death Head - 55 exp., 73 coins

Dirge - 47 exp., 61 coins

Mole - 39 exp., 60 coins

Spirit - 49 exp., 67 coins

- Djinni

Quartz

- Recommended Level:

This forest is kinda odd, many of the paths you can take will just lead you nowhere by repeating the same screen over and over. For the most part, only one path will be the correct one, but there are a few exceptions. Use Force to hit the stumps and the creature will run in the direction you need to take. Sometimes it will battle you.

When you enter, a creature hops into a hole, from there just go down, and then just walk down again. Cross the little bridge, and you come to (surprise!) more logs. Move the vertical to the right, horizontal down, vertical to the left, then push the horizontal into the water. There is a Nut in the tree, stand to the left of it, just below the little tree stump and use Catch to grab it. Hop across and take the right path, and right again, you'll come to an area with a treasure box containing an Apple. Go back to the previous screen and take the path down. Stand above the log and push the rock into the hole, using Move. Push the horizontal log down, move the vertical one to the left, push the horizontal one up again, and push the log into the water. You'll see a Djinni sitting at the bottom left of where you are, go over to it and prepare for battle.

Mini-Boss:Earth Djinni Quartz

HP:900 Attacks:Mad Growth,Gaia,Earthquake,Spire

This Djinni is extremely easy to defeat. On the first turn use summons with everybody, and on the second use your most powerful Psynergy. It will use Mad Growth on you, which shouldn't be a problem if you've got good armor on. It gives you 172 exp., and 201 coins. After you defeat it, the Djinni "Quartz" joins you.

Go to the left side of the area you are in, and go left three times. Push the stone into the hole using Move, and push the log over. Get the treasure box, which has an Elven Shirt in it. Go out of there and head up, you find a Psynergy Stone in here, so pick it up and use it after you've healed all the party members. After that, go back down, and then down again into another area with logs.

Use Move to push the stone into the hole, and push the log in the water. Now go move the top vertical log right, the horizontal one down, and push the bottom vertical into the water. Hop over to the other side and take the bottom path. Walk around to the middle and that little green thing will jump out again and scurry away. You FINNALLY reached the end...and a boss.

Boss: Killer Ape - 460 exp., 1500 coins and a Douse Drop  
HP:1000 Attacks:Bind,Ransack,War Cry,Delibate  
Location:End of Mogall Forast

Use Grantie,Forge,Breeze,and Sleet at the begining.Try and let Ivan use ALL of his Djiini to Summon Procne.Hopefully Issac has Ragarock by now so have him use it.If not,have him use his Djiin or his strongest Psyenregy.Have Garret use his Strongest Spells,and as always Mia shound Heal.

After the Ape goes down head out onto the world map. Follow the path going left up to the next town.

---Xian---

- Items  
Antidote  
Elixir  
Lucky Medal  
Sleep Bomb

- Djinni  
Mist  
Corona

Look in the back of the orchard for a Lucky Medal and in the house northeast of it to find an Elixir. There are two doors to the left of a set of stairs, go in the left side and a Sleep Bomb is in a jar. There is a girl bringing water from the stream, she tells you to not bother her or the water will fall, so talk to her when she gets in front of the right door. Use Frost to freeze the water, and go up the steps, hop on it and go down to the Djinni. No battle this time, the Djinni "Mist" will join you. Now go into Feh's School (building at the top of the steps) and look in the barrel next to the jumping girl to find an Antidote. Head to the weapon/armor/item shop, and buy all of the things you need.

Mini-Boss:Fire Djinni Corona-173 exp. and 210 coins

When you have everything you need, go north of town, and you cross a bridge onto a small patch of land. Walk around and a Djinni will battle you, which is very easy. Use a summon with all members and it will be defeated. It gives you 173 exp., and 210 coins, you now have the Djinni "Corona".

>From there, go west across the bridge and keep going, you can't see it on the map, but it will take you to a new place.

---Alpine Crossing---

- Items  
Power Bread

When you walk in, you can see a little green plant (like the one you find at Bilibin Cave entrance). Use Growth on it, and then walk down to where a puddle of water is and use Frost. Climb up the vine and slide down the edge of the cliff, then use the ice block to hop over to the other side. In the treasure box is a Power Bread. Slide down off the cliff and go to the exit at the top. There is a town very close to the Crossing.

---Altin/Altin Peak---

- Items  
9 coins  
Cookie  
Lifting Gem  
Lucky Medal  
Nut  
Psy Crystal  
Vial

- Enemies  
Ape - 96 exp., 160 coins  
Bone Fighter - 51 exp., 63 coins  
Calamar - 54 exp., 79 coins  
Dirge - 47 exp., 61 coins

Rat Fighter - 63 exp., 83 coins  
Slime Beast - 51 exp., 77 coins  
Tarantula - 58 exp., 81 coins

- Djinni  
Spritz

- Recommended Level:

To find the first Water Monster in Altin Peak you're going to want to follow the mine track for several screens. Eventually you'll arrive at a screen that has a large lake with another one of those Living Statues there. In order to get this guy, you're going to have to take the mine cart, so head around the bottom and left walls clockwise to find the mine cart. However, you'll need to flip the switch a little east of the mine cart first in order to have the track go the correct direction to reach this water monster. After a roller coaster ride of sorts, you'll end up right next to the Living Statue, so save your game and inactivate all of your Djinn. Approach the Living Statue and press A when next to it to challenge it to a battle. See above for my strategy to beat this enemy. When you beat him you'll get a Vial that restores 500 HP and the water level will drain a little again. You'll now want to head back from whence you came (8) on the mine cart, then go east followed by south towards a ladder and a door. There is a treasure chest in this door, but it's blocked by a large rock that you'll need lift to get past (more on that later.) Head up the other ladder, and go clockwise until you get back at the door. Continue back along the track until you get to the next screen. On this screen continue going along the track until you see a door to the north that you haven't gone in yet.

Proceed through this door and climb down the ladder in this room. Go through the door and head west. You'll see a train track going south when you get to the western wall, so go down from there. Here you'll want to change the switch to go west as opposed to east, then head north along the train track. When you reach the mine cart head in and find yourself across the lake next to a door. Proceed through this door. In this room head west until there's a fork where you'll want to head south. In the next room, don't go up the ladder until you freeze the puddle of water in between two ledges. Now that you've done that, head up the ladder and jump over the ice pillar to the other side. Go through the door to find a room with a mine cart and a Living Statue visible. Hrmmm, I wonder if you'll have to use the mine cart to get this living statue? ;-] Climb down the ladder from the ledge you were on and head west. When you see another ladder going up to a connecting piece of mine track (it's got jumps on either end) head north just to the west of this and freeze the puddle there. Don't go up that ladder just yet, though. Instead, go west some more and go up the ladder there. Flip the switch from left to right, then go down that ladder and up the ladder in the middle. Jump across the ice pillar and hop in the mine cart. You'll end up on a ledge northwest of the lake. Here you should climb down the ladder, save your game and standby all of your Djinn and get ready for another Living Statue battle. See above for strategies. By this time you may even be able to beat him in one round ;-]. Now, use retreat and head out of the cave and stop by the inn and weapons shops.

Now, you want to go to the lowest entrance of the mine and follow the mine tracks. When you get to a fork near the beginning of the track, head right and continue until the track ends a few screens later. When the track ends, go clockwise in that room and then head south. In this part, you'll want to head east then start heading north. Keep going along the path to eventually end up a door that you want to go through. In this room, you'll see a Djinn on a ledge. Let's go get another Djinn! Go to the eastern part of the room where you'll see a stump and a puddle of water. Move the stump one square to the left and freeze the puddle. Head north and climb up the ladder. Change the switch when you get up there and head south along the mine cart. Hop across the ice pillar and stump and into the mine cart. You'll first go in the apparent wrong direction off to the right, but hop in the cart again to land just north of the Djinn. Head south and prepare for a battle. By this point Djinn really shouldn't be posing much of a challenge to you, especially if you use the right attacks against them. For example, fire attacks wreck havoc on this Mercury Djinn, Spiritz. Now, head back in the mine cart and get out. Head west to find a water puddle that, surprise, you'll have to freeze. Don't climb up the ladder quite yet, as there's another puddle you have to freeze a little further west. Now, go back east and head up the ladder. Ledge hop and go through the door. In this new room, take a left and head south for a long time until you reach a door. In this room, go north through a rock filled tunnel until you find a sign and a dead end. Read the sign that talks about falling rocks. If you didn't have Force by now Garret would get angry and kick the tree causes a boulder to come after you. If you do have Force, line up facing the tree stump and use force on it. A giant rock will fall and you'll automatically run away. It will cause a giant hole in the middle of the rail road tracks. Climb down the ladder then slide down the mountainside. Now,

head to the north part of the hole and climb down the broken track as if it was a ladder. Head west to find a paved area that apparently was a secret buried deep beneath the mines. At this point you'll want to save your game because it's just about boss time.

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Boss:Hydro Statue-456 exp. 2400 coins,and a Lucky Medal  
HP:1500 Attacks:Froth  
Sphere,Drench,Douse,Tundra,Restore,Ice Horn,Water Blessing  
Location:Basement of Altin Peak

It's time to fight the final boss of Altin Peak. As always put all your Djinn on standby. Cast all of your summons against this boss to do a substantial amount of damage. Now, use Ragnarok with Isaac, Heat Wave with Garret, Impact on Garret and Storm Ray with Ivan, and Ply with Mia. This boss has a really bad attack and the fear of dieing really shouldn't be there. On his death you get 2400 coins and a Lucky Medal. Plus, you'll get a treasure chest behind the boss that contains the Lifting Gem that lets you lift large rocks in your way. Now, use retreat and heal your wounds in the Inn. If you haven't done so yet, get the latest weapons and armor from the shops in town.

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Once more enter the mine entrance at the lowest possible point. Go along the mine tracks until you reach the fork. Here you'll want to go forward at the fork, and use the Lift Psynergy that you got from that Lifting Gem on the brown rock there. The rock will now hover over your head allowing you to pass to the door. In this screen head left, but don't go to the far left unless you're really interested in getting a Vial behind a statue. When you head up the middle path there will be another rock there that, surprise, you have to lift. Continue along this path, and the next door you go through will put you back on the world map, this time near...

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Lama Temple  
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There's not a lot of things to do in Lama Temple except go up to the main building in the northwestern part of town. Before you get there, however, there's a Psynergy stone that you really don't need but can get if you really want it. Walk in the temple to start talking with Master Hama (who is a girl by the way.) She apparently has the power of anticipation. After a lengthy conversation she'll reveal to you how to make Ivan use reveal (bad pun.) Reveal is a very useful tool to find hidden objects, doors and other things in the game and is required crossing the Lamakan Desert. During this conversation Feizhi who was off to find Hsu and the others earlier will pop in and said that the transfer did work. Then Master Hama and Feizhi will rush off to Alpine Crossing where Hsu is trapped. You'll want to follow them, but before you leave town jump the small stream to end up on the east part of town. Use your new Reveal Psynergy to reveal a chest that contains some Water of Life.

Head directly east of Lama Temple to reach Alpine Crossing and to see the trapped Hsu. At first it appears there's no way to get to him besides going back through Altin, but once again use Reveal to open up a secret door. Pass through the small temple to reach the other side. Go up the rock and use Lift on it to free Hsu from the boulder. When you come back later the rocks will now be cleared and you can freely pass through Alpine Crossing. Once you save him you'll end up back in Lama Temple where the characters go on and on and on about whether or not Master Hama looked at Ivan. Sheesh, what bad storytelling. Leave the Temple Area and head southwest to reach...

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Lamarkan Desert  
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When you first enter Lamarkan Desert you'll notice something different. There is a heat bar on the left, and if it reaches the top you will lose about 1/4 of your health on all the characters. To make the heat bar go down, you must find Oasases which are pulls of water surrounded by a circle of rocks. In order to find these pulls of water you'll need to use reveal. However, some of the rocks are traps, so use reveal when you're well away from them or you risk getting sucked into one and fighting a difficult monster.

Head along the path for a while until you reach the first circle of rocks. Use reveal on this to reveal a pool of water that you should jump into. Continue



along the path and at the first branch off go up it to find another rock circle that has water in it. Head northwest up the narrow path, and take the eastern path over the western one. Don't go in the rock circle at the beginning of this path because it contains a crab ready to attack you. Instead, continue along in that direction to find a rock circle after the path starts heading north that contains much needed water. After cooling down, continue up to reach the next screen. This screen is much more open than the other screen, so you have to know which way to go. Stay south, finding in the first rock group a treasure box with a potion in it and in the next one a pool of water. After cooling down, head north a little and go around the cliff there. Shortly after going around that cliff you'll find another pool, this one containing a water hole. Just northwest of there is the entrance to the next zone. However, don't go there quite yet, as we have a Djinn to get! Head all of the way north and the start heading east. You're not going to be able to get enough water to sustain yourself, so be prepared to do some healing. Once you get to the eastern wall, head one group of stones south then start heading back West. You'll see a rock formation that has a full circle with a semi-circle on its side (it looks like this: c0) In the small semi-circle you'll find the Jupiter Djinn Smog, who you'll get without a battle. Now, start making your way back north, then keep heading west until you get to the wall where you'll want to head south. Once you can move left to the next screen do so, and you'll find yourself in an area with several sand waterfalls. Simply run across these sand waterfalls to the other side and they won't cause much trouble. Keep your bearings along that trail until you reach a "dead end" with a sand waterfall where you'll want to use Reveal to reveal a hidden door to a cave entrance. Head around this cave and come out the other side. Cross the sand waterfalls and get ready for a tough boss battle. Here you'll see another "dead end", but before using reveal save your game!

Boss:Manticore-

HP:1700 Attacks:Posion Tail,Spirit of Death,

Head through the tunnel going through the linear path. Head out of the door to get back on the world map. Head due north for a little, then cross a bridge to reach a small island. On this island is a new Djinn that you'll encounter in a random battle. Defeat him to get Vine, the Venus Djinn. Now, head south and cross the bridge going west. Continue going west until you reach the town of Kalay.

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Kalay  
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Kalay is just bustling with tourists who are eager to board the ship at Kalay Docks that's heading towards Colosso. Head to the inn and buy the latest weapons and armor as usual. Once you're done with that, head to the north part of the town and up the stairs to reach Lord Hammet's castle. The guards won't let you in at first, but the Ivan (remember, he was originally Lord Hammet's servant) will persuade the guards to let you in. You then go meet with Lady Lana and engage in an exciting (sarcasm alert) emotiocon conversation with her. She talks about how she can't declare war on Lupna or they will kill Lord Hammet. Once she's done talking the talk (which, by the way, will take a very long time) head out of the castle and down the castle stairs. Head into the inn, but instead of taking a rest talk with \*everyone\* in the inn in all of the floors of it. Now, head out of the inn and out of town. But before you can leave the tour guide summons everyone up and in a very pointless and very long conversation the tourists will finally make their way to Kalay Docks where the ship to Tolbi will be. Once that's all over, head out of town and start heading north.

You'll reach the bridge that was broken earlier when Lord Hammet tried to cross it with his caravan before heading to Lupna. Now that the bridge is fixed, freely cross over it and the bridge just north of it to find yourself back in Vault. In most of these old towns there are now Djinn to get that you couldn't get before.

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Vault...Again  
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Head to the northwestern part of vault and go up the stairs there. Continue past the graves and over the bridge. Keep going counterclockwise until you reach a large tower where you should climb up. Ring the bell on this tower to have the Djinn jump to the ledge to the east. Now, head clockwise back around the town until you get to a bunch of graves with a dog near them. Use reveal on this area to expose a secret ladder in the middle of the graves that leads to the Vault caves. Head down this ladder, and don't fight the treasure chest

that you see immediately because it's actually a Mimic. Instead, head west and then north and go through the door. The next room you'll enter has some water in it with several underwater doors and ladders. Head east and then go down the stairs to find a room with a movable torch. Move this onto the Flame square on the ground to open the gate there. Head through the door to find a room with a \*lot\* of water drops in it. Head north to find a door obstructed by a group of leaves. Use Ivan's Whirlwind Psynergy to open up this door. In here there's a treasure chest that has an item that will boost your attack when equipped, which is quite useful. Head back down and climb down the ladder. Freeze all of the water drops here expect for the eastern most drop, then head back up the ladder. Hop across all of the ice pillars you just made and enter the next room. In this room head down the one ladder and then up the ladder to the left of it. Head into the door, then go east a little and up the stairs. Flip the switch here to force the water into the room you were just in with the two ladders. Head back into the previous room and go down the stairs in the south part of that room. Go down the stairs again to find a room with several torches. Push the torch that has a flame on it on the flame switch to open the gate. Now, go through the gate and through the door. Take the stairs to the west and continue south through this room. You'll now be able to go down the ladder that once was drowned by water. Do so and proceed through the door into the next room. In here hop over the gap and up the ladder. Go to the next room and out the door to find yourself right under the Djinn. Go up the stairs to get the Venus Djinn Sap without a battle. Head back into the cave and use retreat to go back to the beginning. Climb up the ladder and then proceed out of Vault.

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Bilibin Cave...Again  
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While there are not any Djinni in Bilibin Cave, there is are some useful items.

Head northeast of Vault to find this cave. Here's a description from Thomas Kim [tdkim@umich.edu] on a good way to get a few items:

"Enter the cave from the normal entrance. In the room with ice pillars, use douse on the fire that's not on a pillar. An ice column should automatically form. Exit the cave from the entrance you came in, and then take the alternate entrance (the one after climbing the vine). Where the open treasure chest is, use Reveal where the suspicious stone formation is and a door will appear. Use douse on the fire in the next room. Now you should be back in the ice pillar room. Go left and jump towards the ledge on the left side of the screen and proceed to the next door. Inside, you will get a water of life and Psy crystal. If you decide to head back towards the lighthouse, you can get Herme's Water again. You can use Herme's Water like a potion or sell it for extra cash." Once you're done with this task, head back towards your home town of Vale  
\*(located to the west incase you forgot.)\*

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Vale...Again  
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Yes, there is a Djinn in your home town as well. However, before you go get this Djinn go get a power bread that's located in a cave behind the Shop in town. You'll need to use Ivan's Whirlwind Psynergy on this (equip just Wind Djinn on Ivan to get this Psynergy) bush blocking the entrance. Thanks to Michael Sutton (suttmis@selwyn.ca) for this tip.

Now, go west from Vault across the bridge, then go north to find yourself back in Vale. The Djinn in Vale is in the far western part of town, behind the fenced in area next to Kraden's house. So, climb up the staircases then start making your way west across the bridge. When you get to the fence next to Kraden's house you'll notice a large, brown rock. Guess what, it's time to use that Lift Psynergy (!) Lift up the rock and proceed north to the next screen and then into the cave.

Head north as soon as you get into the cave and you'll notice a circle of stepping stones on your left. At first it appears it's impossible to cross these stepping stones, but a true RPG gamer knows that rarely are there complete dead ends in RPGs. So, use your Reveal Psynergy to reveal a hidden square in the middle and hop across to the other side. Climb up the ladder and go through the door. In this room jump across the stepping stones and hop onto the platform to the west. Face the large box and move it into the water to create a makeshift stepping stone that you can use to jump to the log above you. Roll this log all the way east go through the door here. In this room take the western path and head north. Keep following the path all the way until it gets to a door. Go through the door and push down the logs on either side into the river. Now, slide down the cliff via the indentation on the

western cliff and push the horizontal log north. It will slide across the two logs and allow you to hop to the ledge to the north. Proceed along the hallway until you get to the next room. In here you'll see the Djinn you're after. There's also another very important item that you'll need to get another Djinn \*much\* later in the game, along with this Djinn, the Halt Gem that's in a treasure just right after you climb the ladder to the north of the door. Once you get the gem, head south towards the Djinn who will slide down the cliff. Follow him and he will continue to run away. So, head down the cliff and use the Halt Psynergy that you get by equipping the Halt Gem on the Djinn. This will freeze him in his place, and simply go up to him to get Kite, a Jupiter Djinn. Head through the door and continue south eventually getting out of the cave.

Before you head back to Kalay, take this time to round up any Djinn that you may have forgotten to get earlier in the game. If you have all the Djinn, head back from whence you came (hrmm, I haven't said that in a while... I think it's 9 now) all the way back to Kalay. When you get back to Kalay heal in the Inn and then proceed to Kalay Docks which you can get to by simply going around the south pole of the caves.

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Kalay Docks  
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Note: If you have not yet talked with the tourists in Kalay and went through the cut scene with the missing passenger, please go back to Kalay and read the topic about the tourists in that section.

Second Note: Before going on the ship, I recommend going back and getting all of the Djinn that you don't have up until this point. Not only is it more convenient to get these Djinn now, but you will definitely need a good bit of Djinn for the boss battle on the ship. See the previous sections for more information.

As soon as you reach Kalay Docks Garret will run out and look at the Sea that's not really an Ocean. Someone in town will correct him, and so unfolds another pointless plot development. Once Garret is done, head into the building directly north of you. Talk to the lady at the counter to buy your ticket for going to Tolbi for 800 coins. Once you've bought it, head out of the house and go west to the docks to board your ship. When you get onto the ship head over to the captain to find a crew mate and the captain talking about not setting sail due to monsters. The captain will come around and decide that the ship should sail, but a crewman won't agree with him. You'll notice that he's up to something as he runs off into the Captain's Quarters. Follow him and he'll uneasily sneak back to the top of the ship. Jee, could he have done something wrong? any ways, head into the room at the northern part of the ship and head to the northern part of that room. Several warriors /passengers will start to get impatient about the ship not setting sail and will rush to the captains quarters to persuade him. Follow them down and enter the room in the southern part of the ship. Climb up the ladder here and talk with the guy blocking your path. In this (like always) pointless and dull conversation the captain will realize that his Anchor Charm is gone. Also, there will be discussion about the sea being a dangerous place due to the monsters, and it's going to take passengers to help row incase some of the rowers get hurt. Once you get command back of your character, head out of the room and go to the observation deck which you can get to by climbing up a ladder in the middle of the ship. Press A when you get up on the plank up here to find the Captain's Anchor Charm. Now, go back in the Captain's Quarters and give him the charm. After doing that it's time for \*another\* conversation where you'll be volunteered for helping to protect the rowers down below decks. Once you're back in command head to the crew quarters (the room at the top part of the ship) and head down the \*very\* hard to see stairs that are directly behind where the tour guide is standing. Once the crewman stops talking down here you will finally set sail.

Sailing, at first, is pretty interesting. It cuts back between the different people doing different jobs and the actually try to avoid the monsters. However, this sequence is going to repeat 3 times, so it starts to get tedious after a while. Each time a monster attacks, 1 of the row men will go down and you'll want to head upstairs and pick a member of the passengers to replace him. It really doesn't matter who you pick, although you can actually get to Crossbone Island as a detour is you pick the following people in this order (thanks to dbzman@ptd.net): The lady with the green skirt, then the lady with the blonde hair and a brown skirt, the old, bad guy, then finally the Merchant who is not near the staircase.

According to Camelot's Japanese web site, you need to have a "weakness of power" on the right side of the ship in order to visit the island early. So, stick strong people on the left and weak people like the Chef on the right.

The first enemy that you encounter will be three Man O' War squids. These guys are basically just normal enemies and you shouldn't have many problems against them. Once those squids are defeated, the crewmen will come down and realize that a rower is unconscious. So, go upstairs and talk to someone to make them a replacement. Pick someone, head downstairs, and get ready for the process of setting sail to begin again. The next group of monsters to attack are the Lizard Monster and two rabid bats. If you used any summons in the previous round, walk back and forth along the top part of the rowing deck to get your Djinn able to set inactive again. Then, head down and get ready for a battle. These guys are a little tougher than regular monsters because that Lizard Man has a little more HP than usual. However, one summon should beat them pretty handily, or just regular attacking. Now, go replace another oarsmen and get ready to set sail. Before you pick a passenger to row,

Continued...

I'd recommend healing all of your characters. Once the ship gets sailing again you'll be attacked by two Man O' Wars and a flying blue bird called a Virago (sort of sounds like Viagra). Once again, these enemies are pretty easy. One summon or just a few psynergy attacks will take them down pretty handily. Go replace \*another\* crewman and get ready to set sail again. Suddenly it will be attacked again, this time by a monster that actually means business.

Here's some information on Kraken from Aditya Durgam [adurgam777@hotmail.com]:

"I have some info on the HP power of Kraken, the water demon you encounter on your way to Tolbi on the ship. Kraken is the fourth monster/ beast you encounter while sailing.

-He knows Ply, so be carefull.

-He has approx. 2447 HP. It would be best if you used all the appropriate summons with the respective elemental adept (Thor with Ivan, Judgment with Isaac, etc.). It works better that way (duh)."

-----Boss:Kraken-711 exp./5200 Coins/Water of Life-----

HP:2447 Location: Front of

Tolbi-Bound Ship

Attacks:Ply,Spinning Beat,Posion Beat,Dark

Blessing,Water Blessing

Be prepared for a long battle!Cast Granite at the begeninng.Remember,Kraken attacks TWICE each turn.My recommended stratagy is to use (and always) use Zephyr and summons.Mia's attacks will not be that good so let her heal with Wish also Sleet will preaevent some damage done to you.After the summons let Issac use Ragnarock or Djinni to use Judgment.Let Garret ALWAYS use Djiini so he can use Meteor.Ivan should use the same thing.Use Sleep,or Mist because it will work 75% of the time.Also use Bind so he CANNOT use Ply.

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After That pick another oursman.( HINT: If you pick the people in this order you will wind up in Crossbone Isle:Puck with long hair,Bald Man (NOT old),Chief,and the Old Man.)After that you will wind up in Tolbi Docks.If you go to Crossbone Isle look there.

Tolbi Docks

Items:  
Potion

There isn't a whole lot to do in Tolbi Docks. There's a simple puzzle to solve that involves moving those boxes at the northwestern part of down so that they allow you to jump from the ledge next to the house to the ledge 4 spaces down. When you hop across them and go up you can find a treasure chest that has a potion. Now, head out of Tolbi Docks and go into Tolbi.

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Tolbi

Tolbi is a bustling town that's loaded with tourists getting ready for Colosso, an event sort of like the Roman Gladiator games where warriors battle one each other in front of crowds of cheering people. Usually in a town you'd head for the inn, but because the town is so packed there are no rooms available for you to sleep! Instead, head to the weapons and armor shop in the southwestern part of town to buy the latest upgrades. Now, remember all of

those game tickets and lucky medals that you go earlier in the game? It's now time to cash them in the gambling capital of the world, Tolbi. Head to the fountain in the middle of the city and throw in a lucky medal. If you can get it to stay in the bulls eye you'll win some handy armor. Here's a little more information from Weird Ed [weirded\_79@hotmail.com].

"The most important (and the hardest to get) is the Grievous Mace, a strong weapon that both Isaac and Mia can equip. It's not as powerful as the Assassin Blade, but it's great for Mia (in this point of the game, it's a true blessing), and it performs a special attack that's very similar to earthquake spell. To get this weapon you should throw your medal in the top-left part of the fountain, outside the circle... and have luck ^\_^ . Other good items are: the Glittering Tiara, the Guardian Amulet (second blue circle or clear circle, boosts your defense) and the Battle Gloves (boost attack)."

Next, head to the shop with a die on top of it (that's singular for dice) which is located in the northeastern part of the town. In here, talk to the man on the left to start playing craps. This game is \*insanely\* easy to win coins at, so you shouldn't have any problem scoring a good deal of money if you play it for a while. Once you're done there, head for the large stairs located at the northwestern part of the town. Two guards will stop you and ask if you've seen Babi. They'll go on their way and you should keep going up the stairs to arrive at Babi's palace. Head to the door along the north wall that's all the way on the left to enter a room with a lot of beds. Talk with the lady at the desk and she'll get you beds to sleep in, which will restore all your health and PP just like an inn. Once she's shown you the beds, simply press A when facing one of them to go to sleep. Once you're done sleeping, go out the door of the room with the beds in it, and go up one of the large staircases on the left or right. Head north through the hallway to overhear a conversation talking about how Lord Babi is somewhere in Altimer Cave, but no one can find him. Naturally, it will be up to you to find him, but let's save that for just a little later. Now, head out of the castle and go to the second floor of the inn which is located in the northeastern part of town. Here you'll see a Djinn, but we won't get that one quite yet. First, take your shots at the slot machine here. Thanks to AlphetMan of the GameFAQs.com message boards for this information on the slot machine and odds of winning:

(working from the center outward)

- Center Blue Circle: Assassin Blade, 90%
- Center Blue Circle: Earth Shield, 10%
- First Yellow Circle: Earth Shield, 70%
- First Yellow Circle: Assassin Blade, 30%
- Second Blue Circle: Defense Bracelet, 50%
- Second Blue Circle: Spirit Armor, 50%
- Second Yellow Circle: Spirit Armor, 50%
- Second Yellow Circle: Adepts Helm, 50%
- Clear Circle: Water of Life, 20%
- Clear Circle: Adepts Helm, 80%
- Outer Circle: Water of Life, 70%
- Outer Circle: Adepts Helm, 30%
- FAR Outer Circle: Potion, 70%
- FAR Outer Circle: Water of Life, 30%

Here's some additional information from Rotevni: You can also get a Ninja Hood, and a Burning Axe. The stuff you get varies depending on how many of the crabs or turtles you bank off of.

Note: there are other items to get but these are the most valuable ones. Once you're done in there, head outside and let's go get that Djinn. Head south and out of the gate in town, but don't go out of the city so that the world map would come up. Instead, stay very close to the outer cliff of the city and proceed counterclockwise until you come to a vine. Use Growth on this and climb up it. Once you climb up the vine you'll see a pool of water. Surprise, surprise, you have to freeze that puddle of water. Do so, then head down the vine and go back into town. Go up two stairs facing east to find that ice pillar you made. Hop across it to get the Mars Djinn Ember without a battle. It's now time to exit the town and start looking for Babi in Altimer Caves.

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To Altimer Caves  
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>From Tolbi, start heading northwest along the dirt path. Eventually you'll start heading in more of a due north direction, and there will be a bridge going west. Take this bridge and run around in this location trying to draw random battles. In this foresty area should be a Mercury Djinn. He's really not very hard to beat, especially if you've defeated Kraken on the ship. Simply use fire attacks with Garret and do what you always do with the other characters to beat him and get the Mercury Jinn, Hail. Head back northeast from this area and across the bridge. Continue heading east for quite a while until you see a bridge to the north of you. Don't go up this bridge quite yet,

because there's another Djinn to get. Keep going east hugging the coast line until you get to the Northern Parts of Kalay Docks. Simply walk down to get the Venus Djinn Ground without a fight. Now, head back north to that bridge and cross it. Keep heading north until you enter...

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Altimer Cave  
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Head north along the hallway and notice how the cave starts to get darker. This can be a hassle later on when you have to solve moving around rock puzzles with only a small amount of light. One way to combat this problem is to use Reveal which will expose a large area of ground being lit. any ways, keep heading along the hallway as it does a U-Turn. Go through the door when you get to it to reach a room with several rocks blocking your path. Use reveal to get a better view, or simply go left, then up a square, then go to the right, then up to the stairs. The next room you enter will have a few lighted spots, which can be helpful. Head west in this room and head along the hallway. At the fork head left to find an outline of a man. Talk to him and get very angry at your stupid party members for not realizing that this invisible man is actually Babi. The invisible man talks about how he can't move because he's out of Draught and it's up to you to go find him some. He'll go into a really confusing explanation on how to get the draught from the puzzle below. Just disregard it because I'll reveal the information later on ;-]. Once you get back in command head past the invisible man and go down the staircase there.

Head west and then south along the hallway. Keep heading along the wall even though there appears to be a path going north that you can take. When you get to a fork head right and when you get to the top wall start heading west. Go down the door when you get to it. Someone let there be light in the next room, which is quite helpful. Head down the steps and then up the stairs to the north to get another Djinn. Before you get that Djinn, however, you'll have to solve a log rolling puzzle. Push the vertical log in your way right, then push the horizontal log at the bottom north. Now, freeze that puzzle in the middle and head around the rocks on the bottom. Push the vertical log back left. Now, you have to push the lower of the two horizontal logs down by going behind the log that's sticking up on the western part of the screen. After pushing this down, push down the top horizontal log and continue on to the Djinn. Warning: You will have to battle this Djinn, although it won't be too hard. Once you defeat him you'll get the Jupiter Djinn Squall. Now, head back east. Push the logs out of your way so that you can get east and push the wooden stump into the gap in order to jump across to the ledge and the door. Unfortunately, the light that was once there is now gone, and you'll have to operate in the dark again. Head south along the hallway and then start heading west. Keep heading west until you reach a large wall of rocks. You can get through this rock maze by heading south, then head north when you see a rock break (try using reveal for a better view.) Head east, and then north when you get back into the hallway. Start heading west until you get to a staircase and go down it. This next room will be lighted, which is nice, but you do have a log maze to solve. Push the first vertical log left, then go southwest until you find a staircase. Go up the stairs and head counterclockwise all around the wall and slide down the cliff. Push the vertical log to the left and enter the door.

You'll enter a room with 5 rocks. Use reveal to find out the colors of them. The correct rock that you want is the rock that makes a chime sound when you press it. So, press the left most rock, then the right most rock to reveal a color wheel. Press the rock that's color is on top of the color wheel three different times until you solve the puzzle. The color wheel will pseudo and reveal a door. Enter it and open the treasure chest in it. Inside of the treasure chest is, you guessed it, the draught that the invisible man wanted you to retrieve. Now, use your Reveal psynergy then go back to the invisible man. Talk to him and give him the draught. He will eagerly drink it and reveal himself as Babi (didn't guess that one a lot earlier.) Lots of talk will ensue about Babi using Lamarkian powers to keep himself alive, and eventually the guards will come and inform Babi that the finals have begun. As he starts to walk off, he'll invite you (as in Isaac alone) to enter in the finals of Colosso. Once you finally get command of your character again, retreat out of the cave and start heading back southwest to Tolbi.

Colosso

Before I start discussing Colosso, here is how to get the general Psynergies listed below:

Growth - Equip an Earth Djinn on Ivan

Frost - Have only Water Djinn active on Mia. Also try equipping the Frost Gem.

When you get back to Tolbi, head to the castle which you can get to by going up the stairs in the northwestern part of the town. Head into the room with the beds that, if you remember, you can get to by entering the small door on the left. Once you're all rested, head out of the castle and go north up the main path in the middle of the town. Here you will reach the stadium. Head up the stairs on the right to have the guards recognize you and take you to the briefing room. Here you'll be told that only Isaac is entering the finals, and the rest of your party members can only cheer Isaac on. However, the other party members will have important roles. Before each round begins, there is an obstacle course that you have to get through quickly in order to get the best weapon in the center rink. There are also nuts and oil drops in treasure chests that you can get that will help you a little in battle. So, the characters get to use 1 Psynergy before the match begins and can do useful things such as grow vines to find shortcuts and freeze ice to hop over easily. Once all the guards stop talking in the preparation room you'll be taken to the stands of Colosso. He'll explain the rules of the obstacle course. Now, go up to the first guard and get him to explain what the first event is like. He'll show you a snippet of what the first leg is like, then ask if you want a friend to cheer you on. Select Garret for this task. The next stage you'll want Mia to go cheer. The following one you'll want Ivan, but make sure that he has a growth spell on him. Take a look at the 4th and final leg of the course, although you won't need anyone to cheer for you there. Now, go all the way back to the guard who's along the south wall. Talk to him to go back to the Preparation room.

In this room go over to the circle that's all the way to the right. Step on it and watch as the contestants are told that the matches are about to begin. Once you leave the preparation room, you'll take command of Garret in the stands. Use his Move Psynergy to move the stump to the left. Have Ivan use grow on the vine, and have Mia just talk to the guard to say that she's ready for the match to begin. Now you will take command of Isaac. As soon as you can save your game in case you lose against the competitor you're facing. In this first round simply jump over the gap thanks to the stump that Garret moved. Right after there you'll see a stump that's in the way of a path. Move that to the right and go up to get the treasure chest. The next leg has a pipe that you need to push west to make the water flow. Once you do that, jump across the gap thanks to the now elevated platform. Now, go further right and climb up the vine that Ivan grew. When you get up here you'll see a path going north that gets to a treasure chest that you'll want to get. The next screen has two logs. If you just want to get across and don't want to get the nut this is very simple. However, if you want to get the nut (I recommend it because the other guy is slow getting there) take the vertical log right, then go up and take the horizontal log down. Get off that and take the vertical log back left. Now, climb back up the ladder, take the vertical log right and hopefully you'll get there before the other player. If you get there first you'll get the iron shield which will help in your defense.

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Boss:Azart-0 exp. 0 Coins

HP:608

Location: Colosso

MP:N/A Attacks:

Rag. Attack,Nut,Smoke Bomb

Your first enemy will be Azart. The first thing you'll want to do, like always, is cast your one and only summon against him. Judgment will do about 315 damage to him. Now you'll want to use Ragnarok against him for the next round. You'll now be down to about 50 or less HP, so you'll want to use Cure Well on yourself. Continue using Ragnarok and Cure Well on him, with the occasional helpful Djinn if you need it. After he wastes both his nuts just keep pounding him until he goes down. He really shouldn't be overly tough, and you should get an easy first round victory.

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Once you win you'll be taken to the next set of stages where once again you can get your characters to lend a helping hand. Take this time to put all of your Djinn on standby. Take a look at all of the stages first to get an idea of what they're like. In the first stage you can get Garret to cheer for you, but moving the statues around isn't going to help you one way or another. The second stage doesn't require anyone in it either. Put Mia in the 3rd stage. No one can help in the 4th stage, so don't worry about it. Stick Ivan at the 5th place simply because you need to put him somewhere and head back to the guard at the entrance to the stands. In Lend A Hand mode have both Ivan and Garret talk to the guard to say they're finished. Have Mia freeze the western

puddle and then get ready for the match to begin.

As always save right at the beginning of the Obstacle Course. The first screen is very easy to solve, just head around the blocks. On the next screen, make sure you jump twice when the blocks are in the center. When you get the western most block, head up and get the treasure chest which is a nut. Head back down onto the block and continue left. On the next screen take the bottom log left. Head down the stump to the ledge and hop over the ice pillar to the other side. On the next level climb the wall. When you get to the top head left and slide down the MIDDLE crevice. Hop over to the next screen which is a simple log puzzle. Basically you just have to move each log twice, once to the left then once to the right. You shouldn't have that much trouble getting to the rink first.

-----Boss:Satrage-0 exp. 0

Coins-----

HP:908 MP:N/A

Location: 2nd Colosso

Attacks:Rag.

Attack,Nut,Smoke Bomb

It's now time to fight Satrage. This guy has a little more HP than his predecessor and does a little more damage. Get him with Judgment right away, then use the Ragnarok/Cure Well strategy that you used before. Once again he shouldn't pose that much of a threat to you. Once you beat him you'll once again be taken the next set of stages. This one is pretty dang hard, so make sure to study all of the stages before you start.

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As usual, inactivate all of your Djinn before you start placing your friends. In the first stage you'll want to put Mia who has freeze. In the next stage put Garret who has move. Don't place anyone in stage three, nor stage four, nor stage five, and just stick Ivan at stage 6. However, if you have the Halt Gem (found in Vale) stick it on Ivan and stick him in Stage 3 with the moving wedge blocks. Head all the way back west to go the guard to start the next match. When you start to Lend a Hand have Garret move the stump one to the right. Have Ivan use Halt on the man pressing the lever, and have Mia freeze the puddle that's under the moving lever.

It's now time for the Final Round obstacle course. This one is the toughest yet. On the first screen just run past that log and hop over the two gaps. On the next screen hop to the first stump, then head down to the stump that Garret moved for you. Keep going right until you get to the next screen. This next stage is pretty tricky if you didn't have Halt to freeze the man controlling the pillars. Take your time going past the moving traps that will push you off.

If you get really good you can get past two at a time, but don't push your luck. Ignore the easy to get treasure chest because you'll need all the time that you can get. The next stage, the wall, is pretty straightforward. Just climb primarily sideways until you get to the top. Go down the stairs and run across the conveyer belt. The final stage is another log maze. On this screen, DON'T PUSH THE LOG WHEN YOU GET THERE. You'll lose a lot of time if you do this. Instead, run past and push all three logs to the top, out of the way of the log. Then push the vertical log into the water and hop across to the rink. Hopefully you'll beat your competitor and get ready for a battle.

-----Boss:Navampa-0 exp. 0

Coins-----

HP:1066

MP:N/A

Attacks:Rag.Attack,Nut,Smoke Bomb,Sleep Bomb

It's now time to battle Navampa, the final Colosso competitor. He'll have much more health than the others and do more damage. Use the same strategy that you've used for the previous two, summoning first then using Cure Well/Ragnarok. Even though he has more HP and does a little more damage, he's really not too hard to beat as long as you remembered to inactivate your Djinn so that you had a 4 Level summon available. Once you beat him you'll collapse from exhaustion and eventually end up in your bed in the Castle. The characters will be annoying as ever and start talking about how you collapsed after Colosso. Once you're finally done and you're back in command, head out the door to that room and go up the stairs. Go up the hallway and through the big door to meet Babi once more. He'll start talking about how he needs more draught and that the only place to get them is an island long disappeared. Then he asks you to go to Babi lighthouse to find the island. He'll also give you the Lure Cap which you can use to encounter more monsters than you usually do, which is useful in leveling up for bosses.

Once you finally get command back of your character, follow Babi off to the



west and down the stairs. Go through the door and take the item on Babi's desk. This is Babi's sacred Cloak Ball and he says that he will lend it to you. It's now to time go rescue Lord Hammet from Lupna.

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To Lupna  
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Head out of the palace and continue south out of town. Head south along the dirt path until the path starts going east. Follow it east for a while until you reach a cave. Once you enter you'll be inside of Gonodown Cave. At the first fork head west and continue north through the door and into the next room. In here you'll find a large rock that you'll have to use the Lift Psynergy to get past. Keep going along this hallway and into the next room. In this room there will be a small amount of water in the middle with a few stepping stones to a ledge with a treasure chest. This chest contains a Lucky Medal that can be useful in obtaining items back in Tolbi. Head across the stepping stones the north and go back west a little until you find a treasure chest. In here you'll get an Apple that will boost your attack. Once you've done that head east along the wall until you reach the next door. Head up the staircase and then head south to arrive a log that's in your way. Use your Move Psynergy to move this log to the west and get it out of your path. Keep heading east until you come to a tree that you have to Move into a gap so that you can cross the path. Hop the gap, head south and go through the door to get out of the cave.

Head around the cliff and then start heading north to reach Kalay. You have no business in Kalay at the current time, so head right past it and start heading north. When you cross the bridge head northeast and cross another bridge to find yourself outside of Vault. As with Kalay, you have no business in Vault at the present time, so keep heading past it to the north. After going north for about 15 seconds you'll see the town of Lupna and an entrance to a cave a little to the west of it. You'll want to enter the cave entrance because the guards won't let you through the gates. In this cave head north along the hallway until you reach a gate. Under this gate you should see a small puddle of water that needs freezing. Do so to have the gate open up allowing you to pass through. Keep heading along the hallway and out the door to find yourself inside the town of Lupna.

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Lupna  
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Note: To beat Lupna's fortress you'll need the Cloak Ball that you get on the desk of Babi and also Catch which you get by equipping Catch Beads (you have this even if you don't think you have this.)

Things in Lupna look pretty cheerful, and the villagers of the town won't have any problem with you roaming around the town. However, if you try to buy the latest weapons and armor you'll find that they dealers have nothing to sell because no one can get in and out of Lupna (well, except for you ;-).) The inn won't be much help either, because for some reason the owner of the Inn has an attitude and won't let anyone stay rest in his beds. There are a few items to get in Lupna, though. Head to the north part of town to find the northern gate. Here there will be a small rock in the middle that you will want to reveal. On revealing, you will find a puddle that you should freeze. Then, head up the ladder a little to the west and hop over the ice pillar. Make sure that you don't step out of the reveal area or the ice pillar will disappear and you'll have to do it again. Once you're to the other side, keep heading clockwise until you reach an apparent dead end. Use reveal on the cliff to find a small sparkle that you should press A against to reveal a hidden entrance. Go through here to find a room with a ton of treasure chests in it. Here's what they have:

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

When you get all of the items you want in this room, head back counterclockwise and slip down the crevice in the side of the cliff that's next to the Potion shop. Head to the southwest part of the town to find a small rock circle that has a Psynergy stone in it.

Once you're done with everything, head to the north part of the town to find yourself at the Lupna Fortress Gate. You'll notice some guards here, and the only way to get past them is to use cloak. So, equip the Cloak Ball that you got from the desk of Lord Babi on one of your characters, get in the shadows and use the Cloak Psynergy. Why do you have to be in the shadows to use Cloak? Well, if you go out of the shadows it won't work, which can get quite annoying later in this cave. any ways, sneak around in the shadows and go into the

Fortress. At this time you'll want to set Cloak as one of your Hot keys (the L or R button) for quick going to in the future.

Here's some information from Aditya Durgam [adurgam777@hotmail.com]:

"I have some information on the first group of three guards you encounter in Lunpa Fortress: Guard #1 has anywhere from 248-492 HP; Guard #2 has anywhere from 353-704 HP; Guard #3 has anywhere from 247-493 HP. Guard #2 has a smoke bomb. Guard #3 does approx. 81 damage with his regular attack. Guard #1 has some weird attack called "Slice". By beating them, you get 570 coins and some "Crystal Powder".

Also, I have info on the second battle with the other guard. Here, he has anywhere from 402-446 HP, most likely 446 HP. He has a smoke bomb. If you beat him, you get 190 coins and approximately 160 experience points."

Head through the first door and go off to the right. There will be two guards here that you have to sneak past in the shadows, so use cloak to get by them. Go down the stairs and as soon as you get into the next room use Cloak. Go all around the center rock counterclockwise to sneak past the guard. When you get to the top your cloak will go away, so make sure to re-Cloak or risk getting thrown out and having to start over. Head through the door and then stop. Put on cloak and wait a few seconds for the moving guard to come up. When he branches off to the left sneak past him south and go through the door. In the next room use Cloak right away and start heading south along the shadows. Head up the stairs here and once again turn cloak on. Here there will be two guards going back and forth quickly in two separate hallways. Between the two guard's light will be a crevice where you can hide until the top guard goes back and you can sneak past him too. So, when the first guard starts going west sneak past him and into the crevice. When the next guard goes past sneak past him as well and go into the next room. In this room don't go up the stairs but instead go along the hallway until you get to a door going south. In here there will be three guards in red that want to battle you as opposed to the others who would kick you out. These guys aren't the least bit tough, and 1 4-Level summon should knock these guys out. Once they're defeated run past them and go the next room. Go along the hallway in this room to come to a guard who will, like the three before him, want to fight. He's just as hard as any one of the three previous guards, so you shouldn't have any problem with him. Once you're done with him there will be two doors, one going north and one going south. Head through the door going north first to reach Donpa, who's sick in bed, and his wife by his side. There's a door behind her that she blocks you from entering, so simply talk to her and see what she has to say then leave. Go through the door to the south to find a rather tricky guard (you may want to save prior to going in this room.) Right as you enter this room use Cloak and stay where you are. When the guard reaches his highest point on the left, wait for him to go down a little then start heading south. You should be able to sneak past him and get to the next room.

The next room pits you behind some jail bars with a large key on the desk in front of you. To get this you'll have to use the Catch Psynergy that you got in the beginning of the game when you left Vale for the first time. Look around for the Catch Beads item and equip it. Go up to the bars and press Select to bring up the in-game menu. Go to Psynergy and use Catch to bring yourself the key. As soon as you go through the gate a guard will challenge you to a fight. He's as easy as ever, and you shouldn't have any problem defeating him rather handily. Continue down the stairs to find another room with bars in it. You need not go through the bars as the door in there leads you to the start of the Fortress. Go down the stairs and find yourself in a room with a locked door and some leaves to the west of it. Use Ivan's Whirlwind Psynergy to clear the leaves. Next, use Reveal to find the hidden switch that you have to hit which opens the door. In the next room hop across the small river gap and go northeast. Here you will find a door concealed by some shrubs, so whirlwind then reveal the door to go through it. In this room head through the path in the middle to find a treasure chest with some Power Bread in it that boosts a party member's attack. Head down the hallway to the south and go through the door. Go up through the jail cell and start pushing the large box south. This is going to be a \*long\* push so go grab a snack while you hit the down button. Once the box is finally pushed down the ledge jump to the left and go through the jail cell. Do the whirlwind/ reveal thing again to open the door. In this next room save, because you're about to fight a boss. Put all of your Djinn (save Mia's so that she has Wish) on Standby and head through the jail door. In this room you'll find Lord Hammet (finally), and after a little bit of conversation Dodonpa will come in. He'll pull a lever and reveal a giant monster that you'll have to fight. Man, what a wuss... not even fighting his own battles. any ways, you're about to fight another boss, this one being Toadonpa.

-----Boss:Toadonpa-999 exp. 3200

Coins-----

As always cast all of your summons on him to have him take a huge amount of damage. However, he's got a lot of HP so summons alone aren't going to do it. Watch out for his individual attacks that really pack a whollop, so have Mia use her Wish on everyone each turn. Have Isaac use his Ragnarok attack, have Garret use his Heat Wave or Nova attack and have Ivan use his most powerful Tornado attack each turn. As long as the characters stay alive, and you use a few Djinn each turn to get your Summons back, this guy shouldn't be too difficult. When you beat him you'll get a Psy Crystal which will be helpful later in the game.

Once the battle is over you'll find Dodonpa trapped underneath the monster you just fought. Hammet will make you get it off of him and then talk for a while. This is one of the weakest moments of the plot that makes no sense ("Dodonpa kidnapped you, remember?" "Oh yeah") and has you do nothing to Dodonpa because he "learned his lesson." Donpa will eventually come in and tell you that you'll have to sneak out of town or some of Dodonpa's loyal henchmen will hunt you down (oh not the tough guards that you fought before, anything but them). You'll automatically escape to outside of the Fortress, and from there go back into the town and back into the cave from whence you came (10). In the cave go back along the hallway and flip the switch that's a little north of the gate. Keep heading south towards the cave exit to find one of Hammet's servants (Bunza) sneaking around. He'll offer you a ride in his wagon which you will want to decline (if you did take it you will eventually leave you back in Kalay).

The reason for declining the wagon ride is to get a Djinn in Lupna Fortress. To do this, you'll have to revisit Lupna after the whole conversation below finishes. Head back into and through the cave. Head north in Lupna to the fortress and sneak in. This time there will be a nice little shortcut to get where you want to go. Head to the door to the southeast once you get into the first large room to find a jail door that you can go through now that you have the Cell Key. Go through the jail door and up the stairs to the northeast. Fight the guard in here and then head through the jail cell and up north through the door. In the next room act quick, equip cloak and then run as quickly as you can north to evade the Guard.

I will Update Soon!