

The RNG is a programming method, which can be entered in to a game so when the RNG system is prompted, It generates a Random Number, usually from 0 onwards, Which is usually assigned to an action, which is preformed in the game. Put simply, it randomly preforms an action, be it whether and attack hits its opponent, to how hard your CPU opponents play. When you take Golden Sun into account this RNG makes items appear, decides if you can run from battle or who you're going to fight next.

The RNG Method in Golden Sun functions like it would in most RPGs. The programmers intend for rare item drops to happen to certain enemies when certain things are done. They do not rely on them entirely though, eg in the case of AI. Simple example: an enemy is low on health, but they have some means of healing. A random AI would give every action the enemy can take an equal weight, so they're just as likely to attack as they are to heal themselves. A slightly more intelligent AI would take in factors such as the enemy's condition, and take the most beneficial action. In this example, it would be to heal itself.

So, most of the seemingly random actions taken in games are not so. They're meant to be that way. Such is the case of item drop in Golden Sun. When an item has less than a .004% of appearing normally in a limited set of fights, it stops being a challenge and becomes plain irritating. That may not be the case for a hardcore player, but it certainly is for the average player, and there are more of them buying the game. This is why finishing an enemy with an attack opposite to their element yields the item the enemy has. Granted, it probably would have been nice of them to not make it a 100% chance of the item dropping, but it's still better than draining your GBA's batteries for hours on end because you want a particular item.

Computer-based RNGs require a seed of some sort. The most popular seed for computers is the system's time. I don't doubt that the GBA library of functions includes its own RNG with its own seed. It's likely that the actions you take are not the seed. Rather, they alter the number after it is generated.

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ATTENTION: BEFORE YOU SEND ME ANY EMAILS, PLEASE REVIEW THE QUESTIONS HERE.

Here are some of the most Frequently Asked Questions on the RNG system and how it works:

Q: What is the RNG?

A: Are you BLIND? Read what ive just typed above!

Q: Are you saying the RNG system doesn't do what its supposed to?

A: Oh, GOD! YES that's what ive been trying to say! You are dumb.

Q: So technically its not an RNG, because it doesn't generate a RANDOM number!

A: Well, if you want to put it that way... YES I suppose your right.

Q: Why are RNGs important?

A: Because without the RNG many games wouldn't have any challenge to them eg. Gambling games and the such.

Q: Is the RNG really this important? Why make an FAQ about such a small aspect in a game?

A: As mentioned in the above qustion, many games rely on the RNG to work. On the

Golden Sun box, It states the game has "Gambling References" The RNG plays a big part in this. I guess what I am trying to say that the RNG is as important as any other aspect of Golden Sun.

Here are some of the questions regarding the Random Number Generator Flaw:

Q: So couldn't you cheat the RNG by using the same attacks to get the same rare item drops?

A: hmmmmmmmm.....YES duh duh duh

Q: Wouldn't that be cheating?

A: Yes, it would.

Q: How do you stumble upon these methods, are they easy to find?

A: To find an RNG method, you either need a lot of luck or you need to hack the system. Don't ask me how to.

Q: These methods don't work!!!

A: Trust me, they do. Remember you need to do hard, not soft resets, and you need to make sure you are doing everything EXACTLY the way it says on the method instructions.

And here are some other questions I found people asking me during the making of this FAQ:

Q: Can I report spelling mistakes to you in this FAQ?

A: No you most definitely can not.

Q: One last question, why is there what appears to be an "R" where you put the titles of these sections?

A: It stands for RNG, Stupid.

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Here is an example of how the RNG system can be used to our advantage. I will use the well sought after K-Sword method:

The known drop rate for the K-sword normally is 1:256, but the RNG Methods means you can get it 100% of the time. To get an RNG cheat to work, you need to reset the RNG in a specific place. To Reset the RNG, you turn off the your gameboy and turn it back on again. RNG METHODS DO NOT WORK IF YOU SOFT RESET (That is pressing A,B, Select, Start and L, R I think) In the K-sword method you (SPOILERS) reset in the first room in the Venus Lighthouse, the one with the 3 doors and the Psy Crystal.

Now the RNG should randomly generate a battle after you walk around for a while (Not leaving the room) that should be with an Ice Gargoyle and A Fernier.

Another part of the RNG is run in Golden Sun is what attacks you choose in battle. For this method, you must choose:

- Clay Spire for Isacc
- Flare Wall for Garet
- Tornado for Ivan

Ice Horn for Mia
And on the 2nd turn:

Issac defends
Garet uses the Djinn Torch on Fenrir
Ivan defends
Wish for Mia

Now in this method all large attack arrows are on the Fernier. However In other Methods this can vary.

There are many special requirements in RNG Methods. You may have to have certain items equipped, be at a certain level or change who attacks first. These can all effect how an RNG method works.

Most RNG Methods go for 2 turns.

And that's the example of the RNG system at its best

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Due to popular demand, I will now post my stats for which I use to test these RNG Methods. These levels are strong enough to get most of the "bigger" RNG Item Drops and Methods off the ground. Weapons vary according to restrictions, but along with comparing your stats to these and reading the RNG methods carefully, you can pull anything off.
If you attempt on of these methods in my FAQ, remember to read the method carefully, and make dijinn and item changes as necessary. Also keep in mind that if I don't reply to one of your emails, it is likely that you missed something in this FAQ.

ISACC - LORD (all venus djinn)
Lv 42 (543140 xp)
Items:
Gaia Blade
Mirrored Shield
Warriors Helm
Quick Boots
War Ring
Dragon Scales

GARET - CHAMPION (all mars djinn)
Lv 41 (543638 xp)
Items:
Muramasa
War Gloves
Thunder Crown
Hyper Boots
Cleric's Ring
Demon Mail

IVAN - MAGISTER (all jupiter djinn)
Lv 41 (532368 xp)
Items:
Kikuichimonji

Aura Gloves
Jeweled Crown
Hyper Boots
Healing Ring
Storm Gear

MIA - PARAGON (all mercury djinn)

Lv 41 (538428 xp)

Items:

Blessed Mace
Spirit Armlet
Mythril Circlet
Quick Boots
Sleep Ring
Oracle's Robe

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These are the known RNG Methods, and most of them will be present in this RNG Library, all of which have been fully tested. Thanks to the guys who found these methods for the hard work you put into finding them, but remember, before you do them, remember to switch the GBA off and on with each method, DO NOT SOFT RESET, and FOLLOW ALL THE INSTRUCTIONS PERFECTLY WITHOUT CUTTING CORNERS. If you really want to make a method work, you can copy My Stats.

RNG Methods:

Water of life AND Zodiac Wand: Created by kafabrith

Mia must have the Frost Wand

Change you djinn to this formation:

Isaac: 6 Wind, 1 Earth Garet: 6 Earth, 1 Fire

Ivan: 6 Water, 1 Wind Mia: 6 Fire, 1 Water

Ivan's wind djinn is Gust

Mia's Water djinn is Sleet

Go to the 2nd part of the Venus Lighthouse in the last room where there's the slide to the boss

Go down the stairs and back up.

Wander around until you get into a fight.

1 Grand Golem appeared

4 Boulder beasts appeared

Round 1:

Isaac attacks Boulder beast 1

Garet attacks Boulder beast 2

Ivan attacks Boulder beast 3

Mia attacks Boulder beast 4 (Boulder beast 4 drowns)

Boulder beast 4 felled

Round 2:

Isaac attacks Grand Golem

Garet attacks Grand Golem

Ivan uses Hail on Boulder beast 2

Mia uses Sleet on Boulder beast 3

Boulder beast 2 felled

Boulder beast 3 felled

Round 3:

Isaac defends

Garet defends
Ivan uses gust on Grand Golem
Mia sets Sleet
Grand Golem Felled
Round 4:
Isaac defends
Garet defends
Ivan defends
Mia uses sleet on Boulder beast 1
Boulder beast 1 felled

Prophet's Hat: Created by Jairrame

Save in Altmiller Cave where you find the wind djinn. Each character has their elemental djinn.

Dread Hound 1 and Dread Hound 2 appeared!

Turn 1 - psyenergy is aimed at dread hound 1

Ivan casts plasma

Isaac casts mother gaia

Mia casts wish

Garet casts eruption

Dread hound 1 dies

Turn 2

Ivan defends

Isaac defends

Mia unleashes sleet

Dread hound 2 dies

Prophet's hat

Aura Gloves: Created by Jairrame

Save in the Suhalla Desert by the exit to the world map (near Suhalla gate).

Leave the desert onto the world map. Return to the suhalla desert. Leave the desert onto the world map. Return to the suhalla desert. Leave the desert onto the world map. Return to the suhalla desert. Leave the desert onto the world map. Return to the suhalla desert. Leave the desert onto the world map. Return to the suhalla desert. Leave the desert onto the world map. Return to the suhalla desert. Leave the desert onto the world map. Return to the suhalla desert.

Exit suhalla desert 7 times and return there 7 times! Now you should be back in the desert. Walk around until you get into a battle.

Vile Dirge and magicore appeared!

Turn 1 (psyenergy aimed at the magicore)

Ivan casts plasma

Isaac casts Gaia

Mia casts wish

Garet casts eruption

vile dirge felled

Turn 2

Ivan defends

Isaac defends

Mia unleashes sleet

Magicore dies

Aura gloves

Aura Gloves: Created by

This is for those who are too weak to use Jairrame's method.

Have all characters with their own Element Djinn.

Have turn order be Ivan, Isaac, Mia, Garet.

Save at the end of the Suhalla. Turn off Gameboy and then turn it back on. Exit

and reenter Suhalla Desert 7 times. You should now be in Suhalla Desert. Walk around until you get into a battle. Vile Dirge appeared, Magicore appeared Psynergy concentrated on the Magicore.

1st turn

Ivan - Plasma

Isaac - Mother Gaia

Mia - Wish

Garet - Eruption

Vile Dirge dies

2nd turn

Ivan - Defend

Isaac - Defend

Mia - Unleashes the Djinn Sleet OR Hail

Garet - Defend

Magicore dies

Aura Gloves!

Lucky Medal: Created by Terence

Save at the Babi Lighthouse (just outside). Make sure the turn order is Mia, Ivan, Isaac, Garet. (Each with elemental Djinn)

Turn 1

Mia casts Wish on everyone

Ivan casts Shine Plasma at Orc Lord

Isaac casts Mother Gaia at Orc Lord

Garet casts Guard at Garet

Turn 2

Mia casts Wish on everyone

Ivan Unleashes Squall at Orc Lord

Orc Lord Dies

Lucky Medal

Giant axe: Created by Jairrame

Save in the first room of the venus lighthouse (the room with the psy crystal and 3 doors)

Go to the room with the electric currents. Each character has their elemental djinn.

Battle start! - Gnome wizard and earth golem

Turn 1 - Big arrow for psyenergy is placed on the gnome wizard each time

Ivan casts plasma

Isaac casts gaia

Mia casts wish

Garet casts eruption

gnome wizard dies!

Turn 2

Ivan unleashes smog on the earth golem

Giant Axe!

Zodiac Wand: Created by Jairrame

Save in the first room of the venus lighthouse (the room with the psy crystal and the three doors)

Each have their elemental djinn

Exit to the room with the electricity. Return to the first room again. Exit to the room with the electricity. Return to the first room again. Exit to the room with the electricity. Return to the first room again. Exit to the room with the

electricity. Return to the first room again. Exit to the room with the electricity. Return to the first room again.
You start in the first room of the venus lighthouse and exit to the room with the electricity 5 times and return to the first room 5 times. You should end up in the first room where we started... Now run around until you get into a battle.

Battle Start - Grand Golem and Wild Gryphon appeared!

Turn One - Big arrow for psyenergy is placed on the wild Gryphon each time

Ivan casts Shine Plasma

Isaac casts Mother Gaia

Mia casts Wish

Garet casts Eruption

Wild Gryphon "felled"

Turn Two

Ivan unleashed smog on Grand Golem

Zodiac Wand

Zodiac Wand: Created by thebluebaboon

Everybody MUST have their own elemental djinn

go to the first room of the venus lighthouse(w/ the psynergy stone)

save

turn off gameboy

turn on gameboy

go up the stairs on the left

go back down

go back up

go back down

go back up

go back down

go back up

go back down

go back up

go back down

that was five ups and five downs

u should now fight a grand golem and a wild gryphon

First Round:

All attack's large arrows are pointed towards grand golem

Ivan uses Shine plasma

Isaac uses Mother Gaia

Mia uses wish

Garet uses eruption

Second Round

Ivan uses Smog on Grand Golem

Grand golem dies

Isaac attacks wild gryphon

wild gryphon dies

zodiac wand

Spiked Armor: Created by Pokemon Emperor

Special Requirements:

Issac must have Gaia Blade

Garret must have Muramasa

Ivan must have K-Sword

Mia must have Blessed Mace

Save in the the room before the slide to the final boss

Exit to the room with the slide

4. Return to the previous room

Wander around until you fight a Chimera Mage and a Thunder Lizard

Turn 1

Ivan attacks Thunder Lizard

Issac attacks Thunder Lizard...TITAN SWORD!

Thunder Lizard dies!

Mia attacks Chimera Mage

Garret attacks Chimera Mage

TURN 2

Everybody but Mia defends

Mia unleashes Hail

Chimera Mage dies

SPIKED ARMOR

Spiked Armor: Created by pyroclasmicinferno

Save in the first room of the venus lighthouse (room with psy crystal and 3 doors)

Exit to the room with electricity and return to the original room. Each have their elemental djinn.

Now run around until you get into a battle.

Chimera Mage and 2 Fenrir appear!

Turn 1 - The big arrow is centered on the middle enemy (fenrir)

Ivan casts Shine plasma

Isaac casts Mother Gaia

Mia casts Glacier

Garet casts Eruption

The fenrir in the middle dies!

Turn 2

Ivan defends

Isaac defends

Mia casts glacier on the Chimera Mage

Chimera Mage dies

Garet unleashes Torch on the remaining fenrir

Fenrir dies

Spiked armor

Blessed Mace: Created by Pokemon Emperor

Special Requirements:

Issac must have Gaia Blade

Garret must have Muramasa

Ivan must have K-Sword

Mia must have Blessed Mace/ a weapon without an Unleash

Save in the the room before the slide to the final boss

Exit to the room with the slide

Return to the previous room

Wander around until you fight a Chimera Mage and a Thunder Lizard

Turn 1

Ivan attacks Chimera Mage

Issac attacks Chimera Mage...TITAN SWORD

Chimera Mage dies!

Mia attacks Thunder Lizard

Garret attacks Thunder Lizard

TURN 2

Everybody but Issac defends.

Issac unleashes Flint

Thunder Lizard dies
Blessed Mace!!!

Blessed Mace: Created by pyroclasmicinferno

Go to the room in the Venus Lighthouse with the psy crystal and then exit to the room with the electricity. Save and shut off the gameboy. When you turn on the gameboy again, you should go back to the venus lighthouse room with the psy crystal. Run around until you encounter an enemy. It should be a willowisp and a recluse. Flee from battle. Then run around again until you get into another battle. This one should be just a thunder lizard.

Battle Start:

Ivan attacks thunder lizard

Isaac attacks thunder lizard

Mia defends

Garet defends

Thunder lizard attacks Mia

Turn 2

Ivan defends

Isaac unleashes flint

Thunder lizard dies

Blessed Mace

There should be no critical hits or item unleashes when Ivan and Isaac attack

Blessed Mace: Created by Golden God

1. Equip Isaac with the Gaia Blade, Garet with the Muramasa, Ivan with the Kikuichmonji, and Mia with the War Mace.
2. Get to the room right before the the top floor of the lighthouse (with the slide). This is the room with 2 doorways one to your left and one to your right. It also has the blue floating platform to the far right of the screen).
3. Save your game there and turn your Game Boy Advance off.
4. Turn your GBA back on and load up your file.
5. Enter the top floor with the slide and immediately turn around and go back to the room that you saved in.
6. Walk around until you encounter a Chimera Mage and a Thunder Lizard.
7. Battle begins... Round One. Psynergy attacks focused only on the Thunder Lizard (point big arrow at it). Isaac casts Earthquake, Garet casts Flare Wall, Ivan casts Storm Ray, Mia casts Tundra.
8. Round Two
Isaac unleashes Flint on the Thunder Lizard, killing it off.
Garet, Ivan and Mia attack the Chimera Mage with their equipped weapons, killing it off.
9. Battle ends, you receive or should receive a Blessed Mace for your efforts.

Water of Life: Created by Kafabrith

change classes to:

Isaac: 4 fire, 3 wind (squall)

Garet: 3 earth, 3 water (hail) 1 earth (optional)

Ivan: 3 earth, 4 water (sleet and mist)

Mia: 1 earth (optional) 3 fire (ember) 3 wind

go to top room of VL and save, turn off GBA, turn on GBA, load your file, go down the stairs and go back up. Wander around until you get into a fight.

1 Grand Golem and 4 boulder beasts appeared

Round 1:

Isaac attacks grand golem

Garet uses hail on boulder beast 2

Ivan uses hail prism on boulder beast 3

Mia defends

boulder beast 2 falls

Round 2:

Isaac uses squall on grand golem

Garet sets hail

Ivan uses sleet on boulder beast 3

Mia defends

grand golem and boulder beast 3 falls

Round 3:

Isaac defends

Garet uses hail on boulder beast 1

Ivan uses mist on boulder beast 4

Mia uses ember

Feathered robe: Created by Pokemon Emperor

Special Requirements:

Issac must have Gaia Blade

Garret must have Muramasa

Ivan must have K-Sword

Mia must have Blessed Mace

Save in the the room before the slide to the final boss

wander around until you fight 2 Griffons

TURN 1

Ivan attacks Griffon 1

Issac attacks Griffon 1...TITAN SWORD!

Griffon 1 dies!

Mia attacks Griffon 2

Garret attacks Griffon 2

TURN 2

Everybody but Ivan defends.

Ivan unleashes Squall

Griffon 2 dies

FEATHER ROBE

Kikuichmonji: Created by eli dirkx

OK, just make sure your characters are AT LEAST at LV. 30. Everyone MUST be able to attack before any kind of enemy.

START

Go through the Tunnel Ruins to reach Venus Lighthouse(middle section), then save. Isaac/Robin must be at Lord class, Garet/Gerald at Champion, Ivan at Magister, and Mia/Mary at Paragon. Turn off your GBA, then turn it back on (NO SOFT RESETS!!!). Load file, then walk around until...

[MONSTER SCREECH CHIMES, BATTLE MUSIC BEGINS]

Fenrir appeared!

Ice Gargoyle appeared!

[AND ALSO THE PARTY, OF COURSE]

Ivan casts Storm Ray! (if you're too strong)

Isaac casts Clay Spire!

Mia casts Ice Horn!

Garet casts Flare Wall!

Ice Gargoyle was felled!

Ivan is defending.
Isaac is defending.
Mia casts Wish! [RESTORES HP]
Garet unleashes Torch!
[FENRIR GIVES OFF DP SCREECH]
Fenrir was felled!
You got ... Experience Points.
You got ... coins.
You got Kikuichimonji.
Always attack in the right order like always: Ivan, Robin, Mary, Gerald.
Kikuichimonji
Light Blade: Unleashes Asura (a woman with a scythe)
ATK+128
NOTE: In the first turn, only use Storm Ray with Ivan if you're too strong. If not, use Tornado.
THIS IS THE ONLY VALID STRATEGY FOR KIKUICHIMONJI.

Kikuichimonji : Created by SupahFlySamurai
Make sure you're at the bottom floor of the Venus Lighthouse2 (where you'll see a tree engraved on the ground and three doors - left, middle, right)
Save your game, Turn off the power, Turn it back on, Get into a battle - it should be with an Ice Gargoyle and a Fenrir
WHEN CASTING ALL YOUR SPELLS, MAKE SURE THE LARGE ARROW LANDS ON THE FENRIR. IF YOU KILL THE ENEMIES TOO QUICKLY BEFORE THIS PROCEDURE IS COMPLETE, SET SOME DJINN TO CUT DOWN ON YOUR CHARACTERS' POWER.
-1st turn:
Issac casts Clay Spire
Garet casts Flare Wall
Ivan casts Tornado
Mia casts Ice Horn
-2nd turn:
Issac defends
Garet uses the Djinn Torch on the Fenrir
Ivan defends
Mia casts Wish
Kikuichimonji

IF THE ICE GARGOYLE IS STILL ALIVE BY THE END OF DOING THESE INSTRUCTIONS, HIT IT WITH REGULAR ATTACKS (NO UNLEASHES) UNTIL IT IS FELLED.

Potion : Created by evilyoshi
Isaac: lord, demon axe
Garet: champion, gaia blade
Ivan: Magister, Kikuichimonji
Mia: paragon, blessed mace
You need a save file in the bottom floor of Venus Lighthouse, (the one with the reappearing pynergy stone.) turn on your gameboy, open the file and walk around till you get in a fight. (it should be fenrir and ice gargoyle)
ROUND 1:
Ivan attacks ice gargoyle
Isaac attacks fenrir (unleash: poison cloud)
Mia attacks fenrir (fenrir dies)
Garet attacks ice gargoyle
ROUND 2:
Ivan defends

Isaac releases flint (ice gargoyle dies)

801 exp

433 coins

Potion

Nut : Created by Gopu

I think you have to be pretty strong to do this, because you have to be able to kill certain enemies in one hit with three of your characters.

Since this isn't very useful I won't go into very much detail.

All Djinn should be in the standard setup(Isaac has all Venus Djinn, Gareth has all Mars and such).

Save in the top most room of Venus Lighthouse (the room with the slide and the psynergy stone).

Shut off the game and turn it back on.

The first fight should be Willowisp1, Willowisp2, Willowisp3, Recluse.

Your first turn:

Isaac use Flint on Willowisp1

Garet use Scorch on Willowisp2

Ivan use Squall on Willowisp3

Mia use Mist on Recluse.

Now depending how strong you are, the Recluse may live, but that doesn't matter, as long as the Willowisps die in one hit. If the Recluse survives, just kill it with regular attacks on the next turn. If the Recluse dies, then you get a free nut that much quicker.

Vial: Created by kafabrith.

Go to the first room in the second part of the venus lighthouse. The room has 3 doors and a psyenergy crystal in the middle of it.

Go through the top door back and forth 3 times.

Fight: Skull Warrior and Mantigore King

Round 1:

Isaac attack mantigore king

Garet attack Skull Warrior

Ivan defend

Mia defend

Round 2:

Isaac defend

Garet defend

Ivan defend

Mia use sleet on Mantigore King

Mantigore King felled

Round 3:

Isaac use flint on Skull Warrior

Garet defend

Ivan defend

Mia defend

Skull Warrior felled

Vial

Kill Tempest Lizard in 2 turns and get Potion: Created by woodenstick(THATS ME!)

The only special requirement for my method is that Mia must have Crystal Rod equipped

Head to Crossbone Island and douse the Pink Tornado to Fight Tempest Lizard

Tempest Lizard Appeared!

TURN 1

Isacc uses Cure (On Self)

Garet uses Guard (On Isacc)

Ivan uses Resist

Mia Attacks

TURN 2

Isacc Defends

Garet Defends

Ivan Defends

Mia attacks (It should unleash drown that should suffocate the Tempest Lizard)

Kill Tempest Lizard in 2 turns and get Potion: Created by Zedd

Turn 1:

Ivan uses summon thor

Issac uses summon judgement

mia uses summon borealis

garet uses summon meteor

turn 2:

ivan defends

issac uses bane

mia defs

garet defs

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Ok now before we go any further my above method is different from the others, most of the other ones help you get items. My method kill the Tempest Lizard in 2 turns and is a great way to level up (I myself do my method 4 times a night) and gain coins, not to mention potions. Keeping this in mind think of the possibilities. There are still heaps of methods that go undiscovered, and some can help your game a lot. I have a Method submitted by Quizer. This is a well documented piece that shows how the RNG flaw can be flawless (get it?) in helping you in the game.

Stat/level boosting method (submitted by Quizer)

"Ok you need to save/reset in the goma cave, first room(the little cave in vale with the power bread inside works too, strange enough it is considered part of the goma cave.

One of your guys should only miss 10 EXP to next level. You also need the ninja blade for most of the time (on any one character).

just walk around until you meet an encounter, its a single skeleton. If it surprised your party or vice versa, reset and try again. Have your guy with ninja blade attack, the others defend. now there are 3 possibilities:

- normal attack : will happen most of the time, results are generally worst of the three
-weapon unleash: will happen almost as often, results are mostly sufficient
-critical hit : very rare, results are top notch!!

note that the RNG results for critical hit aren't dependable on the weapon the attacker is holding. so to get a critical hit, just equip no weapon on isaac, but warriors helm, spiked armor and hyper boots to vastly increase your critical hit chance!!!

I'll now list what is necessary to level up your guys best (you'll have to go back to the goma cave every time one is close to lvling up, but to me, it's worth it):

Isaac Lv 1 - Lv 19: always(i think)(haven't tried critical yet)
8 3 4 2 4
Lv 20 - Lv 39: same as above, everything
8 3 4 2 4
Lv 40 - Lv?? : no matter what you do, only
8 2 4 2 4
(suppose up to Lv59, im only lv 45)

Ivan Lv 4 - Lv 19 : need unleash for
7 4 4 2 4
try critical though, it might be worth it!
Lv 20 - Lv39 : have isaac cast clay spire/critical for
7 3 4 2 5
Lv 40 - Lv?? : clay spire works no more, critical for
7 3 4 2 5

Mia Lv 10 - Lv 19 : need unleash, i think for
8 4 4 2 4 (!)
Lv 20 - Lv 39 : need unleash for
8 3 4 2 4
Lv 40 - Lv?? : need unleash (not sure, though) for
8 3 4 2 4

Garet Lv 1 - Lv 19: quite everything works
8 3 4 2 4
Lv 20 - Lv 39: a little more difficult but unleash will do
8 3 4 2 4
Lv 40 - Lv?? : its a pain...
8 2 4 2 4

As you will have noticed, the maximum values seem to drop as you level up. Every twenty levels the RNG patterns change (Lv20 and Lv40 Isaac are equally easy, but if you try to level up randomly, you'll find it much harder to get those values..."

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Version 1.0 - First Version, Started on 15/9/02, finished 19/9/02

Version 2.0 - Corrected Spelling, give headers makeover, editing and adding text, Adding submissions section and submissions, Updated new FAQ questions, Started on 25/9/02, finished on 2/10/02.

Version 2.9 - Added "My Stats" section, Corrected Spelling, updated new and old methods, editing and adding text to old sections, Updated FAQ, Updated Reference list, Started on 19/10/02, finished on 22/10/02.

Version 3.0 - Edited Text, Expanded RNG Method Library, Updated Methods, Corrected Spelling, Updated FAQ, Updated Reference list, Updated "My Stats" section, Updated and fixed "What is the RNG?" Section, Special Thanks, Updated and fixed Copyright, Updated intro, Started on 16/2/03, finished on 21/10/03

Version 3.1 - Edited Text, Corrected spelling, Updated numerous sections, Updated intro, Started on 26/10/03, Finished on 26/10/03

Version 3.2 - Edited Text, Corrected Spelling, Updated and fixed submissions section, Updated intro, Updated My Stats section, Fixed Reference, Started on 24/11/03, Finished on 25/11/03

Version 3.4f [FINAL VERSION] - Corrected Spelling, Updated Submissions, Updated My Stats, Fixed Reference, Started on 11/12/06, Finished on 11/12/06

RRR
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RRRR (((((((((((((((((((((((((((((((((((((((8.REFERENCE)))))))))))))))))))))))))))))))
R R=====

This is where I put the names of all the people who have helped with this FAQ by finding out and Posting methods (Preticulary Terence and Jairrame) Most of the RNG Methods are listed on The Golden Sun Message Boards. Thanks guys for your marvellous efforts.

Thanks to:

- Woodenstick
- Terence
- Jairrame
- Gopu
- evilyoshi
- SupahFlySamurai
- Pokemon Emperor
- Quizer
- Thebluebaboon
- Golden God
- Pyroclasmicinferno
- eli dirkx
- Zedd
- Kafabrith
- The Elemental
- mommiemilo

For your great methods.
Also props to the 50 zillion people that pointed out I got the Djinn mixed up. :P

RRR
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RRRR (((((((((((((((((((((((((((((((((((((((9.SPECIAL THANKS)))))))))))))))))))))))))))))))
R R=====

Ok now I thank those guys yet again for their wonderful methods, I would also like to thank myself, for I feel without me, this FAQ would not be possible. I

would like to thank GameFAQS for putting my FAQ on this great site.

You wanna send me praise, I won't stop you :D My email is jib1337@gmail.com
No questions though, I can't be bothered doing that anymore. Unless you beg me
heaps or something! mwahaha.

Thanks again.

"My mum say's Jib is so cool" - Detritus

RRR

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RRRR (((((((((((((((((((((((((((((((((((10.LEGAL STUFF))))))))))))))))))))))))))))))))

R R=====

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