

Golden Sun: The Lost Age FAQ/Walkthrough

by ikillkenny

Updated to v1.7 on Jun 28, 2003

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Golden Sun 2: The Lost Age  
An Complte FAQ/Walkthrough By Ikillkenny  
(Mike Bentley (lostage@comicsoft.zzn.com))  
Version 1.7: 6/28/2003  
Golden Sun Anonymous: <http://gsa.doc-ent.com>  
Please Do Not Use This Walkthrough On Your Site Without My Permission First!  
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Attention! My e-mail box is overflowing due mainly to people sending in corrections to the Japanese version that I am aware of. Although I appreciate this, it is preventing me from responding to e-mail. So, if you want a question answered I suggest that you post a topic on the message boards of my site, Golden Sun Anonymous. Visit <http://gsa.doc-ent.com> to find the Forums.
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Table of Contents:  
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- =Chapter 1: FAQs
 - 1) Frequently Asked Questions
- =Chapter 2: Introduction
 - 1) Reason For Being
 - 2) About the Author
 - 3) Version Information
- =Chapter 3: Game Basics
 - 1) Controls
 - 2) Story
 - 3) Towns
- =Chapter 4: Walkthrough
 - 1) Venus Lighthouse and Suhulla Gate
 - 2) Idejima
 - 3) Diala
 - 4) To Kandorean Temple
 - 5) Kanorean Temple
 - 6) The Jupiter Djinni in The Shrine of the Sea God
 - 7) Dehkan Plateau
 - 8) Moving On
 - 9) Madra
 - 10) To The Next Continent
 - 11) Yampi Desert
 - 12) Garoh
 - 13) To Air's Rock
 - 14) Air's Rock
 - 15) Garoh Part 2
 - 16) Mikasalla
 - 17) Back Through Yampi Desert
 - 18) Alhafra
 - 19) New Continent
 - 20) Gondowan Cliffs
 - 21) Naribwe

- 22) Kibombo Mountains
- 23) Kibombo and Gabomba Statue
- 24) Back To Madra
- 25) Madra Part 2
- 26) Your Ship
- 27) N Osenia Islet
- 28) Apojii Islands
- 29) Aqua Rock
- 30) Sea of Time Islet
- 31) Izumo
- 32) Gaia Rock
- 33) Izumo Part 2
- 34) Djinn in Apojii Islands and Gabomba
- 35) Champa
- 36) Ankohl Ruins
- 37) Daila Part 2
- 38) Shrine of the Sea God
- 39) Sailing South
- 40) Tundaria Tower
- 41) Alhafra Part 2
- 42) Creating a Trident
- 43) Yallam
- 44) Ankohl Swamp
- 45) Finding Lemuria
- 46) Reaching Lemuria
- 47) Lemuria
- 48) Sailing West
- 49) Shaman Village
- 50) Trial Road
- 51) Shaman Village Part 2
- 52) Hesperia Settlement
- 53) Finding Some Djinn
- 54) Atteka Inlet
- 55) Contigo
- 56) Jupiter Lighthouse
- 57) Contigo Part 2
- 58) More Djinn!
- Note: English Section Ends Here
- 59) Magma Rock
- 60) "Blue Roofed Hut" Village And More
- 61) "Stone Buildings" Town
- 62) "Slide 'N Slide" Town
- 63) Sailing North
- 64) Prox
- 65) Mars Lighthouse
- 66) Ending
- =Chapter 5: Boss Strategies
 - 1) Chest Beaters
 - 2) King Scorpion
 - 3) Briggs
 - 4) Bandits
 - 5) Sea King
 - 6) Serpent
 - 7) Avimander
 - 8) Poseidon
 - 9) Indian Chief
 - 10) Agatio and Karst
 - 11) Mini-Dragons
 - 12) Doom Dragon
- =Chapter 6: Wrap Up

- 1) Credits
- 2) Copyright

Chapter 1: FAQs

Section 1: Frequently Asked Questions

- Q) I have a question. How do I ask it?
- A) E-mail me at lostage@comicsoft.zzn.com. However, you will get a more timeley response by posting at my forums at <http://gsa.doc-ent.com>.
- Q) When did the game come out in North America?
- A) The game was released in North American on April 14th, 2003.
- Q) When does this game come out in Europe?
- A) There is no official European release data as of yet.
- Q) When does Piers join your party?
- A) Piers does not join your party until you reach the third continent, Gondwan. You find him staring at the Gear Tower in the town with the red Totem Poles.
- Q) What does a Combo Item do?
- A) Combo Items changing the character who has the item equipped's class. They also allow users to use Combination Summons such as the 1 Fire / 1 Earth Summon.
- Q) How do I use the ship?
- A) You need the Black Orb that you get in the Gear Tower to control the ship, plus you need to talk to the Mayor of Madra.
- Q) How do I get off my ship?
- A) Press A when you're on a beach.
- Q) Do you need to have a password or send my stats to play the game?
- A) No, you will be able to complete the game without a password. You will just miss out on some Djinn, Items and Sidequests.
- Q) When do you join up with Isaac, Garet, Ivan and Mia?
- A) Shortly after lighting the Jupiter Lighthouse.
- Q) I didn't transfer my data in the beginning of the game. Can I do it at another point?
- A) Yes you can. Simply choose the Update option on the main screen.
- Q) A Djinni ran away in battle, can I still capture it?
- A) Yes, just leave the room and it will appear again.
- Q) Do I lose my items permanantly after placing them in the treasure chests in Trial Road?
- A) No, you will get them back after you exit Trial Road.
- Q) My boat got stuck somewhere, is there anything I can do?
- A) Reset to the last sanctum by holding L, R and Start when you start your game. Your ship should be reset.

Chapter 2: Introduction

Section 1: Reason For Being

This guide's purpose is to help anyone who is having trouble in Golden Sun: The Lost Age. It was also written to be content for my site, Golden Sun Anonymous which is located at <http://gsa.doc-ent.com>. I am not making money off of this guide so you probably shouldn't sell this guide for a price.

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Section 2: About The Author

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What a section! any ways, this FAQ was written by Michael Bentley aka Ikillkenny. I have written several guides which you can find at: <http://www.gamefaqs.com/features/recognition/6953.html>. I also own the web site Golden Sun Anonymous at <http://gsa.doc-ent.com> In addition, I own a freeware gaming site that you can find at <http://www.doc-ent.com>.

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Section 3: Version Information

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In this section you can find out what has been updated in the latest version of the guide. You can also find the date of the current version. If the current version is more than two weeks old, please go to www.gamefaqs.com to make sure that you have the latest version of the guide.

Version 1.7

- Completed 6/28/2003
- English walkthrough completed through More Djinn!
- Website URL changed

Version 1.6

- Completed 5/11/2003
- English walkthrough completed through Contigo

Version 1.5

- Completed 5/5/2003
- English walkthrough completed through Sailing West

Version 1.4

- Completed 5/4/2003
- English walkthrough completed through Tundaria Tower

Version 1.3

- Completed 4/23/2003
- English walkthrough completed through Gaia Rock
- A few corrections have been made in the later parts of the guide, too.

Version 1.2

- Completed 4/18/2003
- English walkthrough completed through Madra Part 2
- Added Bandits to Boss Strategies section
- Updated FAQs
- Fixed bad directions in Dirt Mountain.

Version 1.1

- Completed 4/17/2003
- English walkthrough completed through New Continent
- FAQs updated
- Boss section updated

Version 1.0 (J)

- Completed 11/11/2002
- Walkthrough completed except for side quests

•Probably the last version until the game comes out in America

Version 0.95 (J)

- Completed 11/9/2002
- Walkthrough completed through "Red" Rock

Version 0.94 (J)

- Completed 11/7/2002
- Walkthrough completed through "Crater" Town Part 2
- New Frequently Asked Questions added

Version 0.93 (j)

- Completed 11/4/2002
- Walkthrough completed through "Mudbrick" Village Part 2

Version 0.92 (J)

- Completed 11/3/2002
- Walkthrough completed through Lemuria

Version 0.91 (J)

- Completed 10/16/2002
- Walkthrough completed through "Sinking Lake"

Version 0.9 (J)

- Completed 10/12/2002
- Walkthrough completed through "Water" Cave and "Yellow" Mountain
- Spell checked

Version 0.8 (J)

- Completed 8/26/2002
- Walkthrough completed through "Brown" Mountain

Version 0.7 (J)

- Completed 8/19/2002
- Walkthrough completed through "Blue" Mountain
- New FAQs added

Version 0.6 (J)

- Completed 8/16/2002
- Walkthrough completed through "Red Totem Pole" Village and The Gear Tower
- New FAQs added
- Date for completion of Version 0.5 changed from 20002 to 2002.

Version 0.5 (J)

- Completed 8/14/2002
- Walkthrough completed through "Moonlight" Town Part 2.
- Section numbers added to Table of Contents.

Version 0.4 (J)

- Completed 8/12/2002 (sorry for the delay, I did not have access to the Internet for a while during late July and August.)
- Walkthrough updated through "Back Through Pink Desert".
- web site link updated to gsa.doc-ent.com.

Version 0.3 (J)

- Completed 7/20/2002
- Walkthrough updated through "Sunlight Town"

Version 0.2 (J)

- Completed 7/18/2002
- Walkthrough updated through "Yellow Gate Town"
- "Three Monkeys" Boss added to Boss Strategies Section

Version 0.1 (J)

- Completed 6/30/2002
- Walkthrough up until Idejima.
- Introduction, Game Basics Section, FAQs, Wrap Up Sections more than just bare bones.

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Section 1: Controls

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The controls of The Lost Age are the same as the first game, Golden Sun. If you are not familiar with the controls of the original, I will list them here:

- D-Pad: Move Your Character, Negotiate Menus
- A: Talk, Confirm, Bring Up In-Game Menu
- B: Run (Hold), Cancel
- L: Activate Psynergy Hotkey, Confirm, Zoom Out
- R: Activate Psynergy Hotkey, Confirm, Map
- Select: Bring Up In-Game Menu
- Start: Bring Up Pause Menu

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Section 2: Story

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Warning: This section contains spoilers for those who have not played the original Golden Sun.

Note: This section will be updated extensively when the English version comes out.

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Section 3: Towns

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This section's purpose is to get you used to what to find in a typical town in The Lost Age. The towns remain very similar to the first game, consisting of the following basics:

Inn:

You should head here whenever you get into a town. In the inn you can rest for the night for a small fee. This will restore all HP and PP to the characters (the exception is if a character has fainted.) The cost of an inn increases slightly as the game goes on. Talk with the person at the desk to stay for the night. occasionally you will have to talk with the other people in the inn as they tell you important things or give you important items.

Sanctum:

The sanctum is where you go to revive fainted characters (those with 0 HP). You can also remove a cursed item from a character here. Talk with the monk behind the desk to revive your character or remove a curse.

Item Shop:

The item shop is where you go to buy the latest armor, weapons and stat changing items for your characters. You can buy, sell, or fix broken items here. Note: Sometimes the shops will be split up in a town.

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Section 1: Venus Lighthouse and Suhulla Gate

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The Lost Age begins by asking you to input Felix's name. After naming Felix you will be prompted whether or not you have data to send from the original game. If you have completed Golden Sun (after this point in the guide the original game will be referred to as Golden Sun. This game will be referred to as the Lost Age) then turn that on, go to the main menu screen and hold Left, L and then hit B. Before the menu appears again release Select and L. This will make the "Send" option appear and you will be able to send your data to The Lost Age through either linking two GameBoy Advances up through a link cable or by using one of the password methods.

If you have not completed Golden Sun, I highly recomend that you do so. However, it is not necessary to complete Golden Sun in order to play The Lost Age and you will only be missing out on the plot, certain weapons and Djinn from the first game and a few side quests at the end of The Lost Age.

I will be posting my Gold Password soon.

You will now be treated to a recap of the Golden Sun story up until the start of The Lost Age. If you already know the story I suggest that you hit Start because it will take a while to read through it all.

We now find Felix, Jenna and Kraden in a room in Venus Lighthouse with electricity guarding the pass from the north to south. Felix, Jenna, Kraden and later Alex will talk for about 5 minutes. Eventually, NPCs (Non-Playable Characters) Alex and Kraden will join Jenna's party. You will now have command of Jenna.

At this point you will want to flea from Venus Lighthouse. Head down the stairs and in the next room go through the door facing south. In the next room, head to the east and through the door. You'll now be in a room with several platforms with gaps betwix them. You'll want to hug the left wall until you can get to the center and eventually to the southeast platform with a door on it. Go through the door and open the treasure chest to reveal an herb. Now, head back down the stairs and back through the platform room. Go through the door to the south in this room and continue south until you get out of the lighthouse.

When you get outside of the lighthouse Jenna will pause a second to look at a bird. Once you have control again, head south to find a large group of guards trying to block your path. Alex and Kraden will show themselves and after a lot of talking Alex finally uses his Psynergy to clear the path of guards. Alex then heads east in order to prevent any further guards from coming. Once you have command again, head west towards the edge of the screen. You will be confronted by a guard and he will challenge you to your first battle. Easily kill him with one Fume Psynergy and move on.

Climb down the first vine that you see and continue down until you see a door. Go through the door. You will be stopped by three more guards. These guards are as easy as the one you just faced, so either attack or unleash Psynergy on them for easy 1-Hit kills.

You will now be in a cave with sparkling stones on the walls. Head down the stairs and through the door. In the next screen, head to the east. About

halfway through you'll be confronted by a monster. This will be another easy battle. Simply attack or use Psynergy on the beast to kill it. After the battle Kraden will pop out and comment on how dangerous the cave is. Continue through and head out the door.

Outside of the cave is a sunken ship. Kraden will pop out again and start to investigate the ship. At one point he'll even jump in to get a good look at it. He quickly discovers that it needs to be powered by a Black Orb that you do not possess. Eventually Alex will arrive. Shortly after that you'll see Venus Lighthouse crumble to the ground and Idejima break off of the main land.

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Section 2: Idejima

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Once you come to, you'll find Jenna and Kraden lying on the ground in the same scene that occurred after the credits of Golden Sun. Alex will come over and tell you that Sheba and Felix have washed up. Sheba and then Felix will come to and the whole group will start talking about what happened on top of Venus Lighthouse. Eventually, Alex will spot a continent (Indra) that it looks like the floating island is going to miss. Suddenly, the camera zooms around and a large tidal wave is seen. The tidal wave sweeps over the whole island and the screen fades to black.

We now find Felix, Jenna, Kraden and Sheba unconscious on the ground. Felix will come to first and you'll now be in command of him. Talk with Kraden, Jenna and Sheba to have them join your party or attempt to leave to have them get angry at you. Once you've obtained all of the party members, start heading Northwest. Kraden will quickly pop out and discuss how Alex has left to find a ship in order to light the remaining lighthouses. Once everyone is done talking continue northwest to appear on the World Map.

Head south along the dirt path to reach the first town in The Lost Age.

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Section 3: Diala

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The houses in Diala are primarily yellow in color which look like they were made from mud bricks with a gray roof on top. The town was hit by the tidal wave and as a result all of their boats are destroyed.

Head south along the west cliff-wall in the town until you get past the small house with the garden in front. Head east from here, going past the well. Head south from there and head into the Weapons shop to buy the latest weapons and armor for your characters. There is an inn to the left of the item shop that you don't need to stop in yet because you probably have not fought any random battles yet. Head back along the east wall and up the stairs. Head past the house and up the small set of stairs. Look in the pot (Press A) to receive an herb. Now, head out of town to the south.

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Section 4: To Kandorean Temple

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When you come out of the town you will see a sparkling figure floating in front of you. Walk up to it to find your first Venus Djinni, Echo. Answer yes to his first question to get the Djinn to join you. You should probably answer no to his second question because that will just show you how to use Djinn like in the beginning of Golden Sun. You'll fight an auto battle in which the Djinni shows you how to effectively use Djinn and Summons in battle.

Head South once you're free to move again and take a left at the fork. Keep going west until you get to a bridge. Don't cross the bridge, but instead head south through the forest, then back east across the bridge and northeast along the path. You'll eventually come to Kandorean Temple.

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#### Section 5: Kandorean Temple

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When you enter Kanorean Temple you will notice that there are two guards standing at the gate who won't let you into this town since Master Poi will not allow anyone to see him. So, head in the side door by going west when you get in the town and go north when you get to the left forest-wall. When you get to the north part of the perimeter Kraden will pop out and comment on the bush guarding a cave entrance. When you get control back, go up to the cave and use Sheba's Whirlwind Psynergy on the brush. Kraden will pop out again after you've done it to tell you that it worked.

Head into the cave to find yourself in a room with shallow water in it. Go south and eventually head east in the room. You'll come to a large brown structure which you can climb up (just hold Up.) When you've finished climbing you'll find yourself outside of a well inside of the town. You'll find three monks in the town who like to think "...". You can go past them because they don't have anything really important to say. Head into the temple that is open.

As soon as you go into the temple Master Poi will start talking to the three monks about how they lack discipline. Several of the monks will start levitating and eventually Master Poi will open up the main door because the center monk wants to take the trial. Head through it to find yourself in a room with lots of rocks in it. In this room there is a treasure chest directly above you that is actually a Mimic. It's not that tough and I recommend fighting it for its experience and coins. The battle will be easy if you use Felix's Djinn and Summons, Jenna's Fume Psynergy and Sheba's Ray Psynergy. You'll want to head up the left side of the room. Keep heading up along the left wall and around the cave in the middle clockwise. Go down the stairs and down the ladder in the next room. Head to the left to find a monk lying on the ground in pain. After talking to him, head north through the pillars and go up the ladder. Head south past the rock and hop to the stone pillar to your right. Hop to the right, then down, then continue to the right. Head up, then right, and up again. Head to the furthest pillar to the left and then head up. Head back right, then head up twice to find yourself back on a ledge. Go through the door here.

In the next room, head north until the path forks. Take the left fork and head down the stairs when you reach them. In this next room there will be a fast moving current of water in the middle of the room. You'll want to run across (hold B) as well as hold up and to the right when you cross it. Head down the stream until you get to an opening, and then head up and make your way to the right side of the steam. Head to your right and go through the door

when you get to it. You should now find yourself in a room with one wooden pillar along with two small circular stones being shot into the air by steam. The objective here is to push the wood pillar onto the steam shooter on the left to increase the pressure to the steam shooter on the right. Once you push the log on, hop onto the steam shooter on the right to be shot high into the air and to another room. Quickly jump south and pick up the Mysterious Card in the treasure chest. The Mysterious Card, when equipped, changes the character's class to Pierrot which has the Avoid Psynergy. Head back down on the steam shooter and push the wood pillar from the left steam shooter to the right steam shooter. This will increase the pressure on the left. Now, hop on the left steam shooter. Head to your left on the next screen and then head up and onto the tight rope. After crossing the first tightrope, head up and through the pillars. Face the wooden pillar across the gap and use the Psynergy "Move" on it to push it to the right. Then, hop across the gap and push the pillar right until it covers the vent that's letting off steam :). Now, head back and cross the second tightrope. Don't head down the ladder. Instead, continue along the narrow path down the right wall. When you come to a rock blocking your way, hop across the gap to the ledge to your left. Hop back and forth one more time and head down the ladder and out the exit.

In the next room you'll see a Mercury Djinn sitting on a ledge. You cannot get this Djinn yet, so don't worry about it. Head south, go through the door and through the other door next to the one you just came through in the next room. In this room, head north and climb up the ladder in the center of the room. You'll see a sign and a large boiling pot of water. If you try to go up to the pot you will get burned. So, use Felix's Move Psynergy to move the pot to the left or right to clear the path. Head up until you find three large, angry Chestbeaters ready for battle. See Boss Strategies for information on defeating these bosses.

Once you defeat the Chestbeaters, a ladder will drop down. Climb it to find yourself in a blue colored hallway. Head through it to arrive in a room with Master Poi who saw you earlier. Kraden will pop out and have a conversation with the monk. He will give you the Lash Psynergy which allows you to extend coils of ropes as a reward for completing the cave. Once he's done talking, climb up the slanted rope by pressing Up when you're facing the base of the rope. You'll automatically climb up to the ledge. Press A when facing the Silver item next to the monk to receive the Lash Pebble which will allow you to use Lash when equipped.

Before you leave the cave, head back through the door you came from and down the ladder. Head back down to the pot and use move to get it out of your way. Head down the ladder and down the two flights of stairs. Head down the ladder again and up towards the Djinni. Use Lash on the rope coiled on the ground and climb up it. Press A to fight the Djinni. He's not too hard to beat, although he can do some serious damage to Sheba. I recommend defending with Sheba while using Jenna's Fume Psynergy and attacking with Felix. You do not really have any use for this Mercury Djinni, Fog, right now because you don't have a Water character, but its ability to summon can be helpful. Now, head back towards where you found Lash and out the door to the left in that room. Slide down the crevice and go out of the temple. You can now leave the town by simply going through the main gate at the front of the town.

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Section 6: The Jupiter Djinni in The Shrine of the Sea God

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Head back to Diala by heading south, then going back north through the forest.



the X tile (see description in previous paragraph) in the middle of the two rocks. Then, go onto the X tile to your right but not across it. Instead, go north. Jump across the large hole to your right and finally go north across the furthest north X tile. If you intentionally fall in the north-western-most hole you will be able to get a Mint from the treasure chest in the room below. Once you've done that, follow the same pattern and head north to the next screen.

The next screen has several more stone pillars than before. Hop across the stone pillar to your left onto the ledge in the middle. At this time you can either go on with your quest or take a little time to get Themis' Ax in the treasure chest. Here's how to get the Ax: Jump to the pillar northwest of you and onto the ledge. Then, hop back and forth between the ledge and the pillar to your right until it collapses. Climb up the vine to get an Ax. If you've done this, you will need to exit the screen and return before continuing. The ax will provide Felix with a big boost in attack. Jump south and hop across the two stone pillars below going to the left. Hop across one more pillar to your left to get to the large ledge on your left. Now, head north but do not hop across the first pillar to your right. Instead, go to the two stone pillars above it. Hop across them and head across the final stone pillar northwest of you. Once you're done the pillar hopping, head to the right, down the long path and to the next screen to your right.

Head right on the next screen until you come to yet another Soft Soil puzzle. In this puzzle you will want to intentionally fall, since there is a Mars Djinni to get. When you fall, head south through the door and then head through the door to your north. Head north when you get out of the cave to find the Mars Djinn. He'll run, and fall into a hole. Follow him by walking on the small hole directly above you. Head south through the door after dropping. You'll see the Mars Djinn above you on a cliff. Head south until you come to a vine that you should climb. Head north to come to the Mars Djinn that will once again run. Follow him to the right. You'll now see the Mars Djinn on a run-down old bridge. Follow him across the bridge (it won't collapse, trust me :). When you catch up with the Mars Djinni you'll see him execute the move Pound on a stone pillar. You can't directly follow him, so head back across the bridge and climb down the vine. Continue going south until you come to a series of tightropes. Nimbly cross them to arrive at a ledge with two tree pillars with vines growing on them. Push the lower tree all of the way to the right and then climb it. Hop to ledge and use Lash on the rope coil. Climb it to get a Nut from the treasure chest. Climb back down and push the wood pillar that you did not push yet all of the way to the left and then climb down it. Head counterclockwise around the ledges and then head right. Climb the long vine and head right to the next screen. You'll see the Djinni once again selfishly wrecking the Stone Pillars before falling into a hole. Climb down the vine and push the wood pillar to the right and then climb it. Hop to your right and hop back and forth on the two stone pillars until the one on the left breaks. Go around the platform and push the wood pillar to your left and then climb it. Hop to the stone pillar to your left to have it break. Now, climb up to the ledge in the middle and push the wood pillar off of the cliff. Climb down the vine and use Move on the pillar you just pushed off the cliff to push it to your left. Climb back up the ledge and hop across the pillar to get to the ledge to your left. Now, head down the stairs. Go through the first door you come to when going south. You'll now see that punk Djinni behind another soft soil puzzle. Head near the door on the left but don't go through it. Go right across the first X and step onto the second X. Don't approach the Djinn because he'll pound you down to the floor below. Head south from the second X, and then head across the X to your right and out the door. Go up the stairs to your right in the next room. Head up and to left and intentionally fall in east-most small hole. You'll land directly on the Mars Djinn who still drop an item. This item is the Pound Cube, which

will allow you to use the Psynergy Pound when equipped.

Whew, that was a long paragraph. I probably shouldn't go on rants like that. Anyway, head out the door in the northeast part of the room. In the next room, head through the door to your right. You'll once again find the Mars Djinn. Do not approach him. Instead, go down the vine and use Pound on the stone pillar closest to the Mars Djinn. Climb back up the Vine and talk to Mars Djinni to finally get him after a fight. You will now have the Mars Djinni, Cannon. Now, climb back down the vine and go up the vine to your right. Exit the room through the door to your south. Head up the several flights of stairs until you get out of the cave. Head down the stairs to your south and continue heading down the stairs until you exit Dehkan Plateau.

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#### Section 8: Moving On

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You will see your ship directly south of where you came out from Dehkan Plateau. When you go to it, all of the characters with you will pop out. Apparently this is Menardi's ship, but you won't be able to control it without the Black Orb. So, head back out and go to your left. Enter the first cave that you get to, Indra Cavern. Head to the north and use Move on the wooden pillar to push it to the right. Then, use Lash on the Rope Coil, climb it, and hop across the pillar. Grab the Summon Tablet there that will allow you to use the Combination Summon Zagan (1 Venus, 1 Mars). Exit the cave and head left across the forest. Head south and then cross the bridge. Continue to head south and cross another bridge going east. Cut southeast through the forest to see the next town. Don't go in quite yet. Walk around the forest below the town until you come into a random battle with a Venus Djinni. After defeating the Djinni you will now have the Venus Djinni Iron.

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#### Section 9: Madra

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You'll notice large rays of sunlight coming down on you as soon as you enter Madra. Head up the stairs to have two guards that stop you. After examining you they will determine you are not Champa and let you through. Stop at the inn in the south part of town. After resting, go up the stairs and then out the door to the south. Walk over the roofs of the item shops to reach a treasure chest on a ledge that contains a Nurse's Cap. Once you've obtained the Nurse's Cap, head back down and exit the inn. Head to the weapons and armor shops next to the inn but be warned they don't really have anything new to buy. Once you're done that, head to the left and go down the ladder. Go in the building to your left with the two guards in front of it. This is the prison where your 4th party member, Piers, is in. When you go in, Kraden will pop out and you'll watch the guards interrogating Piers. You learn that Piers is in prison because he is accused of being a Champa. You quickly learn that he is an Adept after he uses Frost to stop a guard from interrogating him. Once you have control again, head out of the prison.

You'll immediately see two people go into the prison. One of them is the wife of the lord of the town and she eventually grants you permission to cross the bridge to reach Osenia. Once they're done talking, head back into the prison and mind read Piers using Sheba's Mind Read. This is not really necessary, but it does further the plot a little bit more. Now, head out of the prison and

back up the ladder to your right. Head to the main gate in the town where you came in and head south. Do not leave the town. Instead, after going down the first flight of stairs, head to your right to find a graveyard. Go past it and the trees by hugging the left wall and head down the ladder.

You are now in Madra Catacombs, under the town. Go south in the first room, then head through the northwest door in the next room. Head north, climb down the ladder and go through the door. In the next room, head up the vine that is surrounded by a purple gate. Go left and Move the wood pillar to the right. Go across it and head down the vine further to the left. Head through the first door that you see. In the next room, hop to the ledge to your right. Then, head down the semi-hidden staircase above you. Go through the door here and get the item in the treasure chest. This item is the Tremor Bit, which will allow you to use the Psynergy Tremor when equipped. However, you will not be using the Psynergy for a while so don't worry about it.

You're now done in the cave. Use Retreat, exit the cave and exit the town.

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Section 10: To The Next Continent

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Once you're back on the World Map, head north to reach Madra Drawbridge. The two guards at the bridge will stop you but you can still pass once they're done talking. Once you've crossed the bridge, head east to reach Osenia Cliffs. Here you'll find a crashed ship that you can use to get to the next continent. Head northeast when you get to the ship-area and climb down the rope. Jump on to the sail above you and the to the platform to your right. Use Lash on the rope coil and then climb up it. Head south and down the vine to find a treasure chest. Inside of it is a Pirate's Sword, a good weapon for Jenna. Now, head back across the ship and up the vine. Go up the vine to the south and jump across to the other side via the large stone pillar. Head down the vine and off the screen.

You're now on the second continent. Head east along the path to find a destroyed bridge. So, take the detour going south and eventually east. Keep going east until you reach the desert.

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Section 11: Yampi Desert

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Yampi Dester is hazy and has pink colored cliffs. In this desert you will make good use of the Psynergy Pound that you got earlier. Pound is used on those wooden pillars that block your path. When you enter the desert you will want to head east and go south at the first fork. Eventually you will come to a pillar blocking a small crevice below you. Pound it and get the treasure chest with a Guardian Ring inside of it. Once you've obtained it, head north and exit to the next screen.

On the next screen you will find a group of people standing around to the north. It turns out that among this group is the village elder from Madra who is on his way to see Briggs. Once you're done talking with them, head right when the path forks and keep going until you get to the next screen.

When you arrive at the next screen you'll see a pillar to your right. Pound

it and head north. After you've pounded that pillar, do not pound anymore pillars until instructed to. Head due north from the last pillar and pound the pillar in between two rocks. After doing that, get the Antidote from the treasure chest.

Now, head back out the exit that you came and re-enter (this will reset the pillars.) Once again, you will want to pound the first pillar that you see above you. Head north and then go east until you reach a wall and a crevice going down. Pound the pillar above this. Head north and pound the pillar that's against a wall to reveal a ladder. Climb it and head across the pillar to your left. Head down the ledge and hop across the pillar to your right. On this large ledge, head to the south and jump to the first pillar that you can that is below you. Hop across the two pillars going left and then make your way to the next pillar below you. Hop across that pillar to reach the ledge with the Jupiter Djinni on it. After a relatively easy battle you will obtain the Jupiter Djinni, Blitz. Once you've done that, head down the crevice to your left and pound the pillar next to it. Go north, around the ledge you were just on and down the crevice. Head to your right to reach the next screen.

As soon as you arrive at the next screen you will see a Psynergy Stone that will replenish your party's PP. My advice is to use the stone. Once you get the stone, pound the middle of the three pillars. This will reveal a hidden ladder that you can use to climb up to the ledge above you. Once you're up on the ledge, head west and then north along the path to the next screen.

On this screen you will find what appears to be a creature moving under sand. You should notice that it changes direction when it hits a pounded pillar. So, pound the remaining pillar. You will see Felix watch the creature change direction and reveal itself as it crawls to the next screen. Follow it east.

Once again the scorpion will be burrowing around the pounded pillars. Pound the only standing pillar after the burrowing creature has gone past the pillar to the north but before it goes back over it to the south to have the scorpion run to the north. Try again if he does not run to the north. Follow him to the north.

This time it's a little more tricky. There are two standing pillars and only one of them will reroute the scorpion into the sand pit in the north part of the screen. That pillar will be the pillar on your right. However, you will need to pound this pillar as the scorpion is going down to it not going left to it or it will not take the correct path. Once pounded correctly, the scorpion will go into the sand pit. First, save your game because you're about to find a very hard battle. Follow him into the pit only to have it collapse in below you after a bit of Psynergy from King Scorpion. King Scorpion will also fall and challenge you to a battle. Find strategies on beating him in the Boss Strategies section under King Scorpion.

When you finally beat King Scorpion you will get the Scoop Gem. This item, when equipped, allows a player to use the Psynergy Scoop. You will want to use this Psynergy right away on that center patch of dirt that you're left standing on after defeating the Scorpion. When you dig the center patch of dirt a Water Sprout will be revealed. Hop onto this water sprout to get back up to the screen you were at previously. At this point you will want to use Felix's Psynergy "Retreat" to get back to the beginning of the desert. You may want to head back to Mada to heal your characters after the tough boss battle, especially if you have a character down.

You'll now find yourself back at the beginning of the desert. Go southeast

to the next screen. On this screen, head past the group of people you talked with earlier and go south. At the fork, head left and use Scoop on the dirt patch in the middle of the four rocks to reveal a ladder. Climb down it to arrive in a cave. There are no puzzles in the cave as you simply follow the path to the other side. Climb up the ladder to exit.

When you exit the cave you'll find yourself in another part of the desert. There is a lake below you and a ladder to your right. Climb the ladder to get up onto the ledge and then climb up the ladder leading to the higher ledge. Head to your left to be spotted by the group of people you saw earlier. After some conversation they'll all run off and take the path that you revealed. Once they do that head north to the next screen.

On this screen there are three different dirt patches for you to dig. Only the dirt patch on the southeast part of the screen has anything inside of it (315 Coins.) Once you've obtained the coins, head north through the cave door entrance.

Inside of the cave is a "sand river" like the one found in Venus Lighthouse in Golden Sun. The objective of this sand river is to let the current take you to the ledge to the north which you should hop on. From there, you can cross the sand river to the east and get to the larger ledge. When you get onto the large ledge, head to the southeast corner of it and hop into the sand river. As soon as you can, head to the ledge to your north and get the treasure chest there. Inside of the treasure chest is a Hard Nut (no jokes about Felix giving Sheba a Hard Nut, m'kay?) which will boost Max HP. Once you get the item, cross the river to the south and then head east on the ledge. Cross back north across the sand river to where you were before. Head as far north as you can on this ledge and then cross the river to your right and then head back to the left and once more to the right. Now, head into the river to the north and go up at the first crevice. You may want to hold Left as you try to get to this ledge as its quite tricky. Use Pound to flatten the pillar to the right when you get on to the ledge. Then, head back into the sand river and go up the gap you just created. Grab the Blow Mace that looks a lot like a Guitar from the treasure chest and then head back into the sand river. Let the river take you until there is a gap in the rocks to your right. Go through the gap, head right, go down the ladder and out the door.

Head north along the path on the next screen. On the next screen you will see a large sand waterfall. To forge this waterfall successfully you will need to run (Hold B) as well as hold Up and Right. Cross at the highest point to make it easier. Once you've crossed it, head north to find a smaller, but harder sand waterfall. You actually will not be able to forge the waterfall from this end, so simply fall down it. Head to your right after falling until you reach a ladder which you should climb. Cross the two waterfalls to your left and continue along the path until you reach a Rope Coil which you should Lash. Climb the rope you just dragged to find a large sand "bubble". The goal here is to fall down the sand waterfall as far right as possible so that you get stopped by a rock. If done successfully you will be able to head to the ledge to your right and get the treasure chest. Inside of the treasure chest is a Trainer's Whip that changes a character's class to Tamer and gives them the Cure Poison Psynergy.

Once you have the whip, head back to the sand waterfall and fall down it. Head back to the right to the two sand waterfalls you crossed earlier. Climb the ladder and forge the two sand waterfalls. This time, instead of going to your right, climb the ladder next to the second sand waterfall you crossed. Head around the bubble and fall down the sand waterfall to the right as far right as you can. You will be stopped by a rock and you can now head to the ledge to your right.



You now have a choice on where to go next. Going north will take you to Alhafra while going south, down the sand waterfall will take you to Air's Rock and surrounding areas. While the next direct plot event is found in Alhafra, the boss battle there will be quite difficult at this point. So, I suggest that you head south first. So, head south to find a sand waterfall and a sign that warns if you fall down it there is no easy return. Fall down the sand waterfall, head south and go through the cave. When you exit the cave you will find yourself on the world map.

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Section 12: Garoh

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To get to Garoh, head southeast from the Yampi Desert around the large desert that you have not yet gone in. As you head south you'll eventually see a town to the left of you which you should enter.

When you reach Garoh you will need to climb several flights of stairs. There are a series of various easy pillar-pushing puzzles that I think by this point in the game you can figure out for yourself. Along the way up you'll see several cave paintings on the side of the cliffs.

Once you reach the next screen, head north to find an odd looking creature dancing around a reflection of the moon in a pond. All of your party will pop out and Sheba will scare the creature away with a shriek. Kraden then describes how he thinks that the creature is an Iycanthrope, or a race of people born with special powers. Then the whole party will ramble for a little about werewolves and finding new things and eventually you'll get control again. When you do have control again, head north and enter the village.

In the village there a lot of super creepy villagers wearing what looks like orange rain coats. Apparently they don't want to be exposed when the full moon is out because they will turn into werewolves. You'll also find the normal village accommodations such as an Inn and a Weapons and Armor shop. Unfortunately, the two men at the Weapons and Armor shop will not sell you any merchandise since it is the night of a full moon. So, the only thing to do in this town for now is to stop in the inn and rest. Exit the town, head down the mountain cliffs and exit to the World Map.

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Section 13: To Air's Rock

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From Garoh simply head west until you reach the dirt path. Then, head north until you come to a bridge on your left. Cross the bridge to enter a very large desert. In the middle of the desert will be Air's Rock.

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Section 14: Air's Rock

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Get ready for a *\*really\** long quest to get the Psynergy Reveal. This quest is much longer than any in Golden Sun with the possible exception of Crossbone

Island, although it's very close.

Air's Rock is characterized by its pink cliffs and yellow sand blocking various pathways. You will want to head north when you arrive in Air's Rock. The key to passing through the sand blocking your path in Air's Rock is to use Sheba's Whirlwind Psynergy on the large Wind Stones. You will first want to use Whirlwind when you are south of the rock to clear the sand to the north. Head up the path and take a left at the fork and then head north ignoring any other forks. When you reach a clearing in the north you'll notice a treasure chest out in the open that's obviously a Mimic. Fight it if you wish because it's not a very challenging battle. Once you're done, head past it and go south at the next gap in the cliffs. Head along the narrow path and take a right at the fork. Head south and then take another right when the path forks again. Head north at the next fork and you should arrive at a Wind Stone and a ladder that you can not reach above you. Use Whirlwind on the Wind Stone from the right to clear the sand to your left. Then, head back south and continue south all of the way until you can go south no more. At this point you should be next to a Wind Stone which you should use Whirlwind on from the right to clear to the sand to the left. Now, go back north and head counter-clockwise around the large set of rocks. Then, head south and then left through the area that you just cleared. Use Whirlwind on the Wind Stone above you to clear another area of sand. Once you've done that, head back right and the north all of the way until you reach a wall with 4 stones to the left of it. At this point you will want to head to the left and then south at the fork. Continue along the path until you reach the clearing again. Now, head left and then south down the narrow path. When the path forks to the right head along it and continue along the path as it starts to go south. Head west when you can to reach the Wind Stone next to the sign. Use Whirlwind on it from the right to clear the sand to your left. Then, head back east and the north and then west along the path until it forks to the south. Take this fork and head left past the Wind Stone. Continue going west until you reach a Wind Stone which you should use Whirlwind on from below. Now, head south and open the treasure chest which contains a Smoke Bomb. Go back north and then east until the path forks north. Take this fork and then head left when you can. Immediately head south and then left along the path. Go north along the narrow path that you just cleared when you reach it and continue north along the very long path. Eventually it will start curving to the right and you should eventually come to a large purple cyclone. Use Whirlwind on this to clear the sand from the wall above. Climb the ladder to your right to reach the next screen.

On this screen you will find what looks to be a Tiki head shooting small tornados from the left side of the screen to the right. You will need to time your climbs or else the Tiki will blow you off. Head left and climb the ladder near the Tiki Statue. Then, climb the ladder to the left. Fall down the crevice in the side of the mountain and intentionally get taken by the Tiki's tornado. Slide down the next two crevices and then head to the left part of the ledge to get taken by one of the Tiki's tornados. Head to your right and push the wooden pillar into the gap. Cross it and head right until you reach a ladder going down. Climb down the ladder to arrive at the previous screen.

Head left when you reach the screen and grab the Storm Brand from the treasure chest. This is a very powerful weapon for Felix so I suggest that you equip it on him. Once you have the Storm Brand, head back up the ladder to reach the next screen.

Head right on the next screen and climb the ladder, being careful to not let a tornado hit you. Climb the next ladder and this time intentionally let the

tornado hit you to fall down to the right of a wooden pillar. Climb down the ladder on the right and get taken by a tornado again. Climb the two sets of ladders above you and then push the wooden pillar to your right. Let the tornado take you to the left and then climb the ladder to reach the next screen.

On the next screen you will have to climb a very large ladder with several Tikis shooting tornados at you. These aren't terribly hard to avoid, so climb up the ladder until you finally reach the top. Fall down the crevice on the top ledge and then push the wooden pillar to your right. Climb down the small set of stairs to your left and grab Sleeping Bomb in the treasure chest. Then, step on the Tiki to get blown back up to the top ledge. Exit the screen to your right.

On the next screen you will want to climb a very large ladder until you find a ledge with two wooden pillars on it. Get on to the ledge and push the left pillar to the left via Felix's Move Psynergy. Then, climb back down the ladder one flight and slide down the crevice to your right. Step on the Tiki Man to your right and head all of the way to the left on this next platform. Push the wooden pillar to the left and then hop across the gap. Slide down the crevice to land on the Tiki's Mouth to reach the top. Climb the ladder and exit the screen to your left.

Climb the ladder on the next screen to reach another screen with purple haze on it. Climb up the small ladder and then use Felix's Move Psynergy to move the wooden pillar into the gap. Now, climb back down the series of ladders until you reach the screen with the Tiki that shot you up. Fall down the crevice on the right side of the platform and then the one after that. Head left on the platform and start climbing the ladder until it goes no further. At this point you should exit the screen to the left. Climb the ladder on the next screen and then head up the ladder to the right. You're now at the Purple Cyclone which you should use Whirlwind on again.

This time the large tornado clears the haze from the screen. Head down the two ladders to reach the screen below. Continue down the ladder and then head right to reach the previous screen. Climb down the ladder until you reach the ledge below the two wooden pillars and head right. Slide down the crevice and get on the tiki to the right. Then, head left on the platform and go across the gap then slide down the crevice. Let the Tiki take you up to the platform above and then climb the ladder and exit the screen to the left. Keep climbing ladders until you reach a treasure chest which contains a Fujin Shield.

Now, climb back down all of the ladders to reach the screen with the tikis shooting tornadoes up again. Slide down the two crevices and then head left and climb the ladder to the next screen. Continue climbing ladders until you reach a screen with a Purple Cyclone that you have not used Whirlwind on yet. Use Whirlwind on it again to make yet another large tornado. This will create a large hole in the ground with a cave that you can go into. Climb down the ladder and enter the cave.

In the cave you'll be granted a handy Psynergy Stone that you should use to restore your party's magic. Make sure to use Felix's Cure Well before using the stone. Head south and don't take the fork to the left. Keep heading along the \*long\* hallway and head down a ladder when you reach it. Keep going along the pretty straightforward path, not hopping on those floating platforms just yet. Climb the ladder and head down the stairs. Head through the door on your left and go along the path until you reach a pillar which you should push all of the way to the right. Then, head back out of the room.

Go through the door on the right side of the room. In this room, head right until the path forks. You will want to go north here and follow the path until you reach a ladder that you should climb down. You now have to arrange the wooden pillars so that one is in the northeast corner of where it can go. Push the other wooden pillar directly below that pillar. Then, pound the easternmost pillar and then place the wooden pillar on where you just pounded. Climb back up the ladder and hop across to the right ledge using the pillars you just moved. Head south, down the ladder and on to the floating pillar. Then, use whirlwind on the stone to get rid of the sand and head back north through the path you just created. Climb the ladder there and use Whirlwind on the Wind Stone (make sure to stand above it to have the tornado go south.) Climb down the ladder and back up the ladder to your left. When you're back on the ledge, head south through the path you just created. Go through the open door and down the ladder. Push the wooden pillar all of the way to the left, then make your way back towards where you came into this room. You will want to head through the right path instead of the left one that will take you to where you came in. Use the pillar you recently placed to hop to the ledge to your left and go out the door there.

Head north in the next room to come to a hole in the wall that's shooting water out. You can't climb up this, so head down the ladder, head right and go up the next ladder. Go north through the open door and push the wooden pillar there to either the left or the right. You can now get through the path to the left as it's no longer spitting out water. Head north at the fork and climb down the ladder when you reach it. Head left of the open hole and use Move to move the wooden pillar to the right. Now, position yourself so that you're facing the pillar but can't be hit by air coming from the hole to the right. Use Move to push the pillar back to the left and then climb up the ladder. Hop across the wooden pillar and make your way along the hallway until you reach a green stone that you can't whirlwind quite yet. Instead, head south and climb down the ladder. Push the wooden pillar all of the way to the south and then climb the ladder to the left. Don't cross the wooden pillar yet, instead go to the left and move the wooden pillar there to the right. Now, go back to the wooden pillar you pushed earlier and use it to cross the gap to the right ledge. Head south and drop down the crevice. Head left and climb up the ladder and exit through the door to the south.

Whew, this cave sure is getting exhausting, isn't it? Anyway, on the next screen hop across the various gaps until you get to a door to the left that you should go through. In the next room, head north and climb down the ladder to reach another Wind Stone. Make this whirlwind go west to move the stone bridge in the middle. Now, climb back up the ladder and cross the stone bridge you just moved. Climb down the ladder and up the one to the left of it and take the path initially going to the left. Take a left when the path forks and climb down the ladder at the end of the path. Use Whirlwind on the stone and head back the way you came. Make your way back to where the two ladders next to each other were but don't go down them. Take the path going north until you can hop onto the stone bridge you just moved. Take the stone bridge south and walk the long tightrope south. Head left and out the staircase.

In the next room, take the south path to get the Elixir in the treasure chest. Now, head back north all of the way to the ladder which you should climb down. Hop right across the four floating platforms and then hop across the small platforms going south. Hop onto another floating platform and then go east to get to a ledge with a ladder that you should climb. Hop across the gap and climb down the ladder. Whirlwind the stone from the south to move the stone bridge to your north. Now, head back up the ladder and walk the tightrope above you. Cross the stone bridge and then the tightrope to your right. Climb down the ladder and use Whirlwind on the stone from the right of it.

Climb back up the ladder and cross the stone bridge again. Keep going left along the narrow ledge until you can go left no further and hop south onto the wooden pillar below you. From here, jump onto the tightrope to your left. Walk the tightrope south and then hop the gap to your right to jump to the next ledge. Hop a few more gaps until you finally reach a door.

In the next room, hop across the gap to your right and climb the ladder all of the way down until you reach a floor with a large Tiki on it. Go through the door north of you.

You will now be in a room with purple colored cliffs. Head counterclockwise around the room until you reach a ledge above you that you can jump to. Go up to the large stone and "talk" with it to restore your party's PP. Keep heading around the room counterclockwise and head out the door.

You will now be right above the very large Tiki. Head south and hop on the floating platform to your right. Hop down the seven or so floating platforms until you find yourself below another large Purple Cyclone. Use Whirlwind on it open the mouth of the Tiki above you and below you. Step onto the bottom Tiki's mouth to be blown all of the way up to the next screen.

When you finally stop ascending, you will be right below another Purple Cyclone. Use Whirlwind on it to open another Tiki's mouth. Now, jump to the floating platform to the left and use Move to move the wooden pillar to the left. Hop on to the ledge with the pillar on it and push it left again. Now, jump south on to the ledge below. Head counterclockwise along this ledge until you reach the small Tiki blowing tornados south. Stand in front of it to get blown to a ledge with a treasure chest on it. This treasure chest has a Vial in it. Hop north and push the wooden pillar out of your way. Jump to the ledge to your right and head clockwise all of the way around the room, climb the ladder and exit the room.

Head through the door on your left. In this room, head north until you reach a Tiki that you want to blow you west. Once you've stopped being blown, jump east on to the wooden pillar and head north. You'll come across a Tiki that you can push north. So, push it all of the way north and then head on to the narrow path to be blown west. Here you will be able to get a Clarity Circlet from the treasure chest. Head down the crevice, go south and then climb the ladder. Hop to the ledge to your right and then push the Tiki south until he is two squares north of his southern limit. Go on to the narrow platform again and left the Tiki blow you to the ledge to your left. Head south through the open door. Head left and take another left at the fork. Hop on to the floating platform, then head east. When you can no longer go east, head south, west, south, east, east, and north until you come to a wooden pillar that you should use Move on to push west. Now, go back to the open door you passed through earlier and take the right path this time. You can now head down the door that was previously blocked by a hole blowing hot air.

Climb down the ladder in the next room, head south and cross the tight-rope to the east. Head south on the next ledge and cross the tight-rope to your right. Climb the ladder and take the tight-rope south. Head down the hallway and exit through the door.

In the next room, take the left path and use Whirlwind on the stone from the left of it and then from the north of it. Head back east through the path that you just created and climb down the ladder. From here, head south down the hallway and climb the ladder to your left when you reach it. Let the tornado take you to the ledge on the right and obtain the 666 coins from the treasure chest. Once you've obtained the coins, slide down the crevice and head down the narrow path. Go up the ladder to your right and through the

door there.

Take the left path in the next room first to come to a treasure chest that contains a Vial. Once you've obtained the item from the treasure chest, head north until you find a Tiki blowing wind south. Push it to the right and head back south towards the door. This time, take the right path all of the way north, head past the Tiki you moved earlier and go out the door.

Head through the next room and climb down the ladder. Let the Tiki's tornado push you to the right wall and then climb the ladder above you. Climb the next large ladder until you arrive at a small platform with floating platforms below it. Jump onto the floating platforms and make your way to the door in front of the large stone Tiki. Enter it.

This room is apparently outside, above the clouds. The floating platforms that you can hop on disappear after jumping on them once. Make your way north until you come to a wide set of stairs. Climb them and "talk" with the item to have Sheba pop out. She will go up to it and learn reveal! Once you have control again, head along the floating platform path to the west. You'll eventually come to a circle of red floating platforms that appears impossible to cross. It's now time to use your new Psynergy, Reveal. A hidden platform will appear in the center which will now allow you to make it to the ledge to the right. Head south to find a treasure chest with a Psy Crystal in it. Head back north to where you got reveal and take the path to the right. The path to the right is almost identical with the one to the left, however this time it leads back to the ledge where you came in as opposed to a treasure chest. Once you get back on the ledge, exit the room.

You are now back in the main room. You can now proceed to use Felix's retreat to \*finally\* get the hell out of this cave. Head out of the cave and use Retreat one more time to exit Air's Rock completely.

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Section 15: Garoh Part 2

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From Air's Rock, head due east to find a bridge that you should cross. When you're on the other side of the river, head south until you find Garoh. Climb the stairs like you did earlier until you reach the moonlight well. Go north and enter the town. You'll definitely want to head to the Inn in the east part of town as soon as you arrive after the long quest at Air's Rock. Once you've done that, head to the north part of town and climb the stairs east of the Sanctum. You may or may not see a blue creature come out of his house using reveal. Regardless, go up to the house and use your new Reveal spell to enter.

You will now be in a blue cave. Head north to be stopped by the blue creature that you saw earlier. He'll run off to the west and it's up to you to follow him. Hop the gap to your left and go north through the door.

Head north a little and hop the gap there. Head right and go up the path going north. Felix and then the rest of the party will stop out and look at a large stone in front of you. Two werewolves will use Reveal and come out of a hidden door and start to talk with you. Maha, the older one, will realize that you must have completed Air's Rock to possess the Psynergy Reveal. He will go on talking for a while and then the smaller werewolf will run off to the south and eventually the screen will fade out and you'll find yourself talking with the owner of the inn. When you exit the inn you'll find that it's now

daylight out.

You will now want to head through the stairs to the left of the sanctum. Head left when you enter the cave and head south when you can. Hop on to the green platform to the right and use Reveal to reveal a hidden platform in the middle. Hop across to the ledge on the left, go up the stairs and then go up the stairs in the next small room.

You are now on a ledge on the left part of town. Head south, past the tight-rope to get a treasure chest with a Hypnos' Sword. inside of it Now, head back north to the tight-rope which you should now cross. Slide down the crevice and head back into town. Head back into the cave which entrance you have to use Reveal on and make your way back to the stone structure where you found the Master Maha at earlier. He will appear again and all of your party members will pop out and you'll have another lengthy discussion about werewolves. All of the sudden he'll give you the Jupiter Djinn, Ehter, without a battle! You're now done in this cave, so head for the exit that you came in.

Head out of Garoh by going down the stairs to arrive back on the World Map. If you have not stopped in the Weapons and Armor shop yet you may want to do so before leaving.

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#### Section 16: Mikasalla

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To reach Mikasalla you will need to head south along the river to the west and then start heading due west for a long period of time. You'll cross a few bridges and eventually will reach a mountain range that has a fork to the south. Do not take the fork. Instead, continue northwest until you find Mikasalla.

Mikasalla is characterized by its lush green grass and small, brown huts with green lettering on them. There is a watch tower with two ladders on it directly to the left of you when you enter the town. Head to the southwestern part of town when you enter to find a chicken and a sheep walking. Use Scoop on the left part of the sand there to reveal a ladder. Climb down the ladder to enter a cave.

Head north through the cave until you reach a ladder which you should climb. Exit through the door to the south. Now, head north to find the Mars Djinni, Spark, which you will obtain without a battle. Once you've obtained the Djinni, head back through the cave and back up the ladder.

Before leaving town you will probably want to check out the Weapons and Armor shop located in the building with the three red dots on top as it has a decent selection of weapons. Once you're done buying new items, go to the watch tower near where you came in. Climb the first ladder and then hop on to the ledge on the right. Keep heading north until you come to a treasure chest which contains 82 coins. Once you've obtained the coins, head back south, hop back on to the tower and then climb down the ladder. Exit the town to return to the World Map.

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#### Section 17: Back Through Yampi Desert

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It's time to go back through Yampi Desert in order to reach Alhafra.

Before heading back to Yampi Desert, make a detour by heading north of Mikasalla. You'll eventually come to a dead end in a clearing. Run around in circles here until you eventually find a Mercury Djinni in a random battle. The Djinni has some reasonably powerful ice attacks, but you should be able to defeat it quickly before it does any serious damage. Once you defeat it you will obtain the Mercury Djinni Sour.

Once you've captured the Djinn, head back north and go through the break in the mountains. Enter Osenia Cavern. In Osenia Cavern, head north and then right around the rocks to come to an X. Use Scoop on it to reveal a ladder that you should climb down. Head left and go up the ladder and then north to find a Summon Tablet. This will let you use Megaera (1 Mars and 1 Jupiter). Now, exit the cave to arrive back at the World Map.

Head southwest back towards and then past Mikasalla. Follow the path as it crosses a bridge to the west and starts going north. Head left at the fork and keep heading along the \*long\* path as it starts heading back east. Use your map if you get lost.

When you reach Yampi Desert, head towards the dirt patch that you revealed on the second screen (consult the previous section if you don't remember.) Head through the cave, up the two ladders, down the next ladder and north to the next screen. Head through the cave door to the north and through the "sand river" room again. Head through the path in the next room and forge the first waterfall on the next screen. Fall down the second and head to your right. When you come to a series of 9 rocks in a square use reveal to reveal a treasure chest that contains a Lucky Medal. Climb the ladder, forge the two waterfalls and climb the ladder. Head around the sand bubble and fall down the right side of the right waterfall. Go right and exit to your north. You will now find yourself on the World Map and the next town will be right above you.

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Section 18: Alhafra

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North of Alhafra on the World Map is a Pirate Ship that you may have noticed when entering the town. When you enter Alhafra, head north only to have the group of people who you helped get through the desert enter the town behind you. They will talk amongst themselves and deduct that the pirate Brigg must still be here since there is only one boat left after the tidal wave. Once they finish talking they will exit to the northwest part of town.

Once you're back in control, head to the southeast part of the town and stop in the Inn. The weapons and armor shops are located in the northeast part of town and have a decent selection. When you're finished healing and buying, head down the staircase to the right of the two weapons dealers. Head to the right and exit the screen.

Head up the staircase on the next screen and go up the large dock above you. As soon as you board the ship you will be stopped by the various sailors on the ship who are in a tight spot because the mast on their ship snapped off. When you get control of Felix again, head through the door to your right and go down the large stairs there. Head south in the room you're now in to find two sinister looking pirates talking each other about how the mayor of Madra has



arrived in Alhaфра. Briggs then starts talking about how he is a noble pirate who only takes enough to feed the starving Champa. Eventually Jenna will tell the pirates that there is nothing brainy about the plan. The two pirates will rush out into the hallway where they find your whole party ease dropping on them. After a little bit of talking the two will challenge you to a battle as Kraden insists that they go to prison to free Piers in Madra. See the Boss Strategies section under Briggs on how to deal with these two pirates.

After defeating the pirates you will find several of them lying on the ground injured. You offer to let Briggs go in exchange for helping set Piers free from prison. Eventually, a girl wearing yellow named Chaucha who is Brigg's wife (although she looks like she's 16) will come up and have a chat with you. After she's done, the mayors of Madra and Alhaфра will come in and start talking for a while. Eventually, Briggs agrees to be locked up and to give the ship to the Madrans. \*Finally\* everyone will leave and you'll have control again.

You will now want to head back up the stairs and out the room. Before you can leave the ship, all of the characters in your party will pop out and have a brief conversation. When you get control back, head south of the plank leading up to the broken mast. Use Felix's Move to push a gray stone south. Once you've Moved it one south, hop onto the wooden crossbeam and push it all of the way south and into the water. Now, you will want to climb up the wooden plank so that you're now able to walk on the broken mast of the ship. Head down the mast until you can go no further and then head south until you can go no further. Use Felix's Move to push the crate into the water. Once you've done that, head back north until you can go no further and climb onto the rope. Tight-walk up the rope and then hop from the yellow wooden crossbeam through the gap to your left back onto the ship. Go north and use Lash on the rope coil there. Head around the elevated ledge and climb down the two vines. Head to the left-most part of the small platform that you're now on and use Pound on the gray pillar. Now, jump on to the small pillar you've just created and jump south, then east on to the board and east once more on to the side ledge. Head south and make your way under the wooden crate. Use Felix's Move Psynergy to move the box one to the left. Now, you're going to need to head \*all\* of the way back around by hopping on the wooden plank to your left and making your way up the rope above the log. Repeat the same process that you did earlier to get back to the other side of the box. Once you're finally on the other side of the box, use Move one more time to Move the box to the left and then push it into the water. You're now free to hop along the path and make your way to the large, marble stone at the end of the mast. ...And now we have a problem. You currently do not have the Psynergy that you need to find the secret in this rock! Don't yell at me yet, because your actions will be saved so you can conveniently come back later. So, you will now want to head back out of the ship area and back into town. Before leaving the whole party will pop out and Felix will ask you if you're sure that you're ready to leave or not. Tell him yes and exit to the town.

Before you leave Alhaфра, head to the northwest part of town and climb the first large set of stairs then head left. Use reveal on the rock in the middle of the tombs to reveal a treasure chest which contains a Psy Crystal. Once you've obtained the Psy Crystal, climb the remaining set of stone stairs and enter the building that was previously guarded by two guards. Head in the room just to the left of where you entered. Talk with the mayor and the elder who are angry about the ship not being repaired. Once you're done, go and talk to the mayor of Alhaфра in the main room. After doing that, you are now free to exit the town (you may want to stop at the inn on the way out if you're injured.)

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## Section 19: New Continent

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Once you're back on the World Map, head south and enter Yampi Desert again. Head all of the way left on the first screen until you reach a ladder against the left wall. Climb it and exit to the left. Continue back through Yampi Desert until you reach the exit to the west of it.

From here, head north along the dirt path until you reach the land bridge connecting Osenia and Indra.

When you arrive at the land-bridge, climb the vine and hop across the stone pillar to the left. Climb down the first vine and exit the screen to the left. Head southwest, cross the bridge, and head southwest past Madra. Follow the path north and cross the bridge going West. Head southwest until you come to a bridge that you should cross. Head north until you reach a bridge going west. Cross it and continue heading west until you come to a cliff connecting two continents on the map.

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## Section 20: Gondowan Cliffs

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Gondowan Cliffs has pale green grass with some sand as well as purple cliffs. When you enter Gondowan Cliffs you will notice a small dog standing in front of you. If you look closely, he's smells something beneath the ground to his left. So, use Scoop on the small dirt patch left of him to reveal a water sprout. Use this to hop on to the cliff to your left. Slide down the crevice and hop to the cliff to the left. Head south and climb the vine. Take a left and climb a vine when you get to it. Climb the vine on the next ledge and head to your left. You'll come to three crevices that you can slide down and will also see a Mars Djinni. You will want to slide down the middle crevice, then hop across the gap. When you come to a dead end, push the large wooden stump into the ocean. Now, head back south and slide down the crevice. Climb down the vine and start hopping. Hop west, west, west, north, north, west, north, west, west, south, south, west, north, north, north, east, east, east, east, north, north (on to the log you just pushed down), north, west, west and then climb up the vine. Head north and climb up the next vine that you come to. Head south and jump to the ledge to your left when you can. Head north, climb the vine and then go south to find a Sleeping Bomb in the treasure chest. Go back down the vine you just climbed up and head south until you reach a vine that you should climb down. Head north and climb up all three vines and then head east. Climb another vine and head east yet again. Don't climb the next vine you see, but instead head south to find the Mars Djinni.

Save before you fight the Mars Djinni, because if he runs you'll have to head all of the way out Gondowan Cliffs before fighting him again. The Mars Djinni has about 400 HP and has a few powerful attacks, although he doesn't use them that often. After defeating him you will obtain the Mars Djinni Kindle.

Once you've captured the Djinni, head back north and go up the vine. Then, head down the next two vines and then head south to find a Laughing Fungus on the ground. Once you've obtained that, head back up the two vines you just climbed, then head west and down the other vine. Head northwest past the small puddle of water and keep going as the path starts heading west. Climb down the vine, head west, and climb down the next vine. Now, cross

the tight-rope and then climb down the two vines. Exit Gondowan Cliff  
along the path going west.

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Section 21: Naribwe

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To reach Naribwe from Gondowan Cliffs, simply head north along the dirt path and you'll come across the town after a small amount of walking. Naribwe has a lot of dirt and mud on the ground as well as large Totem Poles sticking up at the entrance and in other various parts of the village.

The first thing you'll probably want to do when you enter Naribwe is to stop at the inn. When you go outside of the inn, use Lash on the rope coil in front of the inn and climb the rope you just made. Climb down the wooden pillar with a vine on it and grab the Thorn Crown from the Treasure Chest. Your next stop should be the Weapons and Armor shop that has a good selection of new weapons. Make sure to check out their Artifacts section as well, since this is one of the first Weapon and Armor shops to have any Artifacts. From the Weapons and Armor shop, head north to a house with two doors. Inside of this house, head through the door in the northwest corner of the room and go out the front door in the next room. Use Whirlwind to get rid of the bush blocking the ladder and then climb it. Use Reveal in the center of the Totem Pole circle to reveal a treasure chest with a Unicorn Ring within it. Once you have obtained this ring, head back through the house and out the door.

You now have the option of heading to the northeast part of town and stopping in the house with a skull on the outside to get your fortune read. Talk with the Witch Doctor inside and then select one of your items and he will tell you what he feels lies ahead. One of the more interesting items to use is the Shaman's Rod. Overall getting your fortune read is pretty useless but it's only 20 coins. Once you're done, exit the town to the north.

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Section 22: Kibombo Mountains

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To reach Kibombo Mountains, simply head northeast of Naribwe. It's not that far up the path and you should see it within a few seconds of walking. Kibombo Mountains is characterized by its brown color. Both the ground and the cliffs are brown in Kibombo Mountains.

Head northwest when you enter Kibombo Mountains and climb three flights of stairs. When you get to a main staircase, head north. You will be stopped as a few guards start talking. They will discuss how no one is allowed to pass into Kibombo during Akafubu's ceremony. This means that you will need to not be seen by any of the guards (think Lunpa in Golden Sun).

In order to not get caught you will need to take an alternate route. Head to the right of the main stairs and push the wooden crate there as far right and north as it will go. Then, push the wooden crate you haven't moved yet one to the left. Climb the vine and hop across the two wooden pillars to get to the ledge on the right. Climb the vine and head northwest on the next ledge. Cross over the sign to the gate to the town. From there, head southwest and push the wooden pillar to the left. Climb the vine and then head up

the stairs.

You will now find a guard patrolling back and forth. You will need to push the crate to the right while the guard is moving to his right. Push the crate right only one square at a time so that you don't get caught and sent back to outside of the town's gate. When the crate is all of the way to the right, and climb up the vine when the guard isn't looking. On this ledge, head to the right and slide down the first crevice you come to. Go northeast and grab the Disk Axe from the treasure chest. Now, go back to where you slid down the crevice and push the crate all of the way south and all of the way west. The grad won't be able to see you when you're pushing the crate. Climb up the vine and head to your right. Use Lash on the rope coil and then climb down the rope. Head south, climbing down a vine when you come to it, and push a wooden pillar with a vine on it south. This will make it easier for you to get back if you get caught later. Head back north all of the way to the next screen.

On the next screen, head north until you come to another wooden crate. Push it all of the way to the west and then one square to the south. The objective here is to push the wooden crate on to the guard so that he'll be trapped in the box and you can get the treasure chest. Once you've successfully done this, head down the vine and grab the Power Bread from the treasure chest. When you've obtained the Power Bread, head west and the north just a little. Look for a wooden pillar to your left that has a vine that will allow you to climb up it. Climb it, head north, and then hop across the two wooden pillars to the cliff with a wooden pillar on it. Push the wooden pillar one north and two east. Time your push of it off the cliff so that it traps the dog above it. Go across to the other side and climb down the vine. Get the Tear Stone in the treasure chest and then head back up the vine, and make your way back to the previous screen using the exit on the cliff that you came in on.

Re-enter the screen with the dog and once again push the crate on to the guard. Make you way back to where you pushed the pillar down to block the dog but this time push the pillar down when the dog is below it to trap the dog below the pillar. Then, head back across the pillars and climb down the wooden pillar with a vine. Head north trying to stay as close to the bottom wall as possible. Make your way into the cave to the right of the crate with the dog bone on it.

You are now in a cave. Head clockwise around the path to come out the other side. When you get outside of the cliff, head up the two vines. Head west and climb down a vine when you reach it. Head west again and climb down another vine. You will see a Jupiter Djinni on the top of a cliff that you won't be able to get at this point in the game. So, head down the multiple flights of stairs and when you reach the bottom hop west across the river via the small stone. Go north and then head out of Kibombo Mountains to the east.

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Section 23: Kibombo and Gabomba Statue

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When you get back on the world map, head west across the bridge. Go north along the narrow strip of land and head northeast along the path. Eventually the screen will start to darken as day turns to night. You will see Kibombo north of you before a chain of mountains.

You will notice that all of the buildings in Kibombo have their doorways blocked

by torches since there is a ceremony going on. So, you will initially be unable to go to the inn or Weapons and Armor shop. There is also a crowd blocking the path to the north. So, head near the bottom of the town but don't exit to the world map. In the southwestern corner of town there will be a rope coil that you should use Lash on and then climb. Once you're on the ledge, hop on to the red totem pole to your right and make your way all of the way to the ledge on the eastern part of town. Head north until you can go no further and then hop on to the totem poles to your left. Jump across the center two totem poles and then head south. Hop on to the house and then on to the cliff on the western edge of town. Head north to the next screen.

As soon as you enter the next screen you will see Akafubu performing a ceremony on a large statue. He is surrounded by guards who are helping him pray to the statue. Once you have control again, head north to find the person who you found in prison in Madra, Piers. Your whole party will pop out and have a discussion with Piers. Suddenly, you will see the Witch Doctor use Lift on Pier's Black Orb in Gabomba's hands and bring the statue to life. Piers will then look confused and stare at the statue. You will gain control again. Head north and climb up the vine. Heal all of the members of your party using Felix's Cure Well and then grab the Psynergy Stone. Climb back down the vine and use Felix's Move to push the wooden pillar to the left. When Felix uses Move, Piers will suddenly yell out to Felix and your whole party will pop out again. Piers and your party will talk about Lemuria and Babi for a while. Once everyone is done talking Piers will join your party and you will have your fourth party member.

At this point you will probably want to send the spare Mercury Djinn that you have over to Piers. Piers will already have two Mercury Djinn of his own as well as some handy spells such as Freeze, Ply, Ply Well, and Douse. Anyway, head north, across the wooden pillar that you pushed earlier and head clockwise around the path. You'll come to a vine that you should climb down. As soon as you climb down the vine, you'll find three rocks surrounding an X. Use Scoop on this to reveal a ladder that you should climb down.

You will now be in Gabomba Statue. Head west and then south, then east, and south once more. You'll pass two gears along the way. Once you're at the south wall, head west, north, and then west again. Go south through the open door and then climb the ladder between the two gears. Head north and then climb the next ladder.

The next room that you find yourself in has green tiles and orange walls. From the ladder, head northwest and then head west when you reach the north wall. Heading down the first path going south will bring you to a treasure chest that is really a Mimic. It doesn't have that much HP, so I recommend fighting it for the EXP, Coins and Hard Nut it drops. The second path going south leads to a treasure chest with a Bone Armet in it. The third path going south is just a dead end, so head down the forth one. Climb the ladder to get to the next floor.

This floor is the first floor that you will have to make use of the gears. Head south from the ladder and then go west until you reach a wall. Head north and you'll come across a Rope Coil. You will want to time your use of Lash so that the pillar that the rope extends to is diagonally up and to the right of the rope coil. This will stop all of the gears in the room. Head south from here (there is no need to climb the rope) and go up the middle path. Head up the ladder to the east.

The first thing that will catch your eye on the next floor is the Venus Djinni surrounded by gears. Head south to the southern wall and then hop across the gap to your left. Head west and go across the small ledge going left. Head

around the gears going north. Climb the ladder to the east.

The next floor will have you surrounded by gears. Head between the two blue gears and then go down the south path. Head past the ladder and go north past the gears and around the bend when you reach the north wall. You'll suddenly see a rat jump across the gears in an example to what you need to do to find where you're going next. Continue heading south and make your way past the two blue gears and hop across the gap to your left. Head north and then head back across the gap to your right. Climb down the ladder, then head around the gears in the next room and go down the ladder again. Head north and then east and then south. Take the path going south that's furthest to the left. When you reach a color changing gear, use Pound on the stone pillar next to it and head back up the two ladders. Jump back across the gap and make your way to where you saw the rat jumping across the gears. Hop on to the red gear going west. When you're in the center of it, hop to the blue spinning gear above you. Hop to the small green gear to your right, and then the small green one below it. Walk on to the blue gear and then hop to the green gear to your right. Jump north on to the blue gear, then jump east across the green gears. Hop south on to the red gear to finally get back on the ground. Head around the red and blue gears and start heading east. You'll see a ladder that you can get to by simply going south around the blue gear and then heading north. Climb the ladder to reach the next floor.

Head around the gears clockwise on this floor and climb down the ladder. Take the path to your left first on the next floor and grab the Elixir from the treasure chest south of you. Head back north and take the path to the right. Head south until you reach the southern wall where you should start heading west. Pound the second of the two pillars the make the color changing gear come down. Head back to the ladder and then climb it and the next one on the next floor. Head back west and make your way back across the gears. You should end up next to the red gear. Head south, going around the gears there and climb the ladder when you get to it.

On the next floor, head north through the large red gears. Head to your left and climb the ladder. On the next floor you will see a statue in front of a large wooden block with two gears on either end. There is nothing to do in this room yet, so head up the ladder to the right.

As soon as you reach the next floor you will hear Akafubu trying to perform the ceremony again. Your whole party will pop out and then you'll see the outside of Gabomba Statue. He will lift the black orb again and use a magic spell on it to make the Gear Tower come alive. Inside, electricity will start flowing and some new pillars will appear. The characters will deduct that the path for the electricity isn't set up properly and that they should help out Akafubu so that Piers can get his orb back. When you have control again, head to the north part of the room and use Pound on the pillar there. This will cause the brown platforms to start floating in the air.

The object to the puzzle here is to rotate the floating platforms so that the electricity lines connect to flow electricity correctly. To rotate the platforms, step on either one of the brown platforms surrounding the center pillar. If you make a mistake, pound the center pillar to make all of the floating platforms come up again.

You will want to set up the pillars as follows: The top left should be a horizontal line. The top right pillar does not matter shape. The pillar one square below these two should be shaped like an "L". The pillar one square below that should be a vertical line. It does not matter how you place the broken pillar (the one with all of the dots on it). The left-most pillar should be a horizontal line. The pillar two squares to the right of that one

should be shaped like an "L". Once you have all of the pillars in place wait for Akafubu to perform the ceremony again.

Both electric currents should reach the center totem pole. Once they do, you will see a close of up Gabomba Statue coming alive. It will stick its large tongue out and eat the Black Orb. Akafubu will enter through via the tongue. You will see the whole party looking at the statue on the floor below the electricity floor. Suddenly, the Black Orb will come in through the gears and so will Akafubu. Jenna will show Akafubu how you made the electric current reach the center. He will then have an idea and will reveal a hidden door. Shortly after this you will get control back.

Follow the Witch Doctor through the door. Head north in the next room until you reach a dead end. Suddenly, the platform you're on will start to descend like an elevator. Head north when it reaches the bottom.

Head north in the next room to find the Akafubu standing next to another statue. He appears to not know what to do next, so it's up to you to figure out. Go up to the statue and "talk" with it to have the Black Orb start to float in the air. The statue will talk to Akafubu and proclaim him an official witch doctor. A treasure chest will come down but Akafubu will not notice it and the statue will bring it back up again. However, he will give you Pier's Black Orb which you will use to control Pier's ship.

You will now find yourself in a small room talking with Akafubu and his father relaying the things the Great Gabomba told you. Shortly after that you will gain control of Felix again. Climb down the ladder and exit the Sanctum that you're in. When you exit back in to town you will notice that it's daylight and all of the shops are now open. So, head to the Inn and the Weapons and Armor shop to replenish your characters and stock up on the latest equipment.

Once you've done that, head to the north part of town and go back in to the gear tower via the tongue Entrance. Head down the ladder on the left and use Lash on the rope coil on the western ledge in the next room. Head down the ladder to arrive at the next room. Head north along the west path and hop on the Red Gear. Make your way to the right and come down the red gear there (see previous description on how to do this if you don't remember.) Now, go on to the left pink gear and fall to the floor below. You will now be right next to the Venus Djinni. Simply walk up to it to battle it. The fight won't be too hard as your characters should be at pretty much full HP and PP after stopping at the inn. Once you've captured the Venus Djinni Steel, use Felix's Retreat to leave the Gear Tower.

You are now done with Kibombo and you should exit to the world map.

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Section 24: Back To Madra

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Head southwest from Kibombo, head south down the narrow strip of land, cross the bridge and go back in to Kibombo Mountains. On the first screen in Kibombo Mountains, head up the first three flights of stairs but not the last one. Head south and use Piers's Freeze on the puddle to turn it into an ice pillar. Once you've done that, climb the last flight of stairs and head south. Hop on to the ice pillar and then on to the ledge to your right. Climb the vine and then use Growth on the wobbling plant to the left of the vine. If you do not have Growth, simply equip 1 Mars Djinn on Felix. Climb the vine you just created to find a Jupiter Djinni that you can get after battling it.

The battle should be pretty easy. Concentrate on using strong Water and Fire Psynergy on the Djinn. Once you've captured the Jupiter Djinni, Waft, climb down the vine and then up the vine to the right. Head south along the ledge and eventually you'll come to the exit to the next screen. Slide down the crevice, head south and climb down the stairs. Head south along the ledge and climb down the two vines. Climb down the ladder, then head down the multiple flights of stairs to exit Kibombo Mountains.

When you're back on the World Map, head south along the path. Cut through the forest to your south when the path starts to be blocked by it. Pass Naribwe without actually going in it. Continue going south until you reach Gondowan Cliffs on the east coast.

Climb up the two vines in Gondowan Cliffs and cross the tight rope going right. After crossing the tight rope, climb up the two vines and head east. Don't go up the next vine that you see quite yet. Instead, head south and freeze the puddle of water. Now, head north and climb the vine. When you're on the ledge, head south and hop across the ice pillar to the ledge to the west. Slide down the first crevice. Thanks to Ken Nguyen for this information:

"I suggest to slide down the first crevice but don't slide down the second. Instead, run to the right and get the Healing Fungus which you can trade for a Mars Djinni in Madra at the house that has 2 stories. Talk with the old man inside and give him the green mushroom, he'll go upstairs and bring down a Djinni for you."

After getting the Healing Fungus, head back and slide down the third crevice, climb up the vine to the east and use Lash on the rope. Climb it, then head down the vine and then slide down the crevice. Hop across the gap to the east and continue along the path until you reach the exit of Gondowan Cliffs.

Head east from Gondowan Cliffs, across the bridge. Head south and cross another bridge. Hug the south coast going east until you see a path going north that you should take. Cross the first bridge that you see that will be going to the east. Enter Madra that's southeast of the bridge.

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#### Section 25: Madra Part 2

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Head up the stairs when you enter Madra and stop at the inn. Once you've healed your characters, head towards the west part of town but go south when the road reaches an intersection. Enter the two story building and talk with the old man. After talking with him the in-game menu will pop up. At this point you should Use the Healing Fungus you got at Gondowan Cliffs. They will then proceed to give you a Mars Djinni, Char. Once you've obtained the Mars Djinni, exit the house and head towards the west part of town.

A woman with red hair will say something aloud about her sister Menardi but you should ignore her for now. Head up the stairs to the left of her and enter the house. When you enter the house, head to the left where a large group of people including the mayor are standing. Piers will talk about how he got his Orb back and then he will allow your party to come with him to Lemuria on his ship.

When you leave the house, the mayor will have a word with you and will eventually give you the Cyclone Chip that allows you to use the Psynergy Cyclone when



equipped. After he goes back inside, Karst, who is standing next to the house, will notice that the mayor said the name Felix. After a discussion she will accept that her sister Menardi is dead along with Saturos. She then makes it clear that it is her goal to get revenge on Isaac who has been seen traveling. Eventually she runs off and the group will start discussing what to do about Isaac. Sheba will then say something about Jenna and Isaac being an item that will make Jenna pink with embarrassment. Shortly thereafter you will regain control.

Head to the east part of town and climb down the ladder into the cave. Head southwest in the cave's first room until you reach a door. In the next room, head counterclockwise around the black border and climb down the ladder to the south. Use Reveal when next to the door to reveal a hidden switch where the tablet was. Hit it to open the door. Head north, and then west along the paved hall. Head north along the path and enter the door.

You will now be in a hallway with blue floors. Head through the door on the right. In this room, head past the stairs going down. Take the stairs that go up in the north part of the room. The next room is just a long hallway. Head to the west side of it and go down the stairs. Grab the Lucky Medal from the treasure chest in the next room. Head back up the stairs, go back through the hallway and down the stairs. Head south through the next room to end up back in the main hallway. Exit through the door to the south.

You should now be "outside" of the building you were in. Head south until you can take a path going east. As soon as you get on the path going east, head north through the gap in the wall above. Freeze the puddle of water there and continue going north. When you can no longer go north, head south-east. Grab the Apple from the treasure chest. Go east from there and push the wooden pillar to the right. Once you've done that, head north until you come to a Wooden Pillar with a vine on it. Push it one square to the east and then climb it. Hop to the platform to your right and then go north on to the ledge. Head east and go down the ledge. Hop across the gap and then and then on to dirt mound to your right. Hop to the ledge to the right and start going south. You'll eventually come to the end of the ledge. At this point, hop on to the wooden pillar that you pushed earlier. Jump to the ledge to your left and across the gap. Use Lash on the rope coil and climb it. Slide down the crevice to get to the lower ledge and then head to the northwest corner of it. Hop on to the ice pillar to your left and then step on to the ledge next to it. Hop across to the ledge to your left with the door on it. Head through the door.

You will now be in the "building" that you were in earlier again. Go through the door on your left to reach a room with a broken bed and a treasure chest on top of a bookcase. Go to the north wall of the room and then face the bookcase. Use the Tremor Psynergy that you got when you were in the cave last time to knock the treasure chest on top of the bookcase in to the gap to your right. Head out the door and then out the building.

When you're "outside" again, head south along the western wall of the room. You'll eventually come to a blue ledge with a vine on it. Climb down it and get the treasure chest with a Mist Potion on it. Climb back up the vine and slide down the crevice. Now, head along the path going west. When the path starts to go north, follow it and go through the door.

You will now be in the "building" again. Head through the main door that's directly north of the door you used to enter. You will now be in a broken down throne room. To your left will be the treasure chest that you pushed down earlier. Inside of the treasure chest will be a Ruin Key. Exit the room and then head through the door to the right in the main hallway. Head

down the staircase just north of the door in the next room.

You are now in a room with a large red door blocking your path. Go up to the door and "talk" to it. After saying something, the in-game menu will pop up. Use the Ruin Key that you just got to open the door. When the door opens, the camera will pan north and you will see fire igniting around a Combo Tablet! This Combo Tablet will allow you to use a Moloch (2 Mercury, 1 Jupiter). Once you've obtained the item, use Felix's Retreat to exit the cave.

Stop at the inn if your characters need healing. Once you're done there, exit the town.

If you transferred your data from Golden Sun and talked with the mayor of Vault after Colosso then you will now get in a boss fight. If not, you can skip this section.

After exiting Madra you will be confronted by three bandits who heard you talking about Isaac. They will demand to know where he is and since you don't know they will get in a fight with you. See the Boss Strategies section on the Bandits for more information.

After defeating them, the Bandits will run off leaving behind a pair of Golden Boots.

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Section 26: Your Ship

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When you get back on the World Map, cut northwest through the forest and cross the bridge going west. Head north and cross another bridge going west. When you've crossed the second bridge, start heading northeast along the river. Once you clear the top part of the river, start heading due east past the cave. Eventually you'll come to East Indra Shore where your ship is beached.

When you arrive at the beach where your ship is, head south. Head southwest and freeze the puddle that you come across. Climb the vine north of you and then head back south. Hop across the ice pillar to the ledge to your left. Check the rectangular wooden crate to find a Cookie. Head back across the ice pillar and down the vine. Now, head south along the shallow water path south of your ship. Keep going along the path as it starts to go east. Climb the ladder when you get to it.

You should now be on the deck of your ship. Head to the door northwest of the ladder to have Piers jump out and use the Black Orb on the ship. He then says that you must reach the power chamber below deck in order to set sail. Once you have control again, head in the door to be inside the Lemurian Ship.

Head to the northwest corner of this room, grab the elixer from the bottom barrel below the door and then go through the door. Head southwest in the next room to find an Aqua Jelly aka a Squid. "Talk" to it to initiate a battle. The squid is not a very hard opponent to beat, since he basically has the strength of any random battle monster that you would find. After beating him, he will turn in to a puddle of water that you can pass through. Head south and climb down the ladder. Battle the squid there to form a puddle of water. Freeze it using Piers's Frost Psynergy and then climb back up the ladder. Head south and hop across the ice pillar to reach the treasure

chest. Once you've obtained the Potion, hop back across the pillar and head down the staircase to the east.

Head through the door in the east part of the next room. You'll now be in a room with a ton of squids. You will not have to battle them yet, however. Go through the door to the east. Once again go through a door to the right of you. In the next room, you will once again find many squids. Head down the ladder to the north and start battling all of the squids except the northernmost squid. Freeze all of the puddles that now exist and climb back up the ladder. Hop across the ice pillars and the wooden crate until you reach the ledge on the eastern part of the room. Head out the door to the south.

Go through the door to your right in the next room to enter a room with many blue pipes and squids in it. Climb down the ladder north of you and defeat the squid there. Freeze the puddle and climb back up the ladder. Use the ice pillar you created to jump to the ledge to your right. Destroy the squid there and freeze the puddle. Then, move the wooden crate one square south and one square west. Climb back up the ladder and go across the ice pillar to the ledge on the west side of the room. Climb down the ladder southeast of you and defeat and freeze the Squid there. Hop east until you reach a ladder that you should climb down. Head northwest and defeat and freeze the Squid there. Do the same thing to the squid northeast of the one you just defeated. Now, head back south and climb up the ladder. Head west until you get back on to the ledge you started on. Go to the northern ladder but don't climb down it. Hop across the ice pillars to the east until you can no longer go east. From there, jump north on to the wooden crate and then on to the ledge. Jump east on to the ice pillar and then on to the ledge on the east part of the screen. Head northwest and climb down the ladder. Kill and freeze the Squid there then climb back up the ladder. Head southeast and hop back across the ice pillar on to the ledge. Hop west on to the ice pillar you just created and on to the ledge to your left. Go through the door to reach the next room.

Head through the door to your left in the next room. You'll now be in a room that you were in earlier with several squids in it. A squid will get scared and jump under the make-shift bridge to your left. Climb down the ladder and defeat and freeze the squid there. Now, climb back up the ladder, cross the bridge and head through the door.

Go through the door to your left to enter yet another room with many squids. Climb down the staircase and go on to the box to the south. Hop across the gap and save your game. When you try to fight the squid on the box all of the squids will join up with him and become Aqua Hydra. See the Boss Strategies section on information on beating him.

When you defeat the Aqua Hydra, there will be green water all around the room you are in. There will also be a green treasure chest that you will be unable to get at this time. Instead, hop across the boxes to make your way to the door in the northwestern part of the room.

Head through the door to your left in the next room and then head south, down the ladder. You'll now be in a cave of some sorts with a torch that you can push. So, push the torch on to the water droplet in the center. Once it's there, have Piers use his Douse Psynergy to fill the torch with water. This will open the door in the center of the room. Go through it to reach the next room.

Head east, then south, then east again in the next room. Go through the door when you reach it. You will now enter a room with a small ledge in the middle of it. Your party will pop out and Piers will start talking. He'll go up

to it and use a Psynergy on it. All of the sudden, you will see the ship moving on the World Map.

You'll see your party on the deck of the ship. Piers will incorrectly tell Felix to man the tiller (there is no tiller on a boat with a steering wheel) and then the party will discuss where to go next.

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Section 27: N Osenia Islet

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To reach N Osenia Islet head northeast in your ship. N Osenia Islet is located on the first small island that you reach when heading northwest from where you initially got your ship. When you reach the beach of the island, press A to have Felix get off of the ship. Head north to enter N Osenia Islet.

N Osenia Islet is characterized by its one horse in the northwest part of town. It is primarily a farming town as there are several plowed fields in the town. Head north in "One Horse" Town and enter the only house. Use Sheba's Reveal in the western part of the house to find a barrel that's sparkling. Check the barrel to find a Lucky Medal within it. You're now pretty much done with N Osenia Islet for now. That was quick, wasn't it? Head out of the town and get back on to your boat (press A when next to your boat to hop back on it.)

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Section 28: Apojii Islands

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Head east from N Osenia Islet for about 45 seconds (excluding random battles). You will want to get to the large set of islands on the very east part of the map. When you reach land, head to the north to find a beach to land. Enter the town directly to the east of where you landed.

When you enter Apojii, you will notice the abundance of palm trees and bamboo houses in this town. Head to the inn which will be right above you when you enter house and heal your party. Once you're done doing that, buy the latest weapons and armor from the item shop to your right. Then, head to the south part of town and take a right instead of going on to the beach. Hop across the small stream to the platform in the center of the town. Go north to find a large blue stone that sort of looks like a Hershey's Kiss. Use Piers's Douse Psynergy on the stone to cause the water to start turning the different colors of the rainbow.

You will then see the multi-colored water head south to Aqua Rock which will be your next destination. You will also see several water spitting statues fall in to place because of the stream of multi-colored water. A guy with dreadlocks will think that his wishes have been answered and then you'll have control again. You are now finished with Apojii, so head back west and then north to the world map.

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Section 29: Aqua Rock

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When you exit Apojii, head west and hop on to your boat. Head west when you get back on your ship and go around the islands counterclockwise. Keep going until you reach the "6" o'clock position which will be pretty much due south of Apojii. There will be a beach here that you will be able to land on. Head counterclockwise around the pond in the middle of the land mass that you're on. When you reach a narrow strip of land, head north on it to reach Aqua rock.

Aqua Rock is characterized by its blue cliffs and its abundance of water. When you enter Aqua Rock, head north to come to those five water spitting green statues that you saw earlier. Head past them, taking the path west of them. Take the path south when the path you're on forks. Keep going along this path until you reach a ladder that you should climb. You will see several waterfalls on the ledge that you're now on. A few of them, including the one to your left, will disappear for a few seconds at a time allowing you to get pass them. So, wait for the waterfall to your left to disappear and then quickly pass through it. Climb the ladder to the left of the waterfall to reach the next ledge. Head past the waterfall to your right and climb the ladder. You will now have the option of climbing the ladder on your left or the ladder on your right. Choose the ladder to your left, since the one on the right is currently impossible to climb. When climbing the ladder, you will need to dodge the water coming down on to the ladder a few times. The first time won't be so hard as you're just passing the waterfall to your left. The second time, however, you will need to start climbing the danger area as soon as the waterfall starts disappearing. If you time it right, you should be able to get through. When the ladder offers two paths, take the one to the right and finish the climb to the ledge above.

When you reach the ledge, head to your left, past the water spitting statue to reach a wooden pillar. Push the wooden pillar to the right, past the statue while being careful to avoid getting pushed down the mountain yourself. Push it all of the way to the right so it blocks the water being spat by the statue on the right. Now, climb back down the ladder to reach the ledge below. You can now freely climb the ladder to your right, which you should do. Climb the ladder above you when you reach the ledge to get to the next screen.

Climb the ladder above you on the next screen, then head east. Intentionally fall down the middle of the waterfall. You will be stopped by a rock in the middle of the waterfall. Head to your right and get a Nut from the treasure chest. Now, fall down the waterfall again. Head down the ladder to your right and use Douse on the statue that is not spitting water to make it start spitting water. Intentionally fall down the waterfall to your left and then down the waterfall you just created to land on a ledge below. Head south along the path and continue to go south even when the path forks. Head north when the path forks again and then stay to the right. You will come to another large blue stone. Use Douse on this will cause the waterfall above you to start glowing and flowing up.

Now, head back south but take a left when the path forks. You will come to two disappearing waterfalls and a ladder with two paths. For now, head up the path to your left. The most difficult part of this path will come when you need to climb a danger area on the ladder vertical twice. Do not try to climb this all of they way. Instead, sidestep to the path going in a circle to the right. Climb this, then cross the waterfall again to reach and continue to climb the ladder to reach a ledge with a treasure chest on it. Grab the Elixir from the chest and then either climb down or intentionally fall down to the ledge below. Now, it's time to take the path to the right. The path to the right is even tougher, as you need to do the risky two vertical climbs in danger areas four times. All I can say is that you will need to perfect your timing so that you go exactly after the waterfall passes you. Once

you've reached the top, climb the ladder leading to the next ledge. Climb another ladder to your right and step in the glowing waterfall to your right. You will be shot up to the next screen.

Head north on the next screen until you come to the northern wall. Now, cross the waterfall going right and then head southeast. You will see a blue stone that you should Move two squares to the right. Head north and also Move a blue stone to the right. Now, head back to the blue stone that you moved originally and go between it and the rocks to the north. Use this to cross the waterfall. Now, head north to the ladder but don't climb it. Cross the waterfall to your left to get to a platform with a treasure chest on it. Once you've obtained the Oil Drop, head back across the river and climb the ladder to the north. On this ledge, head to the west and climb the ladder. Freeze the water puddle there and then head north and freeze the two water puddles there. Head back down the ladder and head east. Climb the ladder, head north, and climb another ladder. You will now be on a ledge with stones blocking the path in the middle and north. So, head clockwise around them and head north. Cross the two ice pillars to reach a ledge with a treasure chest on it. Grab the Mist Sabre from the chest and then head back east. Head south on the ledge you're now on until you see an ice pillar to the west. Hop across it and climb down the ladder on the south part of the ledge. Head west to the next screen.

Head down the first ladder but not the next quite yet. Instead, head northwest to come to a large blue stone that you should use Douse on. This will create a current going down to the lake below. Head down the two ladders to the east and then head west and hop on to the floating platform. Make your way into the center where the gold stars are to fall down to an underground cave.

Head south across the floating platforms to reach the next room. Heal all your party and then use the Psynergy Stone next to the door. Once you've restored your party's PP, hop on to the floating platform to your right. Head south, then east, then north and head through the door. Head through the door right above you in the next room.

You'll now be in a room with a large lake in the middle and holes spitting hot air on top. Head north to come to two holes spitting hot air with wooden pillars next to each of them. Push the wooden pillar on to the hole to the left and then cross the hole. Now, stand about 3/4 of a square to the right of the wooden pillar that you just moved and Move it to the right. Once you've done that, get as close to the hole spitting air to the right of you and use Move on the wooden pillar to move it on to the hole. Head past it and then use Move to move the pillar to the left. Now, climb the ladder to the right and hop across the pillars you moved to grab the Vial from the treasure chest. Head back east and climb down the ladder. Head south around the lake and go through the door when you come to it.

In the next room you will see a green statue spitting water in to a lake. There will also be a wooden pillar to the left of it. Move the wooden pillar in front of the statue to drain the water in the room. Now, climb down the ladder and freeze the three puddles still left in the room. Head back up the ladder and use the ice pillars that you just created to jump to the ledge on the right side of the screen. Head south to reach the next room.

Head south in the next room until the path forks. When it forks, you will want to take the path going to the north. Continue heading north when the path forks again to reach a door that you should go through. Head through the door northwest of you on the next screen.

You'll once again be in the room with the large blue stone in the center. Hop east across the yellow floating platforms to reach the platform with the large blue stone on it. Use Douse on the stone to create a golden walkway over water going west. Walk across this to reach a ledge on the northwest corner of the room. Head through the door there to reach the next room.

In the next room, head north and take a left when the path forks. Hop on to the floating yellow platforms to reach the ledge to the left. Head north on this ledge until you come to another yellow floating platform that you should hop across to get to the ledge on the top of the screen. Head east on this ledge to come to two holes in the wall shooting hot air. Use Move on the wooden pillar to move it to the right. Now, head in to the remaining stream of hot air to be pushed down. Hop on to the yellow platform below you, then jump right and then north. Head northeast along the platform to reach a door that you should go through.

You will now be in a room with a statue that is not spitting water and another large blue stone. The first thing that you want to do in this room is to head down the ladder and move the northern pillar one square to the right and one square south. Go back up the ladder and use Douse on the statue to make it start spitting water. This will cause the room to fill with water. Once you've done that, use douse on the large blue stone to create a golden pathway that you can walk on. Use this pathway to reach a ledge with the door to the next room.

Head east in the next room, hopping across the two gaps of water. Go down the stairs when you get to them. Head northwest in the next room to reach another set of stairs that you should go down. You'll now be in a room with purple walls that has a Psynergy Stone in the middle. Unfortunately, you can't get it yet. Head through the door east of where you came in for now.

Climb down the ladder in the next room and start heading south. When the path ends, you should see some yellow floating platforms to your right. Hop on to these and head south to reach a ledge to your left. Climb the ladder on this ledge and head south to get to the next room.

You will notice a large waterfall to your left in the next room. Head into it at the northern-most point possible and start to cross it. Head south along the ledge on the left until you come to a ladder that you should climb down. Your goal here is to get right next to the wooden pillar to the right so that you can move it. So, cross the waterfall along the northern cliff and try to stay that far north until you reach a spot with a rock below you. Move the wooden pillar to your right and then head back to the ledge on the left. Climb the ladder and cross the waterfall so that you end up landing on the wooden pillar you just moved. Hop to your right to reach a ledge with a treasure chest on it. Grab the Tear Stone from the treasure chest and then intentionally fall down the waterfall. Cross the waterfall going right to reach the platform on the right. Head through the door to reach the next room.

You will now be in a room with a green water spitting statue to your left and several yellow floating platforms below you. Hop on to them and then go east, south, east, east, east, and jump to the ledge south of you. Head west and continue along the path until you reach a door in the northwest corner of the room that you should go through.

Climb down the ladder in the next room and head northwest. Climb the ladder when you come to it and use Douse on the statue to your right. After the room fills with water, hop across the floating platforms to the east to reach the ledge in the northeast part of the room. Climb the ladder here and go

through the door.

In the next room, head west across the yellow floating platform to the ledge to your left. Go through the door here. Climb down the ladder in the next room and push the stone block one square to the left. Freeze the puddle to the left of the stone block and then climb back up the ladder. Use douse on the statue to fill the room with water. Hop south on to the yellow floating platforms and then make your way west. Eventually you'll come to a ledge with a treasure chest on it. This treasure chest has a Water of Life on it which will revive a fallen character. Exit the room from where you came in and then re-enter it. This time, push the stone pillar all of the way to the left and douse the statue again. Hop to the ledge in the middle of the room and exit through the door there.

Head north in the next room and hop on to the yellow floating platforms. Make your way northeast and use Move on the wooden pillar in your way. Jump on to the platform of the pillar you just moved and then head north via the floating platforms. Go through the door on the north ledge you're now on.

Move the wooden pillar all of the way east and all of the way north in the next room. Now, climb the ladder and hop on to the wooden pillar you just moved. Jump north and go up the stairs.

Cross the long tightrope in the next room and climb down the ladder once you get off of it. Head as far east as you can on the ledge you're on. When you reach a dead end, hop on to the yellow floating platform to the west. Make your way south to land on a a platform with a door going south that you should go through.

You will now be in another room with a large blue stone and a statue that is not yet spitting water. Head down the ladder to find a \*ton\* of pillars with electric directions on them. Starting with the western most "fixed" pillar (which is a pillar you can't move) that has an L shape to it, place a "7" shaped pillar 4 squares east of it. Place a "J" pillar 4 squares east of the southern most "L" pillar. Finally, place a "|-" pillar in the northeast corner of the screen. Now, double check to make sure your path makes sense for electricity to pass through it. Climb back up the ladder, use Douse on statue to fill the screen with water then use Douse on the large blue stone. If done correctly, you will be able to walk across a golden path to reach the ledge on the east side of the room. Exit through the door when you get there.

Head north on the next screen and go down the stairs. Push the wooden pillar to the right in the next room and use it to jump across to the ledge to the right. Go through the door on this ledge.

Head north in the next room. Take a right when the path forks and hop on to the floating yellow platforms when you reach them. Head south on to the platform in the middle of the room and then left on to the yellow floating platform. Hop north to reach a long ledge. You will see a treasure chest to your right that is really a Mimic. The Mimic has about 775 HP, but I do recommend fighting it because you're about to get a Psynergy Stone. Once you defeat it, heal your party and then head to the left. Go through the door at the end of the path.

You will once again find yourself in the room with the purple walls. This time, however, you can get the Psynergy Stone in the middle. Hop south to floating yellow platforms and then hop west to reach the platform with the Psynergy Stone on it. Hop south from here and exit through the door.



You'll enter the next room through an opening in the large waterfall. Head south to find a large blue stone that you should use Douse on. This will create two golden walkways. You will want to take the one that leads to the left first. Hop from the "|-" platform to the regular floating platform to your right to reach the treasure chest. Once you've obtained Lucky Pepper from there, head back to your right and take the path to the right. Keep going along the golden path until you reach an "L" platform. Head south from here and hop on to the large platform in the center of the room. Climb the ladder to your left to reach a treasure chest. Inside of the treasure chest is an Aquarius Stone. Once you've obtained the Aquarius Stone, climb back down the ladder and hop back on to the yellow floating platforms to your right. Make your way to the ledge on the right and then head south. Go through the door on the left when you come to the two doors.

Head southwest on the next screen and hop on to the yellow floating platforms when you can. Go through the door in the middle of the stairs and the yellow water spitting statue. Head north in the next room to reach a small table. "Talk" to it to notice that something can be placed on it. The in-game menu will then pop up. Placing the Aquarius Stone on the ledge will part the sea a la Moses in Exodus allowing you to pass into the door to your north.

Hop along the yellow floating platforms to reach a large staircase that you should climb. Head to either the left or right and climb down the ladder when you come to it. Climb up the ladder in the middle and obtain the tablet. Piers will pop out and will go up to the tablet. Once he's done, the water will rise and it looks like you're trapped! Not to fear, as Piers has now learned the Parch Psynergy which will get rid of the water. Use it to be able to exit this room. Head back south through the next room.

In the next room, head east and exit through the door there. Climb up the two ladders in the next room and head north. Make your way to the northeast corner of the room and exit through the door to the south. Climb down the ladder and cross the waterfall to the right. Climb up the ladder on the right ledge and head north. Use Parch when facing the water spitting statue there to dry the waterfall. Once you've done that, head south and go down the ladder. Go north where the waterfall once was to find a Mercury Djinni. Save before you battle because the Mercury Djinni really likes to run! in fact, you may need to use Sleep Bombs and Sheba's Sleep Psynergy if you want any chance to catch this pesky Djinni. The Djinni also has some strong attacks that it likes to use freely. It's got about 500-600 HP so it will take about 4-5 turns to kill it. This will be one of the harder Djinni battles. When you finally do catch the Mercury Djinni, Steam, head out of the room from the entrance you came in. Go back south and through the door on the left.

Head south in the next room to find a treasure chest submerged in water. Use Piers's Parch Psynergy to get rid of the water. Once the water is gone, climb down the ladder to get the Rusty Sword from the treasure chest. It's not very useful but you can sell it. Climb up the ladder south of the treasure chest to find a door leading out of the cave. Use Retreat when you get out of the cave to exit Aqua Rock.

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Section 30: Sea of Time Islet

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When you're back on the World Map, head counterclockwise around the lake to reach the beach with your ship. When you're back in your ship, head clockwise around the large set of islands to go back to Apojii. Heal your characters at



the ladder you climbed earlier. Climb it again and hop across the wooden pillar to the ledge on your right. Head right once more and climb the ladder when you get to it. Head up the ladder to your left to reach the next screen.

You will have the option of heading up the ladder to your left or the ladder to your right on the next screen. Take the one to your left and climb either path to reach a green vine. Climb up this vine to reach the ledge above you. Head up the ladder to your right on the next ledge and then go left. Climb down a ladder when you get to it and then the one after that. Head to your left and use Sheba's Whirlwind on the hanging vine to swing it next to you. Swing across the gap to reach the other side. Use Move on the wooden pillar to move it to the left, then head back across the vine using Whirlwind again. Climb down the vine below you and then head to the left. Climb the ladder, the vine and then the small ladder after that to reach the ledge with the wooden pillar on it. Push it to your left and then climb the ladder it was blocking. Head right and climb the ladder to reach the next ledge. Go left to reach the next screen.

Climb down the ladder to your left when you enter the next screen. Climb down the vine and then down the ladder. Hop left across the two gaps and climb the ladder/vine to your left. Head to your right and use Whirlwind on the vine to reach the ledge to the right. Climb the ladder/vine to your right to reach the next ledge. Head left and use Whirlwind on the vine to swing to the other side. Climb the ladder to the left and then the one right above it to reach the next screen.

You will find two ladders leading to the same path on the next screen. Climb the ladder on the right and stick to the right until you can't go up anymore. At this point, head left and then north. Take a right at the fork in the ladder path. You'll reach a square section of ladder. Here, head up one square and then stick to the right to avoid a Tiki popping out of the mountain and knocking you off. When the path forks, head left but don't go to the extreme left. Head up the path with another square section of ladder. This time, go up the middle of it and keep climbing the ladder to reach the ledge above. Head up the small ladder to your right and then go around the stones clockwise. Climb the two small ladders and head around the stones clockwise again. Head to the east to reach the next screen.

Make your way northeast through the rocks to reach a wooden pillar that you should use to hop to the ledge to the right. Head east and the south to find a treasure chest with an Apple in it. Head back to the ledge to the left via the wooden pillar and then climb down the ladder to the south. Head to the right and climb the ladder there. Go north and push the wooden pillar all of the way south. Head back down the ladder and up the ladder to the left. Make your way right and hop across the wooden pillar to reach the ledge to the right. Head southwest to reach a ladder that you should climb down. Go up the ladder to your right and head clockwise around the rocks to reach a ladder that you should climb down. Climb the ladder to your right to reach a ledge with a large tablet on it. "Talk" with it to have Felix say he feels something. Use Sheba's Reveal to reveal a Dancing Idol creature. Talk with it to have it join you. Now, use retreat to get off of the mountain.

Head north and go inside of the cave. Go up to the tablet and "talk" with it to have it say a few things and then once again the in-game menu will pop up. Use the Dancing Idol item that you just got to move the red statues left and right of you. Head through the door to the right.

In the room that you're now in, head through the hallway and go up the stairs when you get to them. Head south in the next room and keep going around the hallway until you reach a staircase that you should go down. When you get

down the stairs you will see a lot of grass in the center of the room. Go into the center of this and use the Cyclone Psynergy that you got back in Madra to create floating, moving grass platforms. Head back up the stairs, through the hallway and out the room. Head back through the next room as well.

You should now be back in the main room. Head through the door to the left and go through the long hallway there. You'll now be in the same room with the floating and moving grass platforms. Head south on the ledge and hop on to the platform to the right. Make your way south on the platforms, then east, then north. You should eventually reach a ledge. Head north on this ledge and go through the door.

Head through the long hallway in the next room. You'll eventually reach a fork in the path. Take the path to the right and go down the stairs. Use Cyclone on the grass with a beam of light coming down on it to see an image of the Serpent below being hurt by the light. Go up to the stone tablet and use the Dancing Idol to move the statue to the right and once again harm the Serpent below. Head back up the stairs and head to the left part of the room. Head north through the path here to reach a door that will take you to the next room.

Head south in the next room and go past the grass there (if you used Cyclone on it you would have to fight reasonably hard flower monster.) Continue to head south until you reach a door that will take you to the next room.

Climb down the stairs in the next room and head to the right. Go through the door to reach another room with a stone tablet in it. Once again, use the Dancing Idol on it to move the statue to the right and weaken the Serpent once again. Head back through the door, go back left and climb up the stairs. Climb the ladder and start heading right. Go across the lower path but stay as high as possible on that path. When the paths fork again, take the lowest path and then the one right above it. Climb as high as you can when you reach the large ladder square and then climb off of the ladder. Use Whirlwind on the vine to swing to the ledge to the right. Climb down the stairs and go through the door to reach the next room.

In the next room you will see a stone tablet in the middle of a spider web. Use Cyclone on one of the grass patches to cause the stone tablet to fall to a room below. Slide down the crevice in the north part of the room to fall down next to the stone tablet. Once again, use the Dancing Idol item on it to move the statue to your left and weaken the Serpent a fourth time. Now, instead of going back through the hallways, use Felix's retreat to return to the beginning of the cave.

Exit the cave and then exit south to the world map. Head back to Izumo and heal your characters in the inn. Head back to Gaia Rock and go north into the cave. Go past the stone tablet and continue along the long hallway to the north until you reach the next room.

Go west in the next room and push the wooden block up twice, then right. Go to the north wall and get one square to the right of the second wooden block. Move it to the right and then get in the gap two squares below it. Move it to the right, then get one square below it and move it down. Repeat this process until you can move it into the small crevice to the left. Once you've done this, the path should be clear for you to go through. Head through the long hallway and out the door.

In the next room there will be a plant in the middle. You will need to use growth (Set 1 Venus and 1 Mars Djinn on Felix or Jenna) on the plant to

determine what the direction is since is different for every game. The first treasure chest that you come to will really be a Mimic while the second one will contain a Rusty Mace.

You will now enter a room with many bottles in it as well as the Serpent. You will see Susa talking to the Serpent that you weakened earlier. He will talk about how he is weakening the Serpent and then will pull out a sword and start attacking the Serpent. The Serpent will then snort a fireball at him and he'll fall down. You'll then have control again. Head east and go down the stairs. Save your game and then head north. "Talk" with the Serpent to begin the fight. See the Boss Strategies section for information on beating the Serpent.

When you defeat the Serpent, Kraden will pop out and start talking about how the Serpent has still not been defeated. Suddenly, Susa will appear and deliver the final blow to the Serpent to spare Kushinada's life. Once he leaves a stone will appear. Go up to this stone and press A to learn a new Psynergy, Sand.

Head through the door to the south and then use Retreat to exit Gaia Rock. You will see Susa on the ground who asks you to tell the others you defeated the Serpent. Just head past him for now and exit Gaia Rock.

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Section 33: Izumo Part 2

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Head out of Gaia Rock and go clockwise around the mountain to get back to Izumo. You'll most likely want to revive and heal your characters here. Once your party is back to full strength, head northeast and climb the stairs. Go back left across the bridge and into the large building. Head to the top part of this building to listen to a conversation between Lady Kushinada and two other people about the Serpent being killed by a group of heroes. Lady Kushinada will eventually recognize you as the group of heroes who defeated the Serpent and your whole party will pop out and start to have a discussion. Suddenly, Susa will say something and everyone will realize that he is not dead.

Once everyone is done talking, go up to Lady Kushinada and talk with her. The in-game menu will come up. Use the Dancing Idol on her to have her give you the Mars Djinni Coal as a reward.

Once you've obtained the Mars Djinni, exit the building. Susa will follow you out and mention something about a Cloud Brand that he left behind after defeating the Serpent. Before you go and get that, it's time to go find another Combo Tablet. Head back east across the bridge and go down the stairs. Head north past the tree and continue along the narrow path until you come to a bridge on your left. Cross the bridge and go to the western most wooden pillar. Move it one square to the right and then use reveal on the center of the circle. Climb down the ladder to enter Izumo Ruins.

Head to the puddle of water on the right and hop over it to the left. Use the Sand Psynergy that you just obtained at Gaia Rock to burrow under the wooden pillar and rise up on the other side. Freeze the puddle of water on the left and then use Sand to get back to the other side of the wooden pillar. Hop to the right of the remaining puddle and use Frost on it. Now, climb up the ladder on your right and use the pillars to hop to the ledge on the left and then go through the door. Head north in the next room and head



In West Indra Islet, make your way to the northwest part of the docks and check the barrel to the right of a ship in construction. This barrel will contain a Lucky Medal. Once you've obtained the Lucky Medal, exit West Indra Islet and hop back on your ship.

Sail to the beach just to the left of West Indra Islet and land on the lower of the two beaches. Head west, cross the bridge and head around the mountain. Go past Kibombo Mountains and cross the bridge. Head north along the dirt path until you reach Kibombo.

Head north in Kibombo to the next screen. Head north again and go up the tongue of the Gabomba Statue. When you are inside of the statue, head north and go through the door. Continue north in the next room, go down the elevator and head north once again. When you reach a ladder to the right of the Gabomba Statue, climb down it.

You will now be in Gabomba Catacombs. Head south and climb down the ladder. Head north against the wall of the ledge you were just on until you come to a rock that is part of a group of rocks containing a patch of grass. Use Cyclone when facing the patch to create a cyclone that will drop you to the room below.

To your right is a Venus Djinni. Approach the Djinni and talk to it to have it fight you. Easily defeat it to obtain the Venus Djinni, Mud. Once you've obtained the Djinni, head to your left and slide down the crevice. Head south, climb up the ladder and then head northeast and up the stairs.

Slide down the crevice below you and head left. Use Cyclone on the large patch of grass to be dropped down to a different spot in the room below. Head left and continue along the long path until it forks at which time you should take a right. Head through the door above you when you reach it.

Head right in the next room to reach another patch of grass. Use Cyclone on it to reveal a Mint. Once you've obtained the mint, head north until you reach a ladder which you should climb down. Head south to reach a patch of grass that you should use Cyclone on again. This will create a puddle that you should freeze. Once you've freezed the puddle, head back north and climb the ladder. Head southeast and stay along the inner-ledge to reach the ice pillar that you just created. Use it to hop to the ledge on the left and then head north to reach some grass in a circle. Use Reveal to reveal a door to the north that you should head through.

Head west in the next room to reach a river with a fast moving current. However, you can move against this current and that is exactly what you will want to do. Head left in the river and then go north via the open path in the center of the river. Continue moving northeast and then west through the pillars until you reach dry land on the left. Head counter-clockwise around the rocks to come to some grass that you should use Cyclone on. The southern-most patch of grass will reveal a puddle that you should use Frost on. Head back around the rocks and make your way downstream on the river. When you can, head on to the dry land to the left. Head west until you reach a ladder that you should climb up. Use the Ice Pillar that you created to hop to the ledge on the right and then climb up the stairs.

Head down the ladder in the next room and then head north. Keep going past the patch of grass because it is really just a Mad Plant in hiding. When you reach a ladder climb it to have the Great Gabomba talk with you. He

will give you the Tomegathericon that will change your class to Dark Mage in exchange for you not telling Akafubu that you were given the Tomegathericon. Once you've obtained it, use Retreat to exit the Gabomba Statue.

Head out of town and make your way back to your ship. Head back north along the coast of Gondwan and keep going until you reach the beachline of the large, wider than it is tall continent above you. Land on the large beach and head northeast to reach the next town.

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Section 35: Champa

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When you enter Champa, head up the stairs to the right to reach the graveyard. Use reveal to turn the rock there into a treasure chest that contains a Viking Helm. Head back down the stairs and go into the town above. You will most likely be stopped by Feizhi who confuses you for Isaac who she is looking for (you will not be stopped if you did not transfer data or you did not save the man trapped under the rock in Golden Sun.) After she is done talking she will give you a Golden Ring that you are supposed to pass on to Isaac when you meet up with him later. Once you have control again, head north into "town". You will probably want to visit the item shop in the southeast section of town, as well as the inn in the northwest. You will probably notice the door to the cave to the left of the inn. However, there is no need to go in there yet. For now, exit towards the World Map.

However, when you try to exit Alex will come up from behind you and start a conversation as soon as you try to exit. Suddenly, the evil looking redheaded woman named Karst that you saw back in Madra will appear. Shortly thereafter Agatio will also arrive and your group and Alex's group will start talking back and forth about lighting the lighthouses. It turns out that Alex is hanging around with Agatio and Karst because he wants to put some pressure on you to light the lighthouses. Agatio and Karst will then leave as well as Alex. However, on his way out Alex will reveal to Kraden that Lord Babi has died which will greatly upset Kraden. Alex will then leave and your characters will talk some more about Lemuria before you finally have control again. Once you do have control, head out of the town to the World Map.

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Section 36: Ankohl Ruins

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Simply head to the beach northeast of the beach you just landed on. The trip should literally take you two seconds. Hop out of your ship and head into Ankohl Ruins which is against the mountains.

Ankohl is characterized by its broken yellowish stones when you first enter its surrounding area. Head north through the crack in the gate and go into the main tower.

When you enter the tower, hop to the platform to the left. Make your way north to find a ledge with three bushes on it. Use Sheba's Whirlwind on the middle bush to enter a room with many gray statues in it. In this room, head all of the way to the right and hop on to the platform. Use Move



on the statue above you to drop it into the abyss. Hop north, go through the door and then grab the Crystal Powder from the treasure chest.

Head out of the room and then hop on the the platform one square to the left of the one you were just on. Once agin, Move the nose off of the statue and head through the door. Use Whirlwind on the bush above you in the next room and then head through the hallway. When you reach a wooden pillar and some sand make your way north of the wooden pillar and then Move it one square to the right. Head back through the hallway and make your way back to the main room with the statues again. Head left and then use Move on the statue is the second closest to the left wall. Grab the 210 coins from the treasure chest in that room. Head back out and use Move on the western-most statue. Head north through the door and then use Sand on the patch of sand in the next room. Head north and then un-burrow to reach a treasure chest that contains a Nut. Once you've obtained it, use Sand to head back south and then head back to the main room. Go through the door to the south.

Head south and then west in the next room. Head past the bushes and go up the stairs when you reach them. Head counter-clockwise in the next room and step on the sand in the left part of the room. Use Sand to follow the sand under the small opening. Continue digging under the sand-path as it turns to the right. You will eventually reach a treasure chest with a Thanatos Mace in it. Head back to the left and un-burrow yourself. Head through the door to the north.

Head north in the next room until you reach a part of a gray head that you should push east. Once you've done that, the gray statue will start spitting out sand. Head back south through the door and then use Sand to burrow back south in the next room. Head down the stairs that you reach by going clockwise along the path.

Head east and then north in the next room but don't go out the door. Instead, head west on to the center ledge and use Whirlwind on the bush to reveal a staircase. Go up it and head north in the next room.

Climb down the vines in the next room and go left across the sand. Grab the Power Bread from the treasure chest there. Then, use Sand to burrow north to reach the sand spitting statue that you made complete earlier. Un-burrow and then climb the vine to the right. Head through the door in the northeast corner of the room.

Head south in the next room until you reach a door that you should go through. Head north, hopping back and forth between the ledges on the left and right in the next room. When you reach the top of the room, head left to come to a dead end with a wooden pillar and a treasure chest behind some blocks. Use Move on the pillar to move it to the left and reveal the sand underneath it. Head back east and go south down the narrow hallway. Head through the door when you get to it.

Go north in the next room, then head west and the fork and then north. You will now be in the room with the sand and the treasure chest. Use Sand to burrow under the sand and un-burrow on the other side of the blocks. Grab the Vial from the treasure chest and then head all of the way back through the next two rooms and up the narrow hallway. This time, head right and go through the door.

In this room, you will see a stone statue with its mouth open. Head down the stairs. This will trigger the statue to start "spitting" sand. Head to the gray switch to the right of the statue and step on it when the sand

is equal level with it. This will cause the pillar blocking the door to your right to come down. Go through the door to reach the next room.

Head west in the next room and then hop south. Go through the door to reach a room with a crevice in it. Slide down this crevice to drop to a room with a pushable statue piece. Push this piece into its position and then go through the door to your left.

You will now be in a room with two bushes in it. Head all of the way to the east and Move the wooden pillar there into the small groove. Head out of the room and climb down the vine. Go through the door on the ledge that you should now be on.

Head clockwise around the room until you come to a staircase that you should go down. Burrow under the pillars by using Sand in the next room and exit the room. You will now be in the room you were in earlier that has many stone statues in it. Head to the right in this room and go through the door there.

Go around the room clockwise ignoring the various bushes. When you reach an area that you can burrow under, do so and burrow north. Head through the door to the right. Go north and use Whirlwind on the left bush to reveal a door to a room with a Muni Robe in a treasure chest. Head right and go through the door.

Climb down the vine in the next room and head north. You will see an incomplete statue there. Don't worry about that quite yet. Hop to the ledge to the left and climb the vine. Go up the staircase to your left.

Head north in the next room to come to some sand. You will probably remember moving the pillar here earlier. So, burrow to the other side and then head to the right. Use Whirlwind on the first bush you come to reveal a staircase that leads to a ledge with a treasure chest on it. Grab the forge-able Sylph Feather from the treasure chest and then head out of the room and continue heading right. Go south along the narrow hallway and through the door when you reach it.

You'll now be in another room with a stone statue spitting sand at a constant rate. Once again, step onto the gray switch to the left of the stone statue to un-block the exit. Head through the door to reach the next room.

In the next room, go south. Use Whirlwind on the first bush you come across to reveal a door to a room with another treasure chest in it. Push the pillar and climb down the vine to get the Potion from the treasure chest. Exit the room and continue heading left. Go down the stairs to reach the next room.

Head through the sole path in the next room and go through the door when you get to it. Head north in the next room until you come to another piece of the statue. Push it into its proper place to make the statue's eyes turn green. Head back south and go through the door. Go back through this room and the next. Keep going back through the room with the sand spitting statue and until you reach the sand in the next room. Use Sand to go back underneath the blocks. Head south and go up the stairs.

Climb down the vine in the next room and go in front of the green-eyed statue. Suddenly, the statue will push you south along the hallway. As soon as you are pushed on to the sand, use Sand to burrow underneath the statue. Once it has passed you, un burrow and go north. When you come to a patch of sand, burrow north. Climb up the vines in this area and go up the stairs.

Head up the stairs in the next room. Go south and then west in the next room and head through the door to the south. You will now be in a room with a piece of a statue surrounded by blocks. Use Reveal and then push the statue on to the hole in the center to make it fall to the floor below. Once you have done this, head down the stairs to the north.

Push the statue piece you just pushed down into its place. This will cause the statue's mouth to open and he will start spitting sand. Go back up the stairs and back through the next room.

Push the wooden pillar to the left in the next room and burrow underneath the pillars. Head down the stairs and go left in the next room. Go out the door to the south.

Climb down the vine southwest of you (Move the pillar out of the way if you have not already done so). Climb down the next vine as well. Head to the center of the room is where there is a sand waterfall. Burrow and then climb up the sand waterfall. Once you've climbed a level, go to the right where one of the blocks is missing. Head right and climb down, right and then back up the vine. Go up the stairs when you reach them.

Head south and then west in the next room. Exit through the door to the south. You will now be in a room with a large sand waterfall. Use Sand to once again climb the sand waterfall. When you reach the top, un-burrow and climb up the vine to the left.

You will now be on top of the tower. Head counter-clockwise and climb up one of the vines in the middle. Grab the Left Prong of the Trident on top of the block in the center. You can now use Retreat to exit the Ankohl Ruins.

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#### Section 37: Daila Part 2

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Head back to your ship and then go back to the beach directly to the west. Re-enter Champa and then head north all of the way to the Inn where you will want to heal your characters. Once everyone has been healed, exit the town and go back on your ship.

Head south and just a little bit west. You should come upon a beach on the small continent that you started on. Head past this beach and land on the one directly south of it.

Head west along the dirt path going past the cave to your north. You'll eventually come to a town to the north. Enter this town, which happens to be the first town that you visited, Daila.

When you enter Daila, head due north and go in the sanctum with the three spears. Head past the healer and go down the ladder. Use Piers's Frost on the two puddles to the left and then go back up the ladder. Go counter-clockwise around the ledge and hop onto the ice pillars. Grab the Sea God's Tear.

Exit Daila to the south to get back to the world map.

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Section 38: Shrine of the Sea God  
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Head back east and this time go into that cave you come to. Head north in the cave and climb down the ladder. Go northeast and climb the ladder there. Keep to the left and head north. Lash and climb a rope coil when you come to it. Go through the cave door to your left.

In the next room, head left across the wooden bridges until you reach the ledge on the left. Go south and then go east across the bridges there. You will fall off the first bridge, but you just can climb up the ladder to the right and continue on your way. Head down the narrow path and go down the stairs.

Head left in the next room and go south down the stream. Head through the lower staircase and climb down the ladder in the next room. Go north through the long hallway to come to three drops of water on the left. Freeze them all and then climb the ladder to the left. Hop across them to reach the ledge on the right. Go through the door to the north.

You will now be in a room with a deep blue sea and many gray pillars sticking up. Take the path to the left and make your way to a small platform. Head north and hop to a platform to the right. There is a wooden pillar here that you will want to push south. Use that pillar to jump right. Go to the right and down the staircase.

Head north in the next room and climb down the ladder. Head south and climb the ladder to get on top the small ledge. Hop to the right and then cross the two bridges to your right. You will fall down the second bridge. Head counter-clockwise around the rope coil and then go north. Climb the ladder and grab the forgeable Rusty Staff from the Treasure Chest. Climb back down the ladder and use Lash on the rope coil and then climb it. Head north, then cross the bridge to the left and then the cracked bridge to begin floating south. Once you stop floating, head to the right, climb up the ladder and go up the stairs.

Head right in the next room and go down the first set of stairs that you get to. You will now be in a room with teal water and white rocks. Hop north and then on to the ledge on the left. Go north until you can hop on to the stones to the right. Head south, then right, then eventually up to reach a circle of stones. Use Reveal to reveal a center stone. Use this to hop to the ledge above. Talk with the statue there to bring up the In-Game Menu. Use the Sea God's Tear that you obtained in Daila to raise the water level and reach the next room.

Head left in the next room and climb the long ladder. This brings you to a much different room with yellow tiles on the walls. Hop to the ledge in the middle and then to the ledge to the right. Climb the large ladder to reach the top of the tower. Grab the Right Prong and then exit the Shrine of the Sea God by using Retreat.

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Section 39: Sailing South  
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Once you've exited the shrine, head east back to your ship. Board it and start heading heading south. When you reach land, start hugging the

coast of Osenia (the large continent to the south) as you go around it in a clockwise fashion. Start heading southwest after the coast of the continent is horizontal again. You will want to reach a small, ice covered island on the map. Go to the south part of that island to find a beach that you can land on. Head northwest to reach a small town called E Tundaria Islet.

There is not really much to do in this town. However, you can obtain a Lucky Medal by going north when you enter town and going in the building. Check the Purple vase to get a Lucky Medal. Then, jump on the floating ice blocks below you. Make your way to the ledge on the left and climb up the ladder. Go around the log and then push it into the water. Climb back down the ladder and go back to the ledge on the right. You can now cross the water via the log you pushed in the water to get a Psynergy Stone. Then, push the Penguin there back across the log and on to the square above the other penguin. You will then get a Pretty Stone from the penguins that you can use to help some of the other animals on these small islands (more on that later).

Exit the town and go back on your ship. Head west and a little north from the islands to find a break in the rock barrier. Go through this break to find a beach on the long continent, arctic continent called Tundaria on the south of the map.

Hop off of the ship and start heading left. Keep heading left for a \*long\* time. Continue taking the path that goes left the furthest until you come to a small peninsula more than halfway down the island. Here you will find a tower, but don't enter it quite yet. Continue heading west until you reach an opening to the south with a large blue patch in it. Search around in here to find a Jupiter Djinni in a random battle. After defeating it, you will now have the Jupiter Djinni Wheeze. Once you have the Jupiter Djinni, head back northeast and enter Tundaria Tower.

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#### Section 40: Tundaria Tower

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Tundaria Tower is characterized by the large amounts of snow outside of it. Head north to enter the tower. When you enter Tundaria Tower you will notice the water on either side of you. Use Piers's Parch Psynergy on the water to the right to drain it. Once you've done this, go down the stairs and through the door.

In the next room, head south, then west and then north until you reach a staircase which you should go up. Head through the door to the north to reach a room with a sheet of ice on it. Go north of the ice and grab the treasure chest with 365 coins in it. Then, slide across the ice to slide all of the way to the left part of the room. Exit through the door below you.

Head south in the next room and go out through the door. Climb down the ladder and go on to the ice at the gap in the blocks. Go north, then west, then south, then east, then north, then east, then north, then east (grab the Mint from the treasure chest), then go back west, south, east, north, east, south and east on to the platform on the right. Climb the ladder and go through the door.

Go north through the room you were already in and slide west on the ice

in the next room again. Head south through the next room to get back to the room with the large patch of ice. Go on to it again and go north, west, south, east, north, west and up the ladder. Exit through the door above you.

Go up the staircase north of you in the next room. You will now be in a room with three possible staircases to go up. Head up the center staircase first and then slide south down the slippery ice to fall to a room below. Head off of the non-slippery part going left, then go up, right, up, left, down, right, up, right to knock the Mars Djinni to the right. Continue to right but don't fight the Mars Djinni quite yet. You will probably want to heal your characters and save the game because the battle is pretty tough. The Mars Djinni has two attacks that can do a decent bit of damage to the whole party, so make sure you're prepared. I recommend going in with at least two high level summons to get a quick blast on him (especially a high level Water summon that will do serious damage to it).

Once you've defeated the Mars Djinni and obtained Reflux, head back left, down, left, up, then go left on the platform, up, and left once more. Go through the door and go down the crevice in the next room.

Go up the staircase to the left to reach a room with an ice pillar blocking your way. Use the Pound Psynergy to get by the pillar and go through the door to the east.

In the next room, pound only the pillar to the left. Grab the treasure chest that it was blocking to obtain a Crystal Powder and then climb up the ladder to the right. Use the remaining ice pillars to jump to the ledge to the left and grab the Hard Nut from the treasure chest there. Head back through the door from that you came in.

Go back through the next room and down the stairs. Now, head up the staircase all of the way to the right. Climb the ladder, head south, and then go down the ladder. Head left across the slippery ice and keep going until you reach a staircase that you should go up. Head north in the next room and go out the door.

Go down the ladder and get under the wooden pillar to the left of the crevice in the middle of the room. Move it to the left to have it slide all of the way to the blocks. Then, Move it up so that it is up against the ledge above. Finally, move it to the right and then head counter-clockwise until you are under the three ice pillars. Pound the two ice pillars to the right and then head north so that you are in a position to push the wooden pillar there. Move it down, then left, and then north. Once you've done that, climb the ladder northeast of you and then step on the wooden pillar. Move the wooden pillar left of you to the right one square. Then, head back down the ladder and climb the ladder on the left part of the screen. Go on the wooden pillar that you moved earlier and then hop to the ledge in the center of the screen. Move the wooden pillar blocking the door to the right and then go through the door.

Head through the next room and go up the stairs in the south part of the room. Head left through the next room and go through the door. You will now be in a room with a reflection stairing back at you. Use Reveal to reveal a door in the middle of the ice. Go through it and go up the ladder to the left.

You will now be on top of the tower. Go up the ladder in the center of the tower and Move the wooden pillar down off of the ledge. Climb the ladder it was blocking and obtain the Burst Brooch. Equip the item to get the

Burst Psynergy. Once you've obtained the item, climb down the ladder and then the one right below it and finally the ladder a little to the right and use the new Burst Psynergy on the cracked door to go through it. Once you're back in the Tower, use Retreat to exit the tower.

You're not done quite yet. Enter the tower again and use Parch on the water to the left. Go down the stairs and through the door. Head south and then west, and finally north in the next room and go through the door.

You will now be in another room with a wall of ice blocking your way. Use the Burst Psynergy on the crack in the ice to create a door that you can go through. Do so, and exit through the door to the north. Head right in the next room and go through the first door to the south. Get the Sylph Feather and the Lucky Medal from the treasure chests, then head back into the previous room. Continue to head right until you reach a door that you should go through. You will now be in another room with treasure chests on either side. Grab Vial and the Lightning Sword from the two treasure chests and then head back to the main room in the tower (this is the room where you drained the water from; you may want to just Retreat back to here.)

Now, head through the center door. You will see another trident piece entrapped by ice. Use your Burst Psynergy on it to break the ice and then obtain the Center Prong. You should now have all three pieces of the trident.

Exit the tower and return to the World Map.

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Section 41: Alhafra Part 2

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Head all of the way back east across the Tundaria continent to reach your ship. Head counter-clockwise around the Osenia continent and keep heading along the coast until you reach the beach closest to the land bridge between the two continents. Hop out of the ship and head east until you reach the town there.

You will now be in Alhafra once again. Stop in the inn in the east part of town and then head northwest. Go up the stairs to find a graveyard surrounding a rock. Use Reveal to change the rock to a treasure chest that contains a Psy Crystal. Now, head east and go down the stairs and continue east to the next screen.

Head up the stairs, go north, and get on to the pirate ship. Hop on to the mast below the ramp and head south. Climb down the rope and on to the log (if you have not cleared all of the stuff of the mast yet, please see the section on Alhafra Part 1 on how to do that). Hop across the various objects to the right and then head north until you reach that stone that you were unable to move before. Use Burst on it to destroy it and then make your way back off of the ship.

Before you can leave, two men will spot that the rock holding the mast down has been destroyed and they will run off to get the mayor. Brigg's wife and her son Eoleo will then appear and they will run off to tell him that the rock has been destroyed. You will now have control again, so attempt to head back to the town. You will be stopped by the mayor who realizes that it was you who cleared the mast and then he will invite you back to his house to stay the night.

After talking for a little a guard will rush in and say that there is a problem at the ship. You will learn that Briggs escaped from prison and then the mayor will run off to inspect his ship. Once you have control again, head back to the docks.

When you reach the docks you will see several guards on the ground and then the mayor and his servant. Briggs and his wife will be on their ship and start making fun of you. The Mayor will then start complaining and eventually leave. Kraden will say a few things and then you'll have control again. Once you do, exit the town.

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Section 42: Creating a Trident

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It is now time to re-forge the trident using those three pieces that you collected by heading to Champa. From Alhafra, head west and get back on your ship. Head due north and you should end up on the beach south of Champa.

Head north and go into town. Attempt to go up the stairs that leads to the entrance to the large cave. One of the pirates will spot you and then Briggs will run into the cave. Follow him in.

Head up the middle hallway and go up the stairs. Go north on the next floor and go up the stairs. Head south and go up the staircase in the middle dumbbell shaped ledge. Go through the long hallway and out the door. Save your game before you do anything else, as a boss battle is coming up. Walk east in the next room to find Briggs standing next to his Grandmother. The grandmother will ask you a series of questions that your answer is actually important to. Answer No to have her throw an item into the well. A big red dinosaur will come out of the well to attack you. See the Boss Strategies section on how to beat Avimander.

After beating Avimander, the Grandmother will come over to you and talk with you. Briggs will try to get her to continue to defend him, but she will eventually figure out that Briggs is a pirate and will get very angry at him. Brigg's wife will then come in and say how Briggs only stole for the good of Champa and that he plans on repaying the people he stole from. After Briggs and his wife leaves, the grandmother will say something to you and then you'll have control again. Go up and talk with her to have Felix drop a piece of the Trident. Talk to her twice more to give her the remaining Trident pieces. Once she has all three of them, she will throw them into the large hole in the room and the whole thing will light on fire. Once it stops, the Trident will appear in the center of the hole. Head below it and then use Reveal to expose a path that will allow you to obtain the Trident.

Make your way out of the cave by going back into the previous room, heading through that and going down the stairs. Then, go down the stairs to the north and head southwest, down the stairs and then out the door which is also southwest. You should probably visit the Inn again before you leave town.

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Section 43: Venus Djinni in Islet Cave



Get back on your ship and then head southeast to reach a small island not too far from where you just were. Land on the beach on the south of the island and enter the town.

This is not a very large town, so there is not that much to do. Head east when you enter and walk onto the ship. Check the gray box to find a Lucky Medal. Then, head back west and use Freeze on the puddle. Go up the two sets of stairs and then move the box south and push it off of the cliff. Go down the stairs and then move the box two squares to the right of the ice pillar. Go up one flight of stairs and push the other box on top of the box you just pushed. Hop onto the double boxes and then jump over to the ice pillar to the left. Climb the vine and then the vine after that and then head north. A red bird will land in the nest. Go up to the bird and use Mind Read on it (press Select to bring up the in-game menu) to obtain a Red Cloth in exchange for the Pretty Stone you got in E Tundaria Islet.

Once you've obtained the item, go back down the vines and exit town. Go back on your ship. Head south until you reach a small island with N Osenia Islet on it. Land your ship and enter the town. Head left when you enter town and use Sand on the patch of sand to burrow under to the other side of the fence. Use Mind Read on the cow (by pressing select first) to exchange the Red Cloth for some milk. Burrow back under the sand and exit N Osenia Islet.

Now, head to W Indra Islet that is located between Indra and Gondwan. Land on the beach south of it and enter it. Head up, the left, then up and then go right across the pillar and down the ladder. Head counter-clockwise around the dock to reach a dog. Mind Read it to trade the milk that you just got for a Li'l Turtle. Head out of W Indra Islet and back on to your ship.

Head back east, going past N Osenia Islet until you reach Sea of Time Islet. Land on the beach to the north of the island and enter the town. Head south and climb down the stairs. Head up the stairs to the right and then up the stairs to the house above you. Go right and down the stairs and then head south. Climb down the two sets of stairs to reach a turtle. Use Mind Read on it to give it the Li'l Turtle. He will then show you his secret spot which is a small island with a cave in it.

Enter Islet Cave and head north. Go down the stairs to reach a room with four pillars which you should head past as you go north. You should come to a log on your left which you should use to reach the ledge on the left. Grab the Turtle Boots from the treasure chest and then head back right. Hop across the small ledge and go through the door on the right side of the room.

Take the log to the right in the next room and then head south. Roll the horizontal log all of the way north to find a Venus Djinni. After an easy battle you will obtain the Venus Djinni Meld. Once you've captured the Djinni, roll the log back south and then head north along the narrow ledge on the right side of the room. Take the vertical log to the left and then head through the door. Take the vertical log left in the next room to reach a treasure chest with a Rusty Staff in it. You're now done with the cave for now, so use Retreat to exit. Mind Read the turtle to go back to the main island. Head out of Sea of Time Islet and go back on your ship.

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## Section 43: Yallam

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You will now want to head south and go around the coast of the Osenia continent in the southern hemisphere. Keeping going until you find two small beaches separated by a river in the southeast part of the continent. Land on the left beach and then head north.

Head northwest to reach a bridge that you should cross. From there, continue to head north along the dirt path and cross a bridge to the east when you reach it. Head north to enter Yallam.

Yallam is characterized by its small stone huts that have blue doors on them. You will probably want to visit the Weapons and Armor shop as it has a decent selection in the Artifacts section. Once you've done that, head east of the town.

You will see a few stumps of trees cut down and some kids running around one of them. Talk with the southern most kid to hear one of Yepp's songs that is actually about getting to Lemuria, so you may want to pay attention. Once they're done, head to the northwest area of town by going up the hill in the middle and crossing the bridge. Enter the hut next to a wooden pillar.

In this hut you will see a Black Smith on a bed. Talk with him to have him bring up an item screen. Here is a list of items that can be forged:

Rusty Sword -> Robber's Blade

Rusty Staff -> Glower Staff

Rusty Mace -> Demon Mace, Dracomace

Sylph Feather -> Aerial Gloves

Tear Stone -> Coming Soon

More will be added to this list soon. Head out of town and then re-enter to have the blacksmith complete his work. Talk with the woman in the southern part of the house to obtain your item in exchange for 10,000 Coins.

Once you've obtained all of your forged items, exit the town to the north.

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## Section 44: Taopo Swamp

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When you are back on the World Map to the north of Yallam, start walking along the path. Keep along it as it twists and turns and go across a bridge going south when you reach it. Go east from here to reach Taopo Swamp.

Taopo Swamp is characterized by its green, murky water that you slowly sink in if you walk in it. After entering Taopo Swamp, head east past the canoe and on to the next screen. Go on to the dock and Move the wooden stump to the left into the water. Hop to the dock to the right and then head north on to the ledge. You will see three bushes and you should use Whirlwind on the one furthest to the left. Go through the revealed door.

You will now be in a purple cave. Go north to find a blue item stuck in the mud. Check it to have Felix say that there's something in the ground but he can't grab it with his hand. After that, the in-game menu will pop up. Use your Scoop Psynergy to obtain the forgeable Tear Stone. Once you've done this, exit the cave.

Head down the stairs to the right once you get out of the cave. Before you

go into the water, here's a little description on how it works. You will sink in it after walking about eight to ten steps. In order to prevent yourself from sinking, walk on the bubbles which will bring you back up to maximum height above the water. Walk on to the first bubble next to the stairs and then head due south on to the bubble there. Make your way left around the dock until you reach a fork. Take a right at the fork and go right once more. Now, go to the bubble northeast of you. Then, go right, up, and right. You will now be near a ledge to the right. Go on to the bubble northeast of you and then head south to the final bubble next to the stairs.

On this ledge, use Whirlwind to reveal a door behind the bush. You will now be in another purple cave. Head north and go down the stairs. Go south to find air being spat out of small openings in the wall. You will need to time yourself moving right so that you walk past the openings when they are not spitting air. When you get past the first two openings, wait for the third one to stop spitting air and then Move the wooden pillar that is right of you to the left. You can now get past the fourth opening. You will see a Venus Djinni that you can't get quite yet.

Head north and go down the stairs. Go through the next room and go down another flight of stairs. Head south to find another Tear Stone that you will have to dig out. Once you've done that, go back up the two flights of stairs.

Head clockwise around the large middle wall to find more openings in the wall that are spitting air out. Once again, time moving left so that you go past the openings when they are not spitting air. When you get past the fourth opening, push the wooden pillar to the right so that it covers up the fourth opening. This will cause the Venus Djinni to your left to be pushed down the crevice below it. Intentionally fall down crevice that is second to the left. You should land on a ledge next to the Venus Djinni. Go into the battle with Summons ready, as it can be a tough enemy. After defeating it you will obtain the Venus Djinni Flower.

Once you have defeated the Djinni, slide down the crevice, head right and go up the stairs. Head all of the way left in the next room, going by the openings and then go north up the stairs. Head south to exit the cave.

You will now be outside of the cave again. Have atleast 1 Earth Djinn and 1 Fire Djinn set on Felix so that he has Growth. Then, use Growth on the plant to your right. Head north and then slide down two crevices. You should now be right next to another bush. Use Whirlwind on it and go through the door to enter yet another purple cave.

Head north in the first room and go down the stairs. Go south in the next room and take a right at the fork. Go through the door in the right part of the room.

Go left in the next room to find an opening spitting air. You will need to go right after it stops spitting air to get through. You should now see a small hole below an opening. Wait for the opening to stop spitting air, then use Douse on the hole and quickly after that Freeze the puddle of water. Climb the ladder to the right and use the ice pillar to jump to the ledge above. Head left and slide down the crevice. Continue to head to the left and then go down the staircase. Head right in the next room and go down the stairs.

You will now be in a room with a lake of magma. Head south to find a glowing rock which you should use Douse on. Once you've done that,

Move it into the magma lake. Use it to hop to the stone below and then get back on the ledge. Head southeast until you come to a fork. At this point you will want to go the left and through the door there.

You should now be in a room with several stepping stones in the middle of a lake of magma. Go south and hop onto one of the stones below an opening that is spitting air. Head right, then go north, then go right once more to a series of stones under another opening. Hold up against the wind and then when it stops quickly get to top of the series of stones and jump to the right. Head right and then south to reach a small ledge. Go south from here and jump onto a stepping stone. Jump south once more to reach a ledge to the south. Head right and jump north onto the first stepping stone that you come to. Go north and step onto the stepping stone to the left of a burning rock. Douse it and then Move it to the left. It will float north, so follow it and use it to jump to the ledge to the right. Go north to reach the next screen.

Go north on the next screen until you reach a large rock above a wooden pillar. Use the Tremor Psynergy to knock it into the lava. This will divert the lava and dry up the river above. So, head around the river and use Douse on the burning rock. Push the rock into the lava below to have it float to the left. Use it to jump to the platform below. Head northwest in the small passage to the right of the lake to reach a door to the north that you should go through.

You will now be in a room with another burning rock below you. Douse it and then move it down. This will allow you to reach the door to the south.

Go north along the small ledge in the next room. Keep going until you reach a door to the south that you should go through. You will now be in a room that just has a burning rock in the middle. Douse it to cause a flash of light to appear to the left. Use Reveal to reveal a sparkling gold object. Check it to bring up the In-Game menu. Use Scoop to get some Star Dust. Use Retreat to exit the cave.

Slide down the crevice once you're outside of the cave to land on a bubble. Go left, left, south, left, southwest, left, northwest, west around the dock, southwest, south and up the ladder. Head left to reach the next screen. Continue left and grab the Cookie from the treasure chest. Once you've obtained the Cookie, head back east and climb down the ladder. Head north, northeast, east, northeast, east, east, north and then up the ladder. Head two screens west to exit Taopo Swamp.

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Section 45: Finding Lemuria

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When you arrive back on the world map, head east and the north across the bridge. Continue along the path until you get back to Yallam.

Head south in Yallam and heal your characters in the inn. Then, head up the hill south of the inn and go west to the blacksmith. He will be back on the bed again, so you will need to talk with him in order to get your Star Dust made in to a new item (see the list in the Yallam Section). Then, exit the town and come back in to have your item finished. Talk with the blacksmith's wife house to buy your newly forged item.

Now, head out of Yallam and go across the bridge south of you. Head south along the dirt path until you reach your ship which you should board.

Head back around the continent counter-clockwise until you are north of it. You will now want to head northwest to the white cloud in the middle of the ocean. The screen will start to get foggy and you should see an entrance in the south part of Lemuria. Enter it.

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Section 46: The Sea of Time

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When you enter The Sea of Time, you will notice that you are still in your ship. This will be the first real puzzle that you need to while in your ship in the game. You will also see several whirlpools and water currents that you will need to navigate through.

At first, it seems like it is impossible to get through Lemuria. You'll probably be sent out at one point and you will see the whole party discussing how to get to Lemuria. The key to getting through is building up speed going around the whirlpools and then making your way to the volcanoes. Circle the volcanoes a few times and they will start to sparkle and eventually one of the water currents will disappear allowing you to pass through.

So, head north on to the first whirlpool and then make your way to the one above that by making a circle with the D-Pad to gain speed and then holding Up when you get near the top of the Whirlpool. Use the same procedure to reach the water above the whirlpool you're now in. Circle around the volcano starting at the bottom left corner going counter-clockwise around volcano twice to make the water current to your right disappear for about three seconds. Quickly sail to the whirlpool to the right of the current you made disappear.

Head around the whirlpool you're now in and transfer to the whirlpool below you. Then, transfer to the whirlpool to your right. You will now need to make your way to the calm water above the whirlpool you're in. This is tricky because there is only a small opening to travel through. Try circling around the whirlpool a few times before attempting to move through the opening. Sail north and travel into the whirlpool.

Make your way north going diagonally from whirlpool to whirlpool until you reach the top-right whirlpool. At this point, transfer to the calm water above. Head counter-clockwise around the volcano until you are northwest of the volcano. At this point, change directions and go around the volcano clockwise three times. When the water current above you disappears, quickly head north and sail into the whirlpool to your left.

Transfer left through three whirlpools until you reach a volcano. Sail clockwise around the volcano until you are directly below it. At this point, reverse direction and go counter-clockwise around the volcano twice and then head south across the water current into the whirlpool.

Transfer to the whirlpool to your right and then to the whirlpool below you. Transfer into the calm water to your left using the same technique you used earlier to get through the small opening in the rocks. Head to the left and go into the whirlpool. Head left once again to reach the calm water surrounding the volcano. Get directly south of it going clockwise and then

change directions. Head around the volcano counter-clockwise three times and then head south across the water current.

Sail south and enter the whirlpool below you. Transfer directly south to reach another volcano. Start to the left of it and then change directions and circle it twice. Go to the left and into the whirlpool. Head to the left to reach calm water protected by a small stone opening. Then, head all of the way north to reach the final volcano. Start above it, change directions and then circle it thrice to make the waterfall above you disappear. Travel through the opening it revealed to reach the next screen.

Save your game at this point, because you're about to fight a boss. Travel northeast and go into the whirlpool. Transfer out to the south and then go into the water current to reach two large volcanoes. Suddenly, a whirlpool will appear and a giant boss will appear. See the Boss Strategies section on how to beat the Poseidon.

When you defeat the Poseidon several boulders will rise above sea level and Poseidon will fade into the water. Head north to find an exit that you should go through. You will now be back on the world map. Head northeast and enter the island.

You will still be in your ship when you enter Lemuria. Head north and hug the right wall. When you reach the top of the room, head to the right. You will see several ships tied up on docks. Head all of the way to the right to find an empty dock. When you get near this dock you will now be on your ship. Head south to reach land.

Go counter-clockwise around the room to reach a staircase. Climb the staircase and use Felix's Move Psynergy on the ice statue. You will hear someone say that you just used Psynergy and then Felix will automatically hop across the gap. They will then realize that you defeated Poseidon and will not let you in on King Hydros' orders because you are too dangerous. Kraden and then Piers will pop out and you will be granted entry after some talk about how time passes slowly in Lemuria.

You will now be outside in what looks like a place built a very long time ago. Head to the right and go up the stairs. Continue to the right and head up the main staircase to reach a semi-town.

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Section 47: Lemuria

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Head north and go up the stairs on either side of the fountain (I'll cover the coin-tossing game here later). When you get to the top of the stairs, Kraden will pop out and lead you north. Continue to head north up the stairs to reach a castle guarded by two guards. Kraden and Piers will pop out once again and will start talking with the guards. You will find out that Alchemy is related to the decay of Lemuria and that the Senate, led by Lord Conservato is preventing any action from being taken. Once they're all done talking, head back south down the two flights of stairs and head to the right when the path forks. When you reach the end of the path, you should see a wiggling plant below you. Use growth on it to be able to climb down the vine. Head south and use Cyclone on the grass to reveal a Hard Nut. Climb back up the vine once you've obtained this.

At this point, make sure that Piers DOES NOT have the Lash Pebble on him

because if he does you will not be able to advance once he temporarily leaves your party.

Head back to the left and keep going until you reach a house to the left of the main path. Go in this house to find one person and a chicken in it. Talk with the the man who is next to the chicken to find out that he is Pier's uncle. Piers will then realize that his mother is not around and soon you will find out that his mother has died. Piers will be understanably shocked and run out of the house to the graveyard to see his mother. Shortly thereafter you will gain control again. Head out of the house only to be stopped by Piers' uncle who asks you to let Piers mourn for now. You will also learn that Piers has a secret mission issued to him by King Hydros that involves Alchemy. Finally, he will send a bird to Lunpa in the tower to the east of town and you will be allowed to go in. Exit the building once Piers' Uncle is done talking.

Head back to the right and keep going until you can go right no longer. There will be a rope coil here which you should use Lash on. Climb it and go through the door on the platform you're now on (you will have to hold up against the door). Head through the door on the left to reach a man with a brown coat. Your party will pop out and have another long conversation with him. Jenna will tell how her parents were stolen by the Fire Clan of the North and that their main reason for lighting the lighthouses is to gain their freedom. The man will then start talking about Alchemy and Lord Babi and then you will learn that he is Lunpa, the famous thief who founded Lunpa. Kraden will then talk about how many great civilizations existed before Alchemy was sealed and that the world is slowly decaying. After some more talking, Lunpa will eventually decide that you need to see the king and will rush out the door. Once you have control again, follow Lunpa out the door. Head west to the main intersection in town and then go north up the stairs. You will now be allowed to go in the main palace.

Head north in the building and go up one of the two stairs in the middle of the room. Head north when you reach the next floor to find Piers, Lunpa, Conservato and King Hydros talking. Everyone but Conservato will walk towards the center of the room where King Hydros will reveal that Kraden's theories are correct. King Hydros will then show a mpa of the ancient world, a map of the world 150 years ago and then Kraden will realize that the continents have shrunk significantly since the "golden age". It will then be revealed that since Alchemy has been sealed off, Weyward has been without nurishment and is shrinking. Finally, you will learn that the Lighthouses are the main seals of Alchemy and that they must be lit to unleash Alchemy once again. Lord Conservato will then leave and Lunpa will give you a treasure chest that contains the Grindstone that will allow you to use the Psynergy Grind. Once you have control again, grab the item from the treasure chest.

Head south and go down the stairs. Head out of the building and then go south until you reach the fountain. Talk with the man next to the fountain to make him move out of the way. Then, go up to the fountain to enter the fountain mini-game. Here you can toss coins or lucky medals in order to obtain valuable prizes like weapons, armor and even the Combo Tablet Eclipse (3 Jupiter, 2 Mercury). To obtain the Combo Tablet, simply throw a Lucky Medal and hope that it lands in the center of the target without hitting any turtles.

Once you're done with the fountain mini-game, go south and go down the stairs. Head to the west and go down the stairs. Head clockwise around the next room and board your ship. Kraden will pop out when you board the ship. Talk with him to be able to sail your ship again. The party will have a

discussion about Pier's age as your ship automatically sails out of the cave.

Head back into the cave and sail north along the left wall. When you come to a brown rock, use Felix's Grind Psynergy that you just obtained to sink it into the sea. Head along the path that it blocked to reach the next screen.

Go south and then west in the next room. You will find another empty dock in the southwest corner of the room. Dock your ship at the empty dock and head off of the ship. Head east and go through the door to the south when you reach it.

Go down the stairs in the next room and head west. There is a Mercury Djinni hiding underneath a grass patch to the left of the gray barrier there. Use Cyclone to unbury it and have it run under the ice statue to your right. Use Tremor on the statue to have the Mercury Djinni pop out. You will obtain the Mercury Djinni Rime without a fight. Once you've obtained it, head back to your ship and exit the cave via the way you came in.

When you get back on the World Map, head south and go back in the whirlpool area. Head to the left immediately when you enter. When you reach a brown rock, Grind it and head to the left to reach the next screen. Continue to head to the left and Grind the next rock. Go south and go into the water current to exit Lemuria.

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Section 48: Sailing West

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From Lemuria, sail west southwest (that's going more to the west than to the south) into the water between Gondowan and Indra (the large continent that looks like South America and the small round one that you started on). Sail past the small island in between the two continents and continue heading south along the narrow river. Eventually you will reach Gonodowan Cliffs by sea. There will be a brown rock blocking your way that you should Grind. Head south to reach the water south of Gonodowan Cliff.

You will now be on the west part of the map. A large new area is now open for you to explore. In addition, the seas are now a little rougher and you will have to fight some harder monsters, although they shouldn't be that hard. Sail clockwise around the three islands to the south of the large continent to the left of you. Land on the beach on the south of Gondowan that is to the right of the river. Search around the forest until you encounter a Mercury Djinni in a random battle. The battle should be very easy and after defeating it you will obtain the Mercury Djinni Chill.

Once you've captured the Djinni, head up the west coast between the two continents until you reach the south of the round continent in the northern hemisphere.

Sail up the river that has its mouth on the southern coast of the continent. Make sure that you sail up the left of the two rivers. You will reach a large lake in the middle of the continent. Head northwest in the lake and then go up the right river when you come to a fork. Sail north until you reach a dead-end next to a cave. At this point, hop off of your ship and enter the Shaman Village Cave.



Head north and then take a left at the fork. Use Whirlwind on the bush to reveal a ladder that you can use to climb to the ledge above. Exit through the door to the north.

Head clockwise around the next room, hopping across the various gaps and go through the door in the southeast part of the room. Note: You will see a Mercury Djinni in this room, but you can't get this yet as you need the Psynergy Lift to get it.

Push the wooden pillar in the next room off of the ledge to the right and then use it to jump to the ledge to the right. Head northeast and go along the path. Climb down a ladder when you reach it and exit through the door to the south.

You will now be outside of the cave. Head northeast to reach the next town.

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Section 49: Shaman Village

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Shaman Village is characterized by its inn with beige colored mud bricks north of you when you enter it. The village also has a few red and white teepees. You'll also notice that the people in the village are not very talkative, and you'll be lucky to get more than a "... " out of them.

When you enter Shaman Village, stop into the inn regardless of whether or not your characters need rest or not. Go down the stairs to the left of the inn-keeper to reach the ground floor. Head southwest and exit through the door to get out of the inn. Head north and hop across the river to a ledge with a wiggling plant on it. Use Growth to make the vine grow and then climb it. Head north and grab the Spirit Gloves from the treasure chest.

Once you've obtained the item, head back down the vine and back through the inn. Head to the right of the inn and then go up the bridge to the north. Then, head across the bridge to your left and go up the large set up stairs. When you attempt to enter the large building above the stairs, Moapa and two guards will pop out and not let you in. Pfffttt.... You didn't want to go in their stupid house anyways :). Head back up the stairs and talk with Moapa again. He will tell you to leave town and then the in-game menu will pop up. Go to the items menu and use the Shaman's Rod.

Moapa will recognize the Shaman's Rod and will run down towards you. Your whole party will pop out and you will learn that the Shaman's Rod was actually Hoabna's staff. Moaba will then ask if you have come to claim the Hover Jade and Kraden will say yes. Moaba will walk back and forth a few times and then won't give the Hover Jade to you. One of the guards then suggests putting you through a test to see if you are worthy of obtaining the Hover Jade or not. When you gain control again, head to the right and go across the bridge. Then, go north to the next screen.

Continue to the north, going back and forth between the two bridges to reach the next screen. Here you will see Moapa and two guards surrounding a Wind Stone. Use Whirlwind on this Wind Stone to have your whole party pop out. Sheba will then proceed to use Whirlwind on it which will create a giant tornado. This tornado clears the sand above you. Moaba will still not give you the Hover Jade, but he will now allow you take the test of trial road.

When you have control again, follow them north. Moaba will then explain to you



northeastern pillar and then push it all of the way north. Climb the vine on the right and use the pillar to hop to the ledge in the middle. Climb the vine and head north to reach the door.

Treasure Chest 3:

Whirlwind both pillars with bushes on them and push them all of the way to the north. Climb the vine on the right and use the pillars to reach the ledge with the treasure chest on it. Grab the Vial from the treasure chest.

Room 4:

Head north to reach a room with a yellow pillar and two holes with water being sprayed out of them. Push the pillar two squares to the north and then climb the ledge on the right. Use the water and the pillar to reach the ledge on the left. Climb the vine, head north and go through the final door.

Treasure Chest 4:

Push the pillar all of the way to the north and then use Scoop on the hole to the right. Stand on it to have it raise you. At its highest point head north and then climb down the vine. Obtain the Potion from the treasure chest.

Right Side:

Room 1:

Head north and pound the two pillars there. Push the two steel pillars that are not covered with leaves onto where you just pounded and then climb the ladder in the northwest part of the room. Hop across the pillars to the right. Climb the vine and head north to reach the door. Step on the footprint and then fill all of the treasure chests that open with items to open the door.

Treasure Chest 1:

Follow the same steps as getting through the room, but also use Whirlwind on the steel pillar with a bush covering it and then push it in between the two center pillars. Climb the ladder and use the center steel pillar to reach the ledge in the middle to obtain a Vial.

Room 2:

Head north until you reach an area with four yellow steel pillars. Move the left-most and the second from the right pillars north so that they are next to the other two pillars. Climb the vine on the left and then use the steel pillars to hop to the ledge on the right. Head north, push the pillar blocking the vine to the left and then climb the vine. Head north, step on the foot tile, put the items in the treasure chest and then go out the door.

Treasure Chest 2:

Push all of the pillars all of the way south. You will need to use Whirlwind on the pillar with a bush covering it to push it. Once all of the pillars are south, climb the vine on the left and use it to hop to the ledge on the right to obtain the Vial from the treasure chest.

Room 3:

Head north to reach a room with two cracked wooden pillars. Use Burst on the wooden pillar on the right and then hop north to reach a vine. Climb it, then head around the rocks and go north to reach the door.

Treasure Chest 3a:

Simply climb the vine on the left to obtain the Nut from the treasure chest.

Treasure Chest 3b:

Use Burst on the left pillar and climb the vine. Head left and climb down the smaller vine to obtain a Potion from the Treasure Chest.

Treasure Chest 3c:

Follow the directions to exit the room but climb down the small vine on

the right side of the room before going north to the door. This treasure chest contains a Vial.

Room 4:

Head north until you reach a room with two steel pillars and two ice pillars. Push the torch on the left one square to the right to have the ice pillar melt. Then, push the torch out of your way and push the steel pillars all of the way north. Head up the path on the left that you opened by melting the ice pillar and then climb up the vine. Hop to the right and then climb up the vine. Head north, put the item(s) in the treasure chest(s) and exit the final room.

Treasure Chest 4:

After pushing the eastern steel pillar all of the way north, simply go to the right and grab the Vial.

Room 8:

The final step and give an item room. I hope you have some decent weapons left :).

You are now outside of the cave. Climb up the long vine and then hop across the the arena to start the battle. See the Boss Strategies section on how to defeat Moaba.

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Section 51: Shaman Village Part 2

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Once you defeat Moapa and his Knights, he will give you the Hover Jade that will allow you to use the Psynergy Hover (more on that later). He will also give you back your weapons and you will end up laying in one of the beds in the inn. Hop out of bed and exit the room. Climb the stairs to the left and then exit the building.

You may have already noticed that the townspeople will now talk with you. You can also go in many buildings that were previously locked. Head to the right and go across the bridge. Enter the two story building to the right of the bridge and head north in it. Climb the stairs and exit the room to the south.

Head to the right on the next screen until you reach a dead end. Move the wooden pillar to the left and then slide down the crevice below you. Head back to the left and cross the brdige. Go over the bridge to the north and then the one to the west. Go into the Moapa's house.

Talk with Moapa who is in the northern part of the house to tell him your names. Then, head south through the room with the beds and use Lash on the rope coil outside of the building. Climb it and head right on the ledge. Continue until the next screen.

Hop across the gap via the wooden pillar that you moved earlier and head to the right. You will find a Jupiter Djinni sitting on the edge of the ledge. Talk with it to obtain the Jupiter Djinni Aroma without a fight.

Head back to the left and slide down the crevice on the next screen. Head south and exit the village.

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## Section 52: Hesperia Settlement

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Head southwest from Shaman Village and re-enter Shaman cave. Go back along the path and climb down a ladder when you reach one. Then, head south and go out of the cave via the door in the south part of the room.

Get back on your ship and sail back down the river. Sail south past the lake and keep going down the river until you reach the sea again. Head west once you're back in the sea and head towards the beach on the other side of the gulf. Land on this beach to find a town right off of the sand. Enter Hesperia Settlement.

Hesperia Settlement is characterized by its brown cliffs and three flights of stairs that you will need to climb to get to the one house in Hesperia Settlement. Climb the stairs and then head west. Climb a vine when you reach one and continue to the west. Use Growth on a wiggling plant to create a vine that you should climb. When you reach the top ledge, head to the right to reach a small area enclosed by a fence. There is a wooden crate here that you need to stand two squares below to Move down. Then, push the crate all of the way to the left and then push it down the cliff in the left-most opening.

Head back down the vine that you used growth on earlier and then go right. Push the wooden crate off of the ledge to the right and then climb down the vine below you. Get beneath the wooden crate and Move it to the right then climb the vine again. Hop on to the wooden crate and then climb the ladder to the right to reach the Mars Djinni. You will obtain the Mars Djinni Tinder without a fight.

Climb back on to the ladder and go all of the way to the left. Enter the cave and obtain the 166 coins from the treasure chest. Then, go back out of the cave and slide down the crevice. You can now head out of Hesperia Settlement.

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## Section 53: Finding Some Djinn

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From Hesperia Settlement, head back counter-clockwise around the continent. Keep going until you come to the second navigable river (the one to the right of the river you went in earlier to reach the large lake). Keep sailing up the river until you reach an area with a mountain on the coast to your right and a dead-end river to your left. You want to drop off directly above the mountain on your right. You should now be on a small strip of land inbetween two rivers. Walk around and get in a random battle and you should face a Venus Djinni.

Once you've defeated and obtained the Venus Djinni Petra, sail back down the river and out to sea. Sail southeast to reach a round continent in the middle of the western hemisphere. Head counter-clockwise around the coast until you reach a beach on the northwest corner of the continent. Land your ship here.

Head southeast from the beach. When you reach a narrow peninsula, head east towards the edge of the peninsula. Walk around in the small area between the eastern-most forest and the one directly to the west. You should encounter a Mars Djinni in a random battle. Once you have defeated the Mars

Djinni Core, head back to your ship.

You now need to continue traveling counter-clockwise around the continent going past the southern tip of it and then continuing north. Keep going until you reach a navigable river in between two large beaches. Travel up it and take a left at the first fork. Head south when the river forks again and left at the fork after that. Head south along the river until you reach an enclosed gulf. Head left and go in the large bay when you reach it. You should see the next town on the north coast that you want to enter.

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Section 54: Atteka Inlet

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You will be docked on your ship when you enter Atteka Inlet. Head off of your ship via the dock to the south and then head west to reach the beach. Then, go north to find several people underneath a brown wing.

Head past the people standing under the brown wing and exit to the left. On the next screen, head to the left and go up the hill. Head to the left and climb the ladder between two sets of trees. Head over the town sign to the right and continue right until you reach the next screen. Go down the vine here and grab the Vial from the treasure chest. Head back the way you came and climb down the ladder. Exit the port through the door to the left.

You will now be back on the world map. Head east until you reach a path that you should follow. Stay along this path to reach the next town which will be next to a giant crater.

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Section 55: Contigo

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Contigo is characterized by its gigantic crater next to it on the World Map. The town also is very barren and dry as sand is all over. Head west when you enter the town and go up the hill. Stop in the inn northwest of you to heal your characters, then you will probably want to buy the latest weapons and armor in the shop to the east. While you travel from the inn to the item shop, grab the corn from a stand next to the inn. Once you're done with the item shop, head east on the path north of the shop.

Head east on the next screen and then head north after going up the hills. Go north to find some drawings on the sand and several people including a guy who keeps having a "?" appear over his head. Head past these people and continue north to reach a large temple with many monks walking outside of it. Use Reveal on the door of the center building and enter it. Head north in Anemos Inner Sanctum to come to a treasure chest that contains some forgeable Dragon Skin. Exit the building once you've obtained the item.

You are now done with Contigo for now. Head back towards the exit south of town but don't leave quite yet. Head to the right of the exit to find a bunch of grass with a center with no grass on it. Use Scoop on it to reveal a Venus Djinni that you will get without a fight.

Once you've obtained the Venus Djinni Salt, you can now exit the town. When

you are back on the World Map, head northwest along the dirt path. Continue along this path until you reach Jupiter Lighthouse.

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This is where the English version ends. The rest of the walkthrough covers the Japanese version and it may not all be correct. The English version will be expanded shortly.  
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Section 56: Jupiter Lighthouse

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Finally it's time to enter the third of the four elemental lighthouses. You should notice the dark purple cliffs to your left when you first enter Jupiter Lighthouse. Head north to reach the lighthouse itself. Go through the door that is past the two statues (which is probably the closest thing to nudity you will ever see on the GBA) to enter Jupiter Lighthouse.

Head north in the first room and then take a left. Go through the door on left side of the room. Head south through the hallway in the next room to find yourself outside of the lighthouse again.

Go south and step on the purple circle. Use Cyclone on the purple circle to warp to another purple circle inside of the lighthouse.

Head north and go through the hallway in the next room. Go north when the path forks to reach two doors. Head through the eastern door to reach the next room.

You will see a vortex in the next room. Climb down the ladder and then step on the purple circle. Use the Hover Psynergy to float in the air and move to the ledge to the right. Head south to reach another purple circle. Use Cyclone on this to reach the next room.

Head north in the next room and then go west. You will see a purple switch and a steel pillar. Push the steel pillar onto the purple switch to open the door above and below you. Go north and head through the door.

You will see many statues in the next room and a bunch of purple orbs floating around a white beam. Head to the left and go through the door.

Climb down the ladder in the next room and head to the right. You will see a white pillar out of place at the end, so Move it to the left. Head back west and go up the ladder and then up the stairs.

The next room has a mini-log rolling puzzle. Get under the northern vertical log and push it north. Then, push the horizontal log below it north as well. Head around the horizontal log you just pushed clockwise to be in a position to push the vertical log to the left. Do so and then push the horizontal log to your right north. Push the vertical log back to the east and then use the the log you just pushed to hop to the platform in the middle and grab the Erinyes Tunic from the treasure chest. Then, hop back to the left and exit through the door to the south.

Use Cyclone in the next room to transfer to the ledge above. Go through the door to your left.

Head west and then south in the next room. Head past the purple circle and exit through the door to the south. Head southeast in the next area to find a door that you should go through. Head up the stairs in the next room and then head through the door on the left.

In the next room, go north until you reach several pillars in a circle. Hop onto the one on the left and then use Reveal to reveal a pillar in the middle. Use this to hop to the ledge on the right. Head north on this platform and go up the stairs.

In the next room there are a series of pillars that you will need to jump over. Head right, right, down, right and then right on to the ledge. Go south just a little and then jump back onto the pillar southeast of the one you just jumped off. Head left, down, left, and then down onto the small platform. Slide down the crevice and then head to the steel pillar north of you. Move it all of the way to the left and then move the pillar below one square to the left. Head west and then north to come across another pillar. Push this one all of the way north and then climb the ladder to the left. Head north, going around the treasure chest until you reach the stairs. Instead of going up the stairs, hop on to the pillar to your right and then hop down, right, down, right, down, left, down, down, left, up, up, left, left, down, left to reach the treasure chest containing a Meditation Rod. Head back on to the ledge using the same path. Go up the stairs next to where you just hopped.

Slide down the crevice below you in the next room. Head east past the white pillars and climb the ladder. Head south along the right ledge and exit through the door in the southeast corner of the room.

Head left in the next room and go up the stairs. Go south past the four statues in the next room and exit through the door in the southeast part of the room.

You will now be outside of the lighthouse. Head up the two flights of stairs to your right and then climb the stairs to your left. Head down the stairs to the left of the purple blocks and climb down the two flights of stairs on the left side of the lighthouse. After you have climbed down the stairs, go through the door on the right.

Head north in the next room and go down the stairs. In the next room, head south and slide down the crevice when you reach it. Head to the right and climb up the ladder in the middle of the room. A message that says "Holder of the star... Show the power of Anemos!" appears. Continue climbing the ladder and then use Hover when standing on the platform. The four platforms surrounding you will start to hover as well as other platforms throughout the lighthouse. Use the floating platforms to hop to the ledge on the right. Head north and go through eastern-most door in the room.

You will now be in another room with the levitation now activated. Head north and climb down the ladder. First, head on to the vortex in the southern part of the room and Hover to the ledge on the left. Obtain the Red Key and then slide down the crevice. Then, push the white pillar in the middle all of the way north on to a vortex pad and then climb back up the ladder to your right. Use the pillars to hop to the ledge on the left and go down the stairs.

Head all of the way south in the next room and go out the door. You will now be outside of the lighthouse again. Head south past the purple switch and push the white pillar one square to the right. Now, go back to the purple switch and stand on it to make the pillar fall. Head over the bridge



that you just made collapse and keep going along the path to reach a door that you should go through.

Head north in the next room and hop on to the northern-most pillar that you can hop on. Hop on to the ledge in the middle of the northern part of the room and go down the stairs.

Head south in the next room and go around the wall in the middle. Head to the right and jump on to the floating platform circle. Use Reveal to reveal a hidden pillar in the middle that you can use to jump to the ledge to the right. Once you reach the ledge on the right, go south to reach a treasure chest with a Psy Crystal in it. Head all of the way back to the west and go through the door in the southwest part of the room.

Go down the stairs south of you to reach the next room. Head south through that room and then go northwest and through the door in the next area. Go north on to the purple circle and use Cyclone on it to reach the next room.

There will be a red door above you in the next room. Go up to it and use the Red Key that you found earlier to open it. Head through the door to the west and then head west across the bridge. About halfway through the bridge there will be a series of purple blocks. Zig-zag inbetween these blocks to avoid the whirlwind being spat by a woman. Head through the door when you reach it.

Head north through the first room and then head east (going west leads to a Mimic). Go up the stairs and then go through the door to the west in the next room.

It's now time for another log rolling puzzle. Head right and go around the blocks. Push the horizontal log down. Head north and go up the stairs.

The next room has several tiles that will crack and drop you to the previous floor if you step on them too many times. Head on to the cracked tile to the right and then go north. Head down the lane second to the right. If you want 306 coins head up the path that has a treasure chest. If you do not, head south past the statue and go through the door.

Go up the stairs to the right in the next small room. Then, go through the door to the left. Go up the stairs northeast of you in the next room.

The next room is made up almost entirely of cracking tiles so be careful where you walk. Head right, down, right, right, and then up on to the purple vortex. Use Hover on it and hover as far south as you can. Then, head down, down, left, left. Intentionally fall through the isolated crack in the middle.

Fall through the next two cracks to reach a blue key. Once you've obtained the Blue Key, push the horizontal log below you south. Make your way back up the four floors the same way that you went before.

When you reach the floor with the many cracked tiles, head left, down, left, left, and up on to the purple vortex. Use Hover and hover down three squares and left two squares. Move the steel pillar to the right on to the purple switch to open a door to the south. Then, step on to the tile just south of the three dark gray tiles. Head right, right, right, up, right, right, up, right, right, up, right, and up on to the vortex. Use Hover to hover all of the way south. Walk south along the tiles to reach solid ground again. Head south and then west. Watch out for the cracked tile below the stairs! Carefully walk around it and go up the stairs.

Head through the door to the south in the next room. You will now be on top of the west tower. Head up the stairs to the west and push the backwards 7 tile into its slot to make the archer shoot an arrow at the woman holding a gray block on the main tower.

Head back down the stairs and through the door. Go down the stairs and fall down the cracked tile below you. Make your way down the west tower and make your way back to the bridge going back to the main tower. Head back in to the main tower when you reach the door.

Head back on to the purple circle and use Cyclone on it. Head north-east and go through the door to the south. Descend to the level below using the purple circle and Cyclone. Go through the door next to you and go back through the log puzzle room.

Climb down the ladder in the next room and head all of the way east. Move the small white platform one square to the left and then climb back up the ladder. Use the floating pillars to reach the platform on the right. Head up the stairs when you reach them.

Head south through the next room and out the door. Push the | block left and then slide down the crevice. Move it into place and then step on to the purple vortex. Use Hover to reach the ledge on the left. Hover once again into the current in the middle to reach a room above.

Hop to the right in this room and then go south through the door. In the next room head north. You will now be in a room with a blue door. Use the Blue Key to open it and then head through the door to the right.

You will now be outside the lighthouse again. Slide down the crevice below you and push the block with a rod sticking out of it into place. Nothing will happen initially and Felix will be confused. However, lightning will eventually strike and the purple current will be activated. Once that has happened, head through the door above you.

Head north in the next room until you see a door to the south that you should go through. Use Cyclone on the purple circle in the next room to descend to the ledge below. Then, Hover into the center current again to reach the room above.

Head right across the floating platforms and then south and through the door. Go north in the next room and then east in the next room to find yourself outside the lighthouse again.

Step on to the purple vortex below you. Use Hover to have the statue to your left blow you over to the east tower. Head through the door in the front of the east tower.

Head north through the first room. Continue north and go through the door directly above you. You will now be in a large room. Go to the northeast corner of it to find a vortex that you should use Hover on. Hover to the right and push the L pillar south. Then, slide down the crevice north of you. Push it left until you see a hole above you that you should push the pillar in. This will activate a new vortex. Step on this vortex and hover to the ledge to your left. Move the horizontal line pillar south and then slide down the crevice. Move the pillar to the right into the hole to activate another vortex and force up a pounded pillar to the right. Step on to the right-most vortex and hover to the platform to the right. Pound the pillar there to pound out both the horizontal line pillar and the L

pillar. Slide down the crevice and then move the L pillar into the southwestern-most hole. Move the horizontal line pillar to the hole where the L pillar once was (it is east northeast of where the L pillar now is). Stand on the vortex you just made and hover on to the ledge where the Jupiter Djinni is. You will have to fight this Djinni. Just use summons and psynergy on it for an easy win.

Once you've obtained the Jupiter Djinni Whorl, slide down the crevice below you. Head back to the vortex in the northwest corner of the room and hover on to the ledge with the poundable pillar. Pound it and then slide down the crevice. Push the horizontal line one square to the west and then all of the way north. Push the L pillar back to where it once was and where the horizontal line pillar formally was. Use the newly activated vortex to hover to the ledge on the left. Go up the stairs.

Pound the pillar to your left in the next room to stop the levitation. Move the | pillar two squares to the right of the small set of stairs so that you can hop to the platform on the right. So, go up the stairs, hop to the platform on the right and climb down the ladder. Push the northwest pillar four squares to the east. Move one of the southern pillars to two squares below the northwest pillar so that it is on a vortex. Push another pillar to the right of the pillar you just pushed. Then, push a pillar two squares below that pillar. Finally, push a pillar on to the southeastern-most vortex. Once you've done that, climb back up the ladder and put the | pillar back in place. Use the small ledge on the right to make your way across the floating pillars and on to the platform on the right. Grab the Water of Life from the treasure chest.

Once you have the Water of Life, hop back across the pillars and then pound the pillar again. Move the | pillar back east so that you can use it to hop from the stairs to the small platform to the right of the stairs. Climb down the ladder. Move the southern-most pillars on to the southwest vortex squares. Then, move the eastern middle pillar around the other pillar and on to the vortex pad to the left of it. Climb back up the ladder and put the | pillar back into place. Use the floating pillars to reach the platform on the left. Exit through the door to the south.

Head up the staircase to the right in the next room. Head counterclockwise around the next room and make your way north. Go up the stairs when you reach them.

You will now be in another cracked tile room. Head left and then go around the blocks making sure not to get taken away by the statue's whirlwind. Go left and then head south. Intentionally get blown by the southwest statue to the right wall. Then, head up, right down, left, down and then right and up the stairs.

The next room might give you a headache with all of the purple vortexes surrounding you. Use Hover on the one right below the stairs and then head to the left. Get on the row one south of the statue and then "fake" to the north so that the statue spits out a whirlwind but you don't hit it. Go north directly after the coast is clear and you should avoid getting hit by it. It's a little tricky, but you'll get it eventually. The second one is even harder as you will need to very quickly dart around the right corner and get past without running out of hover time. Once you reach the platform, grab the Phaeton's Blade from the Treasure Chest. Then, head back south or just fall down to the room below. Step back on the main teleporter and repeat the process but go right this time.

Head south through the next room to reach the top of the eastern tower. Go

up the stairs on the right and push the 7 tile into place to make the archer shoot the second arrow. The two angel statues will now completely lift the gray top off of the lighthouse.

The fastest way to get where you need to go is to retreat. Head north and make your way back into the main room in the tower. Head through the left door in the main room and then go north up the stairs. Make your way through the log puzzle room for about the 5th time and then Cyclone up to the ledge above. Go through the door on the left and then head southwest and go outside.

As soon as you exit the tower you will hear Garet and Mia talking! Then Ivan and (yes, even mute) Isaac will be talking. Your party will pop out and then they will run to the center of the tower where you will see Mia holding Garet from falling off the edge of a lighthouse. Suddenly, Agatio and Karst will appear. Isaac and Ivan will talk with them about Prox and Saturos and Mendari and eventually they'll start battling (which actually looks pretty funny as they're not in the attack screen). At this point you will gain control again.

Head through the door above you and then go up the stairs in the next room. Head through the door northwest of you. Head north in the next room and use Reveal to once again reveal a hidden pillar in the middle so that you can reach a ledge in the middle of the room. Go up the stairs north of you. Head east to reach the ledge on the right side of the room. Then, hop to the platform in the middle of the room and slide down the crevice. Head west and climb up the ladder. Save your game! You are about to fight a boss battle. You also should make sure that you have at least two slots open for items.

Alex will warp in and start talking to you. He will say a few things and then he will heal your party. Head south and go through the door. When you are outside of the lighthouse you will see Ivan go down and then Agatio unleashing a powerful fire Psynergy called Rising Dragon to knock out Isaac. Your party will move down and try to talk Agatio and Karst out of killing Isaac. Eventually, they will agree and walk out the door and Felix will follow. Piers will now join Felix and you will gain control again.

Head north and go up the stairs. Head east across the white pillars to reach the ledge on the right. Head south and go through the door. Head left and go up the stairs in the next room. Go south and through the door to find yourself outside of the lighthouse. Climb the stairs to find Agatio and Karst. Keep going towards the lighthouse to have Felix and Piers place the Jupiter Star into the lighthouse and have it light. After the lighthouse is lit a confrontation will ensue, Karst will take the Mars Star and then it is time to battle! See the Boss Strategies section for information on Agatio and Karst.

After the battle Alex will show up and heal Agatio and Karst. The three will run off. Isaac, Garet, Mia, Ivan and Kraden will then show up and Ivan will suggest that everyone goes back to Contigo to sort things out. Isaac's party will then join him and he will descend down the lighthouse. Felix will do the same after that.

Head right and go down the stairs. Then, go south and climb down the ladder. Exit the lighthouse to the south.

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## Section 57: Contigo Part 2

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Once you're back on the Wolrd Map, head southeast along the dirt path to reach Contigo. Enter it and head up the hill to the left. Head northwest to find a hill leading up to a house in the north part of town. Inside of here you will find Isaac and Co. Your party will pop out and everyone will start talking about Felix's reasons for lighting the lighthouses. After about a minute of talking Master Hamma (who is actually Ivan's sister) will come in. She will tell of a powerful force that is preventing Mars Lighthouse from being lit and suggests that your parties join as one to have the strength to light it. She will then say that she has a surprise for you, but you must meet her in the inlet. Once everyone is done talking, every person in the room will join your party.

You will now have control of Felix, Jenna, Sheba, Piers, Isaac, Ivan, Garet and Mia. If you transferred your data at the beginning of the game your characters will have the same stats as the characters you transferred from Golden Sun. If not, your new characters will be at Level 29 with 5 Djinn on each of them. They will come with an excess of Venus and Jupiter Djinn while you will have a shortage of Mars and Mercury Djinn. Set the classes as you see fit, although I recomend just going with a straight Djinn class set up for now. Note: You can also trade Djinn between all 8 characters, so you can mix and match Djinn so that you have a good set-up on one party.

If you didn't transfer, Isaac and Co. will probably be at a lower level than your other characters, you will want to go to the Status option on the in-game menu and Press L to bring "Isaac's Party" to the top row so that they will be usable in battle.

You will also want to check the items of Isaac's Party. Equip all of the items that are not equipped to have the Psynergy Lift and Catch. Unless you transferred your game data in which you had the item Force Orb you will not have Force in this game, sorry.

Anyways, head out of the room and then exit the town to the south. The weapons and armor shop is not open for you to buy new items for Isaac's party at this time.

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## Section 58: More Djinn!

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It's now time to gather a few more Djinn. Head south from Contigo and head back to Atteka Inlet by following the dirt path southwest. You may notice that your ship has a new set of wings when you see it on the world map, but we'll get to that a little later.

Head south when you enter Atteka Inlet and continue south down the hill. Then head west to find a large brown rock protecting a sole patch of grass. Use Cyclone on this grass to reveal a Venus Djinni. Then, use the new Psynergy Lift to get the rock out of the way. You will not need to fight the Venus Djinni Geode to obtain it.

Once you've obtained the Venus Djinni, head east to reach the next screen. Go counter-clockwise around the beach on the next screen to reach your ship. You will see four monks standing outside of your ship and Master Hamma in front of them. She will point out the new Wings of Anemos. She tell you

how Psynergy along with the wings help you fly. This means that you shouldn't fly the ship all of the time because it drains your Psynergy. Once she's done talking, a guard will run up if you have transferred your data from Golden Sun. He will drop a treasure chest that is a gift from Master Hammet in Kalay. The treasure chest contains the forgeable Orihalcon. Once you've obtained the item, Go up to the wheel to have Kraden pop out and ask you if you would like to set sail. Answer Yes to get back to the World Map.

Your ship now has the ability to hover in the air for several seconds. In order to hover, hold the B button down. You will be able to hover over small stones like those southwest of the port. Do so and then the characters will start talking about the new ability of your ship. Sheba will then reveal that she went on the quest to find out who she was and eventually Kraden will reveal that he also did not really know his real parents. Once they're done, hover over the second set of rocks southwest of you. Head east along the coastline and keep hugging the coast as it starts to go north. Keep going until you reach a beach on your left. Instead of landing, hover over the beach and hover south. Continue heading south over a river and head around the forest on the dirt path to the outside to reach another small river. Cross this river and land on the other side. Hop off of your ship and head to the cave south of you.

In the cave, head to the right until you reach a dead end. Face the water and use Piers's Parch Psynergy on it to drain the water. Then, head clockwise until you reach a ladder. Climb up this ladder, head north and then climb down the next ladder. Head south and up a ladder to obtain a Combo Tablet that will let you use the Combo Summoner Coatlicue (3 Mercury, 3 Jupiter). Exit the cave once you have obtained this item and go back the same way you came to reach the sea again.

Now, head back south until you reach the southern tip of the continent. At this point you will want to head west all of the way until you reach a small island almost off of the west edge of the world.

Land on the beach on the east part of this island and then head west. Go past the forest to reach SW Atteka Islet. Enter this town and head south. You will see a wooden crate on your left that you should push left twice. Then, head north and use Lift on the large brown rock to be able to pass under it. Hop across the small stepping stones to reach a Jupiter Djinni that you will obtain without a battle if you did not transfer your data. Once you've obtained the Djinni, head towards the gray tent to the east. Climb down the two vines south of the tent and then head west. Push the wooden pillar left, and then into the water. Head back up to the tent and push the wooden crate into the water via the opening in the fence to the left. Then, climb back down the vines and use the pillar and the box to hop to the treasure chest to the left. You will obtain some forgeable Dragon Skin.

Head out of the town and back to your ship. Head north-northeast (more north than east) from the island to reach the horizontal continent in the northern hemisphere that you were on earlier. Sail up the river in the middle of the southern coast of the continent and enter the large lake. Head northwest and then immediately take the fork going northeast. Hop off of your ship at the end of the river and enter Shaman Village Cave.

Head north in the cave and go through the door in the middle. In the next room, go right and lift the right-most rock. Go around the path counter-clockwise and lift the second to the right rock when you come to it. Head back clockwise and under the right-most rock. Then, head left and lift the west-most rock. Head north and use Freeze on the puddle to create an ice

pillar. Head north and use Ivan or Sheba's Whirlwind on the bush to reveal a ladder that you can climb. Do so and then head south. Hop to the platform to the right via the ice pillar Head southeast on the platform and then hop to the platform to the right when you reach the southeast corner. When you hop on the ledge where the Mercury Djinni is, it will flee to the ledge to the right. Follow it to the platform to the right. It will try to go back to the platform to the left but it will be blocked by the rock you lifted earlier. Go up to the trapped Djinni and fight him. The battle should not be very hard.

Once you've obtained the Mercury Djinni Eddy, head out of the room by going west across the ice pillar and then south and out the door. Climb down the ladder and then head east and go through the door. Head up the ladder and then right and out the door in the next room. Go northwest to reach Shaman Village.

Heal your characters in the inn and then head north of the town to reach the area where you raced. Make your way through the cave on the left using the strategy described earlier in Trial Road. Once you're outside of the cave, head left and step on the purple vortex. Hover to the ledge to the left and enter the cave.

Use Lift on the rock in your way and then head down the stairs. Head through the door at the bottom of the stairs. Go north along the long hallway in the next room and go out the door.

You will now be outside of the cave in an area with several small pools of water and a lot of grass. There will also be a Jupiter Djinni flying around. First, head east to find a treasure chest protected by a small pool of water and some stones. Use Reveal to reveal a hidden platform over the whirlpool. Use this to hop to the treasure chest and obtain an Elixir. Then, head south to find the Jupiter Djinni circling around a small pool. If you try to catch it, the Djinni will circle around the pool ahead of you. Get underneath it and the pool and then use reveal. Hop north and the Djinni will fly southeast. It will be dizzy so you can go up to it and battle it.

Once you've obtained the Jupiter Djinni Gasp, head back through the cave. Slide down the crevice once you're out of the cave, head right and climb up the ladder. Go back through the cave and then head out of town.

Go back through the cave to reach your ship. Hop on board and then sail down and make your way back to the open sea south of the continent. Now, sail southeast going inbetween the round continent in the middle of the western hemisphere and the large vertical continent in the middle of the map. Eventually you will reach a navigable river on the large vertical continent to your right. Sail up this river continuing north as the river combines with another river to form a wider one. When you come to some rocks blocking your way, hover to the left of them and then hop off of your ship. Head north across the bridge and continue north to reach Magma Rock.

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Section 59: Magma Rock

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Magma Rock is characterized by its red appearance on the world map as well as the red outline on the cliffs and rocks in this area.

Head north in Magma Rock to reach a large brown stone blocking your path.

Use Lift on this stone and then head north. Climb the ladder and continue north past the two statues spitting fire at each other. Don't go through the door yet. Instead, climb the ladder on either side of the door to reach the ledge above. Head all of the way right and then climb the ladder leading to a platform with a fire spitting Tiki on it. Use the Burst Psynergy on it to make it spit fire at the pillar to the left which will burn it. Climb down the ladder and then up the ladder where the pillar once was. Head left and move the wooden pillar to the left. Climb the ladder and then head left and go down the crevice. You will land on a small ledge. Climb down the ladder below the ledge and go next to the tiki. Use Burst on it and it will start glowing. Climb back up the ladder to your right and then hop on top of the Tiki. It will send you flying into the air which will allow you to hop to the ledge on the left. Climb down and then up the other side of the ladder. Climb the ladder to the left and then head right on the next ledge. Push the wooden pillar to the right and climb the ladder to reach the next screen.

Head to the right and climb down a ladder when you reach it. Obtain the yellow item from the treasure chest and then go back up the ladder. On the next screen, head up the ladder when you reach it. Use Burst on the Tiki facing left to burn the wooden pillar to the left. Then, use Growth on the rightmost plant and then climb it and the ladder after it. Head left when you reach the next ledge and slide down the crevice. Use Burst on the tiki to your left to have it burn another tree and then slide down the crevice. Once you've fallen, head left and use Growth on the plant. Climb it and then the ladder and use Burst on the Tiki. Climb the ladder to the right and hop on the tiki to have it shoot you up (ok, maybe not the best term :). Hop to the ledge on the left and then move the wooden pillar all of the way to the left. Exit the screen to the left.

Head left and slide down the second crevice that you come to. You will land next to a treasure chest that contains about 383 coins. Once you've obtained the coins, slide down the crevice and head right. Use Burst on the tiki and then climb the ladder to the left and hop on the tiki. Climb the ladder it blasts you to and then go left on the ledge. Slide down the third crevice that you come to and then use Lash on the rope coil next to you. Climb the rope and then hop to the ledge to the left. Use Burst on the tiki and then slide down the left crevice. Quickly climb the ladder to the right and then hop on to the tiki. Hop to the left after getting shot in the air and then climb the ladder. Head right on the next ledge and then climb down and then up the ladder. Push the wooden pillar to the right and climb the ladder it was blocking. However, don't go all of the way up the ladder. Go back down to the right of the wooden pillar and climb the ladder furthest to the right.

Climb up the ladder and take the fork to the left. Head left across the gap and continue west. Head around the rocks clockwise and then climb the ladder. Head right and then use Move to move the wooden pillar to the right. Climb back down the ladder and head back east. Hop across the gap and climb the two ladders to the north. Hop on to the weak wooden pillars and hop west. Then, hop back east to have the middle pillar collapse. Go south and use Burst on the tiki to destroy the pillar to the right. Once you've done that, head west across the tight rope and then slide down the crevice. Go back east, hop across the gap and then go partially down the ladder. Head up the ladder to the right and then push the wooden pillar to your right all of the way right. Exit the screen to the east.

Head up the ladder to the right. Continue to head right and go down the ladder. Climb the ladder below that as well and then head west to the next screen. Grab the red and yellow item from the treasure chest and then go



back east and back up the ladder. Climb up the ladder to the left and then the ladder above that. You will now need to climb up the ladders while avoiding the flames being spat by the tikis on either side of you. It's not very difficult since there is a long delay between the spitting. Head right until you get past the first 2 sets of tikis, then head left. Continue to climb the ladder to reach the next screen.

Head east along the ledge until your path is blocked by rocks. Head up the ladder and then head right until you reach a dead end. Climb down the ladder and use Burst on the tiki to create a large hole in the cave as well as clear out a few rocks blocking the entrance. Climb back up the ladder and head to the left. Climb down the first ladder you come to and enter the cave.

Head north through the first room in the cave and then north through the door in the room after that. Head counter-clockwise around the wall in the next room and exit through the door to the south. Continue south to find a Mars Djinni that you will capture without a fight.

Once you've obtained the Mars Djinni, head back north. Right below the door, hop to a small platform with a tiki statue on it to your left. Use Burst on this to cause the large tiki in the middle of the room to fill the room with lava. Once you have done this, head out the door to the north.

Go north in the next room to find a white tile floating in the middle of the lava lake. Hop on to it and then hold left to hop to the platform on the left. Go along the path and exit through the door to the south.

Head west in the next room and keep going along the hallway as it starts to head south. When the path forks, head east and go through the door to the south.

Head through the door south of you right as you enter the next room. Go west in the next room to find a treasure chest that contains a yellow item. Once you've obtained that, head back out of the room. Go east and the south in the next room to come to a switch on top of a bridge. Stand on this to drain the lava from the room. Then, head north until you reach a ladder on your right. Climb this ladder and go east. Go through the door to the north.

Head north in the next room and go down the stairs under a blue arrow. Head south in the next room and go down both ladders. Head south and go under a tightrope to reach the next room.

Head southwest in the next room and go through the large door to your left. Head west and then south in the next room to find a steel pillar. Push this pillar all of the way south and then go back through the door you came in. Head through the door to the south to reach the next room.

In the next room, head all of the way west to find a Mars Djinni on a ledge. Climb the ladder and fight the Mars Djinni. It will not be that hard of a battle. Once you have captured the Djinni, climb back down the ladder and go through the door to the east. In the next room, head northeast and go through the large door.

Head northeast in the next room and climb up the first ladder. Then, head left and use Burst on the tiki to fill the room with lava. Once you've done that, head clockwise around the room. Hop to the ledge with a switch on it to your left but do not step on the switch. Instead, walk over the bridge to the left and then across the tightrope further to the left. Continue left and then go through the door in the southwest corner of the room.

Hop on to moving white platform below you and use it to hop on to the platform with a treasure chest on it. Once you've obtained the potion, hop back on the white platform and then hop back on to the starting platform. Then, head south and jump over the yellow pillar to the ledge to the right. Head south and go through the door.

Quickly head east in the next room until you reach the end of the platform. Hold right to hop on to the white platform when it comes by. If you miss it, you will need to re-enter the room to try again. When you get on to the white platform, hop to the platform to the right. Continue right and go through the door.

Head a little north and a little west in the next room so that you are in an opening in the rocks and can hop to the moving white platform to the left. Do so and then wait for it to be in hopping range of a small platform with a tiki on it. Hop to this platform and then use Burst on the tiki to get rid of the wooden pillar to the right. Hop back on the white pillar and hold right to hop back on to the middle platform. Head right and go up to the remaining wooden pillar. Use Burst on this to get it out of your way. Stand where it once was and hop to the white pillar to the right. From the pillar, hop to the platform on the right and then head north and go through the door to the north.

Step on the switch to your left to drain the lava from the room. Then, head back north by hugging the right wall and go down the ladder. Head through the door in the middle of south part of the room.

Head south in the next room and then climb the ladder to your right. Head right and climb down the ladder. Head southeast and go down the stairs.

In the next room, go down the ladder to the right. Head south and go through the door. Go through the door to your left in the next room. Head north through the next room and go through the door.

Go north in the next room until you reach a dead end. At this point you will want to hop to the platform to the left. Continue going west ignoring the door for now until you reach a tiki. Use Burst on the tiki to fill the room with lava. Then, head to the right a little so that you are in a position to hop on one of the white platforms below you. Make your way left by hopping from white platform to white platform. Eventually you will want to hop on to the ledge on the west side of the room. Then, head south and exit the room.

Head all of the way south through the next room. Continue south in the next room and step on the switch to drain the lava from the room. Go back north through the door.

Head north in the next room until you see some chains to the right. Use whirlwind on these chains to have them swing to you. Swing right and make your way to a ledge with a ladder on it that you should climb down. Head through the door to the left.

Go east in the next room until you come to a ladder. Climb this ladder and grab the red and yellow item from the treasure chest. Then, head back west and go through the door to the north.

In the next room you will see three steel pillars to your right. Push all of them as far right as they will go. Then, head all of the way east and go through the door in the northeast corner of the room. Grab the item from

the treasure chest in the middle of the next room and then go back through the door you came in from. Then, head south and go through the door to the south.

Push the steel pillar next to the door to the right and climb up the ladder. Go through the door and then head north. Hop to the ledge to the left and use Burst on the tiki to fill the room with lava. Hop on to the white pillars below you and then make your way to the white pillar to the left of the center brown pillar. Hop south on this pillar on to the three steel pillars that you moved earlier. Continue heading south until you can jump to the ledge on the right. Head south and go through the door.

Head right in the next room and hop on to the white pillar. Use this to hop to the platform on the right. Then, head south and go through the door to the south.

Head west and then go through the door to the south in the next room. Then, hop on to the white pillar to your right. Hop on to the pillar to the right of the one you're now on and then on to the ledge in the northeast part of the room. Go through the door to your right.

Head north in the next room until you come to a steel pillar. Push this into the lava to the right and then go through the left door. Continue north through the next two rooms. Hop on to the platform to your left when you come to a dead end and then go through the door above you. Hop to the right and step on the switch to drain the lava from the room. Go back through the door you came in and make your way south via the way that you just came through the next two rooms.

Step on to the steel pillar that you moved earlier and use it to hop to the ledge on the left. Climb down the ladder and then go down the stairs under the blue arrow.

In the next room, push the steel pillar off of the ledge to the left. Climb down the ladder and use the steel pillar to jump to the ledge to the left. Go through the door to the north.

You will see a steel pillar above you that you cannot move in the next room. So, jump to the small platform on the right and head right. This will cause an explosion which will shoot several flames, some green rocks and one glowing rock on to the small platforms. Once you can move again, head counter-clockwise around the room until you can exit through the door to the north.

Head north through the next room to reach three steel pillars in front of a purple and gold door. Go through this door. In the next room there will be several floating platforms that will disappear after you step on them. Head all of the way north to reach a ledge with a brown tomb on it. Read it and Jenna will pop out. Jenna will now know the Psynergy Fire Blow. This Psynergy will allow you to spread fires. Once you've obtained the Psynergy, head left and make your way across the floating platform patch. You will reach a platform with a steel pillar blocking your way. Use Fire Blow on the left flame when standing to the left of it to ignite the flame to the right. This will cause the steel pillar to fall down and you can continue on the floating pillar path. Make your way back to the platform you started on and then exit to the south.

Hop south across the steel pillars and then continue south. Head clockwise around the next room until you come to a flame to the right of steel pillar. Use Fire Blow from the right of the flame to ignite the torch on the right.

Hop to the ledge where the torch you just lit is and then stand to the right of that and use Fire Blow again. The steel pillar above you will sink into the ground revealing a door. Go through this door to reach the next room.

Head along the path in the next room and go through the door to the south when you reach it. Hop south in the next room and check the flaming rock. You will get a cannon ball that can be used later. You are now done with Magma Rock, so use Retreat to exit the cave. Step outside of the cave and use it again to exit Magma Rock.

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Section 60: "Blue Roofed Hut" Village and More

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Once you're back on the World Map, head southwest along the dirt path (do not cross the bridge). Keep going along this path as it starts going north and eventually you will reach a town that you should enter.

"Blue Roofed Hut" Village is characterized by the blue roofs on the hut in the village. Also, you will see a graveyard on a ledge to your right when you first enter the town.

Head left and then up below the brown sticks to find a solitary patch of grass. Use Cyclone on this grass to reveal a ladder. Climb down the ladder and grab the blue item from the treasure chest and then go back up the ladder. Head back to the entrance of town and then go north. Go around the blue hut and up the stairs to reach the ledge with the graveyard. Go south to the graveyard and use Reveal to reveal a gold sparkle on the center grave. Check it to obtain a Lucky Medal.

Head out of "Blue Roofed Hut" Village and head back along the dirt path. When you reach a bridge going south, cross it and board your ship. Sail south down the river and take a left when the river forks. Keep going until you reach the open sea again.

Sail north along the coast for quite a while. Keep going past the small strip of land that connects the large continent in the center of the map with the horizontal continent in the northern hemisphere. Eventually you will see a very small beach on your right. Land here and head to the town northeast of you.

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Section 61: "Stone Buildings" Town

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"Stone Buildings" Town is characterized by its buildings made out of gray stone. In addition, the inhabitants of "Stone Buildings" Town are all dwarves who seem to be balding and have red beards.

Head into the inn/items shop to the right of you when you enter town. Go to the northern counter to be able to rest for the night. Once you're rested, head east until you reach several men standing around a cannon. Check the cannon to have the In-Game menu pop up. Use the Cannon Ball that you got in Magma Rock to have the cannon shoot it at the wall.

The men surrounding the cannon will say a few things and then realize that

the wall above you is now destroyed. They eventually will drag the cannon away and you will have control again. Head north past the blasted wall to find a brown item in the sand. Use Scoop to obtain the item. Continue north and lift the brown rock next to the vine to find another brown item that you will need to use Scoop to obtain. Once you've dug it up, head up the vine to the left and then head west. Hop on to the sanctum to find the Jupiter Djinni that you will obtain without a fight.

Once you've captured the Jupiter Djinni, head back to the right and go down the vine. Head south and then go back west and out of town. As soon as you are back on the world map the three men next to the cannon will talk with you. Ignore them for now and continue on to your ship.

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Section 62: "Slip 'n Slide" Town

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You may be wondering exactly what those three dwarves were doing. Well, head back to your ship and find out. Your ship now has a cannon on it that will be activated automatically when you need it.

Anyways, sail due north until you reach a small island covered with ice. Land on the beach on the south part of this island and then head north and enter the town.

"Slide 'n Slide" Town is characterized by its large icy area to the left in which you must slide from rock to rock in order to move. So, head north and then go west through the opening in the fence. Slide left, down, right, up, left, up, right, up, left, up, right, up, left, down, and then left on to the snow. Climb the ladder and then use Lash on the rope coil and climb it. Head right and go down the ladder. You will reach a Mercury Djinni that you will capture without a fight. You can now exit the town to the south. On your way, you may want to grab the apple in the tree to the left of the slippery ice using the Psynergy Catch.

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Section 63: Sailing North

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Head back to your ship. Sail around the island and then head due north to reach an area inbetween the two rocks.

It's time for another ship-based puzzle. Head left, up, right, up, right, south, and then north. You will start to see icebergs all around you. Keep sailing north and eventually your party will start talking about an ice-wall blocking your path. When they finish talking, head north to have Piers say something and then Kraden ask you a question. Answer yes to fire the cannon at this wall. You will automatically sail north and will once again be on the world map. However, you are now in the large misty area in the north pole.

Head north until the river freezes. Hop off of your ship and continue north to reach a town.

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Section 64: Prox  
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"Blizzard" Town is characterized by the blizzard that is occurring when you enter the town. Snow is falling and there are heavy winds blowing the flags around the town almost to shreds. Head north to reach the actual town.

The people in "Blizzard" Town are very white and pale because they've been standing out in the cold too long. If you need to, head into the inn in the southwest part of town and rest your characters. Once you're done doing that, head east and go across the bridge. Go north and then west in the break in the fence. Make your way north going back and forth between the rocks and continue through to the next screen.

There will be a Venus Djinni north of you. When you attempt to capture it, the Djinni will go sliding north. Follow it north across the slippery ice and you will reach a mound of snow. Use Scoop on this snow to dig out the Djinni that you will get without a fight. Head back south and go back to the previous screen.

Continue south going back and forth between the rocks until you reach the opening in the fence that you came through earlier. Head north from here and go up the stairs. Cross the bridge to the east and then go out the screen to the north.

Head north up the path on the left on the next screen. About halfway up the path you will see a green man talking to several people. When they stop talking, continue north. Head around the six people and walk up to the green thing with a purple hat on. Isaac and Kraden will pop out and will start saying some things (I don't know about you, but I miss ol' say nothing Isaac :). When you gain control again, exit to the north to reach the World Map again.

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Section 65: Mars Lighthouse  
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Head due north from "Blizzard" Town to reach Mars Lighthouse. When you enter Mars Lighthouse you will see glaciers on either side of you. Head north to reach the lighthouse itself. Head north to reach the lighthouse itself. Don't go inside yet. Instead, climb the ladder to the right and make your way west to reach a treasure chest with an Apple inside. Once you have obtained this Apple, climb back down the ladder and enter the lighthouse.

Head northeast when you enter the lighthouse and go through the door to the right of the stairs in the middle of the room. Head west through the next room and exit through the door to the south. Head left when you're back in the main room and go through the door.

Head west in the next room until you hit a wall. At this point, go south until you reach some stairs that you should go up to reach the next room.

Head east and then north in the next room until you come to some brown pipes. Head around the pipes and make your way to an ice pillar blocking your way. Use Pound on this and make your way to the door in the northeast corner of the room.

Go through the door to the right in the next room. You will now be in a room with a Mars Djinni below you. Go up to the ice blocking a hole and check it to bring up the in-game menu. Use the Grind Psynergy to get rid of the ice covering the hole. A crack will also be put in the ice below. Head back through the previous three rooms to get back to the main room.

Head through the door to the right in the main room. Go up to the cracked ice and use the Burst Psynergy on it to get rid of the ice. Head north through the large door to reach the next room.

You will see a yellow circle above you in the next room. Head west and keep going past the first door until you come to a staircase. Climb the stairs and go through the door.

The next room has several statues spitting flames out. Getting hit by a flame takes 10 HP off of all party members and it also will knock you off the ledge. So, you will need to avoid the flames if you want to advance past this room. In addition, in the right part of the room there is a statue spitting fire that is not moving. In order to get past it you will need to move the tall dragon statue in the northwest corner of the room east as you head east. Go back and forth between the crevices where you cannot get hit and moving the statue to the right as you don't want to get hit by the fire spitting statues that will knock you over the ledge. Push the statue only about one square at a time before going to a safe spot. Also, use Move more than just pushing it because the statues will not move as you move the dragon statue. Eventually when you reach the eastern side of the room push the Statue over the non-moving statue that is spitting fire to be able to pass through. Head down the stairs.

In the next room, head left and go on to the slippery ice. Slide up, right, down and then left off of the ice. Go through the door in the southwest corner of the room.

Head south through the next room until you reach a torch with a flame on it. Use Fire Blow to blow the fire south to the torch below. This will cause the large dragon statue to spit fire at the ice to the right and put a crack in it. Head back north and through the door.

Head right on to the ice in the next room and then go right, up and right off of the ice. Head through the door in the southeast corner of the room.

Go south in the next room and climb down the stairs when you reach them. Use Burst on the cracked ice to break it. However, it's not time to go through the door yet so head back up the stairs to the right. Head right and go through the door.

Make your way to the ladder northeast of you and head to the east of the lit torch. Use the Fire Blow Psynergy to make the dragon below spit fire and clear the ice. Climb down the ladder and head south through the door.

Head east in the next room and go through the first door that you come to. Grab the book-like item from the treasure chest in the next room and then go back through the door. Continue east and go through the door in the eastern part of the room when you reach it.

You will probably notice the very large fireball being shot south in the next room. It goes without saying that you will want to avoid that. Head left of the main alley and make your way north. Whenever there is an ice pillar to the right that can be pounded, pound it. Once you've pounded all

of the ice pillars head back south. When you're back at the south wall of the room head east after the fireball is shot. Head north along the right wall and pound the pillars just like you did on the left side of the room. Head back south after that and go left of the main alley. Make your way north by going back and forth between the safe crevices to reach the door in the northeast corner of the room.

Head west in the next room and go through the door to the south. The next room will have another patch of slippery ice that you will need to slide through. Before you go anywhere, Move the dragon statue to your left west to have it slide west three squares. Then, slide down, left, down, left, up, right, up, left, down, left, down. You will now be next to the a Mercury Djinni sitting on a rock. Talk with it to have it fight you. The battle won't be very hard and after you defeat the Djinni slide north. Go up the staircase and the up the stiairs to reach the next room.

Slide down the crevice in the next room and check the treasure chest. You will get an item that, when equipped, will allow you to use the Psynergy Teleport. Step on the Yellow Circle below you to teleport to the Yellow Circle below you. Head all of the way to the west in the next room and go through the door up the stairs.

Make your way through the next room (it will be a lot easier this time because you won't have to push the statue this time). Head through the door to the south in the next room and then head south. Go left on the ledge above the stairs to reach a door that you should go through.

You will now be in a room with 6 blocks forming a circle. Use Reveal to reveal a teleport circle that you should use Teleport on. Go down the stairs above you in the room you teleported to.

Slide down the crevice in the next room to land on a switch. Stay on this switch for about 30 seconds to have a fireball blast through the room and get rid of all of the ice. Once this happens, head west and go through the door north of the dragon statue.

Go through the door to the north in the next room. Head through the long hallway in the next room until you reach the door to the next room. Head left and climb up the ladder. Move the Dragon statue to the right so that the large dragon below will not spit fire anymore. Head back through the door to the south and then go back through the previous room. Head right in the next room and step on the Teleport Circle. Use Teleport to warp to the room where you moved the dragon statue earlier.

Climb the ladder above you and then head south through the door. Head east through the next room. Go down the stairs and then head left. Hop on to the yellow platform below the stairs. Head down, right, up, right, down, down, down, down, right, and then up to the treasure chest. Fall down to the room below by slipping on the ice. Go back up the stairs and head south. Go through the door in the south part of the room.

Head west through the next room. Go north down the stairs and then south through the next room. Head west again and go through the room. Head north in the next room and go up the stairs. Head to the right of the torch with a flame and use Fire Blow on it. The two dragons will spit fire at the center ice wall. Save at this point because you're about to fight a mini-boss. Use Burst on the crack in the ice to free two dragons that will fight you. See the Boss Strategies section for how to beat the Mini-Dragons.



Once you defeat the Mini-Dragons you will see them warp into Agatio and Karst. Once they finish talking Agatio will drop a red item. Pick it up to have the camera zoom up and the dragon will say something. Head north and check the Dragon. The In-Game menu will pop up. Go to the items menu and look for a silver bag that Felix probably has equipped. Use this item to have Felix place the red ball on the dragon. The whole lighthouse will heat up. Once you have control again use Retreat.

Head north and go back into the lighthouse. Head left and go up the stairs. Get below the torch and use Fire Blow to create a crack in the ice covering the right dragon. Head over to it and use Burst on the crack in the ice. Head north through the door you just made accessible.

Head to the right wall in the next room and then head north and up the stairs. Head west through the next room and then south to reach the Mars Djinni. You will need to fight this Djinni to capture it. After capturing the Djinni, head back through the previous two rooms to reach the main room.

When you're back in the main room, head up the stairs in the center of the room. You will now be in a room with several small platforms surrounded by lava. Hop on to the platform to the left and then go down, down, right, down, right, up, right, up, up, right and up on to the ledge. Go up the stairs.

Go up the main set of stairs in the next room to have the statue say something. It will then show you the hidden doors behind the pictures on the wall. Head through the lower left picture and then through hallway behind it.

You will find yourself outside of the lighthouse. Climb the two stairs and head west across the bridge. Keep going until you reach a door to the tower that you should enter.

Head north in the first room of this tower and go up the stairs. Head left on to the ice then slide down, right, up, left, up. Go down the stairs above you.

Head southeast in the next room and be careful not to hit any of the pipes. Freeze the puddle to the right of the vertical pipe and then push the pipe to the right. Then, go counter-clockwise around the room. You will reach two horizontal pipes that you can push. Push the top one north and then freeze the puddle above you. Head clockwise around the room and push the top horizontal pipe south. Head counter-clockwise around the room again and push the lower horizontal pipe north. You will see a torch in another room light up. Once you get control again, head up the stairs in the north-west corner of the room.

Slide south in the next room to fall off the edge. Then, head east and go up the stairs. Make your way north and then slide on to the ice to the left. Slide up, right, down, right, up, right, up and then climb up the ladder. Stand to the right of the lit torch and wait until the moving dragon statue is directly above the unlit torch. When the dragon statue is in place, use Fire Blow on it to have the large dragon statue below shoot a large fireball out. Head back down the ladder and slide south on the ice to fall down the ledge. Climb back up the stairs and slide left on to the ice. Then, slide down, right, down, left and to the ledge on the right. Go out the door to the south.

Head south through the next room to find yourself outside of the lighthouse

again. Climb the stairs and head north to reach a blue flame burning on a torch. Use Fire Blow from below the torch to have it draw a picture on the wall.

Once you've done that, head back down the stairs and back into the lighthouse. Go north through the next room and off the ice to the south, climb the stairs and then go through the door to the north. Head south through the next room and go out the door to the south. Head east across the bridge and enter the lighthouse again. Head through the long hallway in the next room to reach the room with the four pictures in it again.

Go through the door behind the lower-right picture and head along the hallway and out the door. Go up the stairs and then head east across the bridge and enter the lighthouse.

Head left in the first room and then hop north. You will come to a wall with a crack in it that you should use Burst on. Make your way northwest along the small tiles until you reach a platform with a switch on it. Step on this switch to have the dragon above light a torch to your right. Head back to the beginning of the room and then go up to the wall on the right. Use Burst on the cracked wall to destroy it. Hop northeast until you reach a set of stairs that you should climb. Use Fire Blow on the torch when standing above it to have the dragon shoot a fireball at the center wall. Head back down the stairs and southwest across the tiles to reach the beginning of the room again. Go up to the center wall and use Burst on it to destroy the final wall. Head northeast to reach a ladder that you should climb. Head left and climb down the ladder. Go north and up the stairs to reach the next room.

Head south in the next room to find another pipe rolling puzzle. Push the first horizontal pipe that you come to north. Then, head right and then go south when the path forks. Continue along the path until you reach a staircase that you should go down and then back up. Head up and then Move the Dragon statue to your left west. Go back down and up the stairs and continue along the path until there is a fork to the right. Take this and then head north to reach another down-and-up staircase that you should go through. Go south and Move the dragon statue to the left again. Then, go back through the down-and-up staircase and go along the path to the south again. Head north past the dragon statue that you moved earlier and continue through another down-and-up staircase. When you reach a horizontal pipe that you moved earlier push it south and then go back through the down-and-up staircase. Head south and then left up the northern path that was blocked by a fire-spitting dragon. Continue along the path until you reach another down-and-up staircase that you should go through. Push the vertical pipe to your left west and then head south. Head south through the door.

You will now be outside of the lighthouse again. Go up the stairs and use Fire Blow on the torch there to make the picture above you glow. Head back into the lighthouse. Go northwest in the pipe rolling room and push the vertical pipe to the left. Head north along the left wall and go down the stairs. Head south in the lava room and climb up the ladder to your right and then down the ladder to the right of that. Make your way south and go out the door. Head back west across the bridge and enter the main lighthouse again. Go through the hallway to find yourself back in the room with the four pictures.

Now, go through the upper-left picture and head through the hallway. Stay south to get past the ice blocking your way. Head west across the bridge and enter the tower.

When you enter the tower, head west to find a gray circle. Use Grass Whirlwind whilst standing on the circle to warp to the next room. Head north in the next room and step use Cyclone on the circle on the left.

In the room you warp to, head right and use Move on the Dragon statue to have it block the fire. Slide down the crevice and head east until until you reach a ladder. Climb it, step on the gray circle and use Grass Whirlwind. Head south through the next room and use Cyclone on the gray circle. Then, head west through the next room and Cyclone on the gray circle. Head north and Cyclone on the gray circle on the right.

Head north on the ledge in the next room. Climb down a ladder when you reach it and head south. Go east to find a circle of blocks. Use Reveal on this to reveal a gray circle that you should Cyclone on. Go on to the next gray circle and Cyclone in the next room. Head north in the room you're now in and wait for the moving dragon statue to head left. Get behind it and wait for it to ascend up the wall. Use Move on the backwards L pillar to move it left and into place. Then, intentionally get hit by the flame so that you are knocked off the ledge. Head south, west and then north and up the ladder. Wait until the coast is clear and then step on the purple vortex and use Hover on it. Hover over the moving statue's flame and then head south and on to the gray circle. Use Grass Whirlwind to reach the next room.

Be very careful in the next room as you are standing in the path of a large fireball that will knock you back to the start of the tower if you get hit by it. Head to the left of the blocks surrounding the dragon and keep going until you find a treasure chest that contains a Psy Crystal. Once you've obtained this, head south and wait for the dragon to spit a fireball. Immediately after he does this, head south until you reach several platforms in a circle. Use Reveal to reveal a center circle and quickly use this to hop to the ledge to the right. Head south and go through the door.

Go up the stairs and Fire Blow the purple torch from the south. Head south and go back into the lighthouse. Head north, hop left and use Reveal. Stand on the center tile and intentionally get knocked off the ledge by the fireball. Head south and go out the door. Go back east across the bridge and re-enter the main tower. Go back through the hallway and go through the final picture (the upper-right one).

Head through the hallway and go through the door. Cross the bridge to the east and enter the last tower. The room you're in may actually remind you of the Sol Sanctum way back in the beginning of Golden Sun. Head to the right move the statue there in either direction to reveal a door. Head through this door to reach the next room.

Head all of the way west in the next room and move the statue to reveal a door. Go through the door and go up the stairs. In next room, hop to the platform to the right and then push the left block under the first crevice and use Carry on it to place it in the crevice. Do the same with the right block and the right crevice. Once both blocks are in place, hop left and climb the ladder. Push the pillar all of the way to the right so that it blocks the flame coming from the dragon statue. Step on to the tight-rope and walk south. Push the statue to your right off the cliff in case you mess up in the next part and need to climb the ladder again. In order to get past the moving statues that spit fire you will need to stand on the sand square and then use Sand and let the flame pass you. Unburrow and then head left. Do this twice and you will reach a ladder that you

should climb down. Head south, then east and then out the door.

Climb the stairs on the outside of the lighthouse and use Fire Blow on the final torch. Once you've blown the fire at the picture, head back into the tower. Head, left, up and then climb the ladder. Slide down the crevice and head east and then north. Go down the stairs and head south through the next three rooms. Head back west across the bridge and re-enter the main lighthouse. Go through the hallway and through the door to reach the room with the four pictures for the final time.

When you enter the room with the four pictures you will hear the dragon statue say something and then it will spit fire on the ground. This will reveal a teleport circle. Before you step on this teleport circle, save your game in a different spot than normal. You are about to fight the boss of the game and after this you cannot turn back.

When you have everything set and have saved a separate file step on the teleport square and use Teleport. Hop east and the north along the purple floating platforms and then climb the stairs. When you reach the top of the lighthouse your whole party will pop out. Felix will go to light the lighthouse but will be spooked. The same thing will happen to Isaac but this time something within the lighthouse will say his name. You will look up and see of all things-The Wise One from the Sol Sanctum in Golden Sun. Your party and The Wise One will talk for a while before it starts glowing. Suddenly, The Wise One will transform into a large dragon known as The Doom Dragon. It's now time to battle the boss of the game! See the Boss Strategies section on information on beating The Doom Dragon.

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Section 66: Ending

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Once you have finally defeated the Doom Dragon you will see it transform into three adepts. Kraden will apparently be nervous about something. At about this point you will figure out that those guarding the Mars Lighthouse were Jenna's parents and Isaac's father Kyle who we thought had perished in Vale in the prologue of Golden Sun. Mia and Piers will heal the adults and people will continue to talk. You'll eventually gain control again as solely Felix. Head south and press A to have someone give you the Mars Stone if you don't already have it. It will then be placed in the lighthouse and the light-house will light splitting the two parties.

Suddenly, the Sun will come up and start talking in ESP. It will start talking with Mia and you will see a scene of Mercury Lighthouse. Master Hamma will then start talking via ESP. Suddenly the lighthouse will start glowing gold. Everyone will start talking and the screen will fade to black.

Isaac, Felix and Kraden will be talking to the green creatures in "Blizzrd" Town. They'll talk for a while and then you'll gain control again. Head south and go out the door.

You will probably notice that the Blizzard has stopped. Head south from the house you came out of and continue south to reach the next screen. You will now see Jenna and the rest of your party. Everyone except those from Vale will exit to the south, followed by Jenna and Garet a little later. The game will then end with Felix, Isaac and Kraden putting their fist in the air.

Congratulations on beating Golden Sun 2: The Lost Age. The credits will now roll (they're actually in English). You will see Alex climbing the ledge of the Sol Sanctum, a very nice scrolling camera of the lighthouses lighting on the World Map, and eventually the elements from each of the lighthouses will join on the Sol Sanctum. Alex will absorb the energy and the mountain will start glowing gold. The Wise One will then show up and proceed to utterly beat up on Alex. The characters will then talk on a black background. You will then see an Anime picture of Isaac, Felix and Garet watching the world become golden. More pictures will occur after that and eventually you will get a "The End" message.

Interestingly enough you will have an opportunity to save your data at the end of the game. You will not be able to play this save file unless you are in the Arena which leads me to believe this is another "Clear Data".

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While this is probably the last version of the walkthrough for the Japanese version of the game, there are still more parts of The Lost Age to complete. I may or may not have the time to finish the various quests in the game before the English version comes out, but don't worry... they eventually will get done. Also, expect a complete overhaul of the walkthrough when the English version comes out.

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## Chapter 5: Boss Strategies

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### Section 1: Chest Beaters

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Location: Kandorean Temple  
HP: 150  
Drops: Nut  
EXP: Coming Soon  
Coins: Coming Soon

The Chest Beaters are the first boss that you will face in The Lost Age. These primates like to use health and status boosters frequently, so you can afford to let your characters get low on HP before healing them because it's unlikely that all three monkeys will attack. Plus, the monkeys only have about 150 Health Points, so they're a relatively easy kill. Have Felix's Echo Djinni on standby before the match so he can unleash a summon right away. Have Jenna use any of her multiple enemy attacking Psynergy and use Lightning with Sheba.

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### Section 2: King Scorpion

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Location: Yampi Desert  
HP: 1050-1100  
Drops: Vial, Scoop Gem  
EXP: 440

Coins: 228

King Scorpion is a reasonably tough boss. His attacks can do a lot of damage, so make sure to have your characters healed at all times. Come into the battle with all of your Djinn on Standby and unleash summons on him during the first series of attacks. From there, you should have Felix healing; Jenna Summoning, using the Fume Psynergy or using healing items such as Herbs or Nuts; Sheba should be using her Plasma Psynergy and occasionally using Djinn and Summons. The most important thing is not to let any of the characters die. Feel free to use Herbs throughout this match because you won't have much use for them after this point.

King Scorpion has a large amount of HP so don't expect any quick KO's.

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Section 3: Briggs

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Location: Alhafra

Briggs:

HP: 1000

Sea Fighter:

HP: 200

Drops: Vial

EXP: ~689\*

Coins: ~1411\*

\*Depends on the number of Sea Fighters Briggs calls

This will be a very difficult fight if you went directly from Yampi Desert to Alhafra without going to Air's Rock yet. I suggest being at least Level 12 and having as many Djinn as possible or else this will be a very hard fight.

Despite there only being two pirates who confront you, you will have to fight up to three pirates. However, only Briggs poses any serious threat. Briggs has the ability to revive any of his fallen comrades, so focus your fire on him. Go into the battle with all of your Djinn on standby and unleash on them (make sure to always target the middle one as the primary pirate to hit.) Once you've finished the initial summoning, have Felix use Djinn as well as summon. Jenna should also use Cannon to allow Felix to use the Zagan Combination Summon. When Jenna is not using a Djinni, have her use her effective Fume Psynergy on Briggs. Sheba pretty much should use Plasma throughout the battle. However, it's not a bad idea to give her healing items as she's the strongest character and using Djinn frequently will reduce her maximum HP. Remember that the pirates are weak to every attack so it does not matter who is attacking, just make sure to use their strongest attack possible.

One thing to watch out for in this battle is the smaller pirate's strong sword attack that can do a lot of damage especially when both the Briggs and the supporting Sea Fighters attack the same character. Also watch out for the Oil Drop that the enemy uses frequently as that will do a large amount of damage to your entire party.

Once you kill the Briggs the other two will come down relatively easy.

Just use strong Psynergy and attacking Djinn on them to take them down quickly.

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Section 4: Bandits

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Location: Outside Madra After Talking With Karst

Note: Only available if you transferred data from Golden Sun in which you talked with the Mayor of Vault after Colosso

Bandit:

HP: ~350

Thief:

HP: ~200

Drops: Golden Boots

EXP: 366

Coins: 521

This is one of the easier boss fights that you will face in the game. The Bandits are pretty much a pushover compared to some earlier and later bosses. All you need to do is unleash Psynergy on them and they will fall within a few turns. No character should ever be in danger of dieing.

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Section 5: Aqua Hydra

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Location: Your Ship

HP: ~2750

Drops: Vial

EXP: 963

Coins: 1612

Go in to the Aqua Hydra battle with all of your Djinn on Standby. This battle will be about blasting the Giant Squid with summons early. Initially, have all of the characters summon their straight Djinn summons (for example: Felix summons 3 Earth, Jenna 4 Fire, etc.) You should have at least 2 Level 4 Summons that should unleash between 500 and 800 damage a piece on Aqua Hydra.

After the first unleashing, Aqua Hydra will probably deal some serious damage on your characters since their stats will be low as the Djinn are recovering. In the second round you will probably want to heal with both Felix and Piers while Jenna uses her Fume Psynergy and Sheba uses her most powerful Lightning Psynergy. Once your characters are pretty much recovered, have Felix use Ragnarok; Jenna continue ot use her Fume Psynergy; Sheba alternate between using Impact on Felix or Jenna; and Piers should continue to heal whoever is damaged. You may want to occasionally have Felix or Jenna use Djinn to get some summons again.

Aqua Hydra does not really have any all powerful attacks so beating him should not be that much of a problem.

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Section 6: Serpent

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Location: Gaia Rock  
HP: ~3000-3500  
Drops: Sand  
EXP: 1995  
Coins: 2989

If you have not yet shone the four lights on the Serpent this battle will be literally impossible so I suggest that you go back and do that. Once the lights are shining on the Serpent, the battle still will be difficult. Go into the battle with everyone's Djinn on Standby except for all of Jenna's and Pier's Shade Djinni. Start the battle by unleashing Felix's, Sheba's and Pier's natural summons. Any Jupiter attack will be very effective on the Serpent while Venus attacks are not very effective. That being said, try to focus on unleashing Djinn and Summons with Sheba while Felix uses Ragnarok, Jenna heals and Piers alternates between setting and casting Shade. Sheba should be able to start doing summons that deal over 1,000 damage to the Serpent by her second summoning.

Just concentrate on keeping everyone alive throughout the battle. Heal with Felix rather than attacking if another character is low on HP. Watch out for the Serpent's Poison Breath attack that may poison several of your characters at once. Also, remember that the Serpent will heal 30 HP each turn. This isn't that big of a deal if you are unleashing summons for over 1,000 damage on him.

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Section 7: Avimander

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Location: Champa  
HP: ~4000  
Drops: Potion  
EXP: 2176  
Coins: 1330

Go into the battle with four Djinn on standby for Felix and Sheba. Jenna should have all of her Djinn set so that she can use Healing Aura throughout the battle. All of Pier's Djinn should be on standby since he is super effective against the Avimander. On the first turn, unleash summons with everyone except Jenna who should attack since her agility will be higher than the Avimander. From there, Felix should use Ragnarok, Jenna should use Healing Aura, Sheba should alternate between High Impact and Resist and Piers should use Djinn to build up another Summon. Once Piers unleashes his second summon it should do over 1,300 damage which will hurt the Avimander a great deal. The fight isn't that hard overall because the boss has no real devastating attacks.

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Section 8: Poseidon

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Location: The Sea of Time

HP: 5000

Drops: Psy Crystal

EXP: 2930

Coins: 3762

Go into the battle with 4 Sheba's Djinn on standby and all but 4 of Jenna's on Standby (which means you should put 2 on standby if you have all of the Djinn up to this point). Piers and Felix should have all of their Djinn set throughout this battle. Equip the Trident on Felix. Poseidon will not take any damage unless you use the Trident on him first. So, go into the battle using defense building and healing spells with everyone except Felix who should use the Trident item (note: Go to the items menu and use the Trident, don't actually attack). This will allow you to do damage to Poseidon and it will also do about 200-220 damage to him. So, continue to use the Trident with Felix throughout the match. Sheba should use Summons Poseidon for the second turn and then she should use Impact on Felix as well as Resist until your stats are maxed out at which time she should start using attacking Psynergy or Djinn. Jenna should use her Healing Aura spell when characters need healing, or unleash one of her Summons or attacking Djinn. Make sure to always keep 4 Mars Djinn set on her or else she will not be able to use Healing Aura. Piers should be using his Djinni Shade throughout the battle.

Poseidon attacks up to \*three times\* per turn, so be fanatical about keeping your party at perfect health. Make sure to keep four Venus Djinn set on Felix so that he can Revive and characters that fall. The best approach on Poseidon is the slow-but-steady approach.

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Section 9: Moapa

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Location: The end of Trial Road

Moapa:

HP: 3000

Knight:

HP: 2000

Drops: Hover Jade

EXP: 3340

Coins: 2870

Make sure that you configure your character before you start the race so that you do not waste valuable time. Felix, Sheba and Piers should all have at least 4 Djinn on standby to unleash summons this round. Make sure that Piers has his Shade Djinni Set, though. Jenna should have 4 Djinn Set and the rest on Standby.

Unleash each character's appropriate summon (Felix would unleash 4 Earth, etc.) on the first turn while Jenna attacks or consider using Eclipse which will greatly drop the enemies' attack. The second turn, and from here on out, Jenna should use her whole party healing spell while Felix uses Ragnarok and Odyssee to pound on the two guards. Sheba should constantly use either Resist or High Impact. Piers should continue to use or set his Flash type Djinni each turn. Concentrate on knocking out Moapa first and this battle should be pretty easy.

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Section 10: Agatio and Karst

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Location: Jupiter Lighthouse

Agatio:

HP: 4200-4300

Karst:

HP: ~3000

Drops: Dark MATter

EXP: 5813

Coins: 9020

This is actually an optional battle. If you lose the game will still go on. However, winning will still get you EXP and the item Dark Matter.

You will only have two characters to fight Agatio and Karst with: Felix and Piers. Since you have so few party members, I recomend going into the battle with all of your Djinn Set to have the best Psynergy and stats. Have Felix and Piers use their Odyssey and Diamond Berg Psynergies respectively. After two series of attacks Jenna will join you in the battle. She should pretty much heal throughout the battle. Finally, after four series of attacks Sheba will join your party. She should use Djinn, Summons and powerful Psynergy against Agatio and Karst. Throughout the rest of the battle have Piers use his Shade Djinni while Felix continues to attack and use Odyssey.

Keep your party at full heathl throughout the battle as Agatio has a very powerful Rising Dragon Psynergy and periodically they will attack with a Summon. Don't let Felix's PP get too low because Karst has an attack that will occasionally kill you in one shot, so you will need him to revive frequently. Another thing to watch out for is Karst's Djinnfest which will put one of each character's Djinn to rest. The battle shouldn't be too hard if you play conservatively. Target Agatio first and once he is down go after Karst with Mercury Djinn and Summons.

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Section 11: Mini-Dragons

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The battle is not quite as hard as a boss battle but it still will be harder than a normal random battle. You will want to go into the battle with either Mia or Jenna healing while the other characters are unleashing summons and using Djinn. If any of your characters go do, you may want to sub in reserves using the option in between attack and retreat. The Dragons don't do too much damage so you shouldn't worry too much about having your characters faint. Focus on the small dragon first so that you will take less damage. After that, the larger dragon should fall pretty easily to some powerful Summons.

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Section 12: Doom Dragon

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The Doom Dragon is the boss of the game so you know that it is not going to

be a walk in the park. Go in to the battle Isaac, Felix, Mia and Jenna. Everyone going into the battle should have their Djinn set while the people on reserve should have their Djinn on standby ready for summoning when they sub in. Hopefully you've been leveling everyone pretty equally so you won't have any particularly weak characters. Also, make sure that your characters are at full health before going into the battle by using leftover HP healing items. You will also want to distribute the healing items (especially party healing potions, Psy Crystals and Sacred Feathers) to characters who sub in so they can get you out of a tight spot. Place the Flash-like Djinni on Mia. Unfortunately, you will not have the Djinni Flash unless you transferred it from Golden Sun.

For as long as you can you will want to follow this strategy: Have Isaac and Felix both attack each turn. One of them should have the Trident and one of them should have the Sol Blade (you obtained this earlier in Mars Lighthouse). Mia should use her Flash-like Djinni (see a previous section for a description on what this Djinni's name is) each turn until it gets put to rest by the Doom Dragon's anti-Djinn Psynergy. Jenna should consistently use her party healing Psynergy until she also cannot use it because of the anti-Djinni Psynergy. Hopefully either Mia and Jenna will always be able to use a class healing Psynergy.

Keep your characters at full health at all time because the Doom Dragon attacks four times per turn! Initially his attacks will not be very hard and won't do that much damage to you. However, as the battle goes on he will get progressively harder. About halfway through the battle the Doom Dragon will start using his Summon and even more annoying "Put All Your Djinn On Rest" Psynergy. This point occurs after it uses a bright yellow light on itself and appears to do no damage. It's extremely hard to defend against both the Anti-Djinni Psynergy and the Summon. However, try to keep Felix and Isaac both with a lot of spare PP so that they can revive freely. Also, be prepared for characters to just randomly faint apparently after some Psynergy that the Doom Dragon uses (I can't quite pinpoint which one). Plus, the Doom Dragon has an annoying Flash-like move that will reduce your damage to almost nothing.

You will probably start to get in a lot of trouble after the second out of the three dragon heads explode. Try letting the subs come in for a few turns using the Switch option next to Attack. Unleash their Summons on the first turn and then use Psynergy with them. Just try to hold on for as long as you can constantly trying to revive the healing characters while attacking with the non-healing characters.

The Doom Dragon has a \*lot\* of HP and the battle will take you a very long time so you may want to set aside some time to fight it. I will calculate its exact HP in a future version of the guide.

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## Chapter 6: Wrap Up

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Section 1: Credits

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Walkthrough By: Ikillkenny (Mike Bentley (lostage@comicsoft.zzn.com))

My web site: Golden Sun Anonymous (<http://gsa.doc-ent.com>)

Contributes Credited Where Their Contribution Was Used

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Section 2: Copyright

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