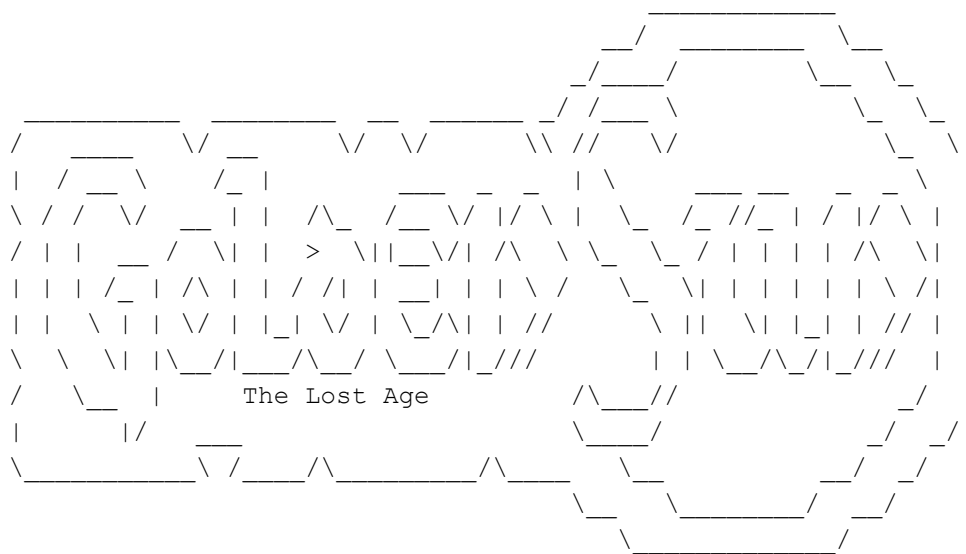


Golden Sun: The Lost Age FAQ/Walkthrough

by cinder

Updated to v1.0 on May 26, 2004



Golden Sun: The Lost Age for the Gameboy Advance

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-Version 1.0-

History

_____/Version 1.0 \

- 5.26.2004 - I've almost given up on this thing.. but what I saw today, it has given me the inspiration to go on. I apologize to all for my 1 full year delay on this, I just lost inspiration
- Walkthrough until the end of the game, not including the four secret areas, most likely will appear at 1.1

_____/Version 0.9 \

- 5.19.2003 - Walkthrough until the beginning of Magma Rock
- Lotsa FAQs at the end of the walkthrough
 - Added Yallam as chapter 23.. I thought you were suppose to go there after you get the Wings of Anemos!
 - Changed "To the Eastern Sea!" to "To the Western Sea!" (I could've sworn Kraden said Eastern Sea)
 - Added Animal Item Exchange as chapter 37.. thought it might be better to do it early
 - Will update Djinn Guide in next version
 - 8 more chapters until the walkthrough is finished! YAY!

___/Version 0.8b \

- 4.12.2003 - Awesome update! All translated to Official English
- Walkthrough up until the end of Trial Road
- Added more story line parts
- Moved 'Watch out for Iron' to earlier part

___/Version 0.8a \

- 3.30.2003 - New English Translations!
- Djinni Powers completed with English translations
- Next version soon

___/Version 0.7 \

- 1.25.2003 - Walkthrough done until the beginning of Lemuria
- Changed Djinn to translations
- Shuffled Trident Quests around
- Added extra quest in Alhafra
- Changed 'Angara Tower' to 'Ankole Ruins'

___/Version 0.6 \

- 1.19.2003 - Walkthrough done until the end of the trident quest
- Added update of Combo Tablets
- Added update of Combo Tablet locations
- Changed 'Douse Bubble' to 'Vials'
- New summon description
- New Djinn information

___/Version 0.5 \

- 8.24.2002 - Walkthrough done until the beginning of Gaia Rock
- Added complete Psynergy Gems
- Changed 'Sand' to 'Scoop'
- Changed a boss name
- Added new Djinni information

___/Version 0.4 \

- 8.15.2002 - Walkthrough done until beginning of the 'Inside Gabomba'
- Moved 'Indra Continent' to proper spot
- Added new Djinni information
- Added new translations for Multi-elemental Summons
- Changed 'Shake' to 'Slide'
- Changed 'Shovel' to 'Sand'
- Added a start of Psynergy Gems/Techniques list
- Added more translations from Matthew

___/Version 0.3 \

- 8.03.2002 - Fixed up many errors/mistakes in Walkthrough
- Added new Djinni information
- Walkthrough done until after returning to Garoh
- Added a new 'Unknown Summon' to Djinn Guide
- Added more to Piers's story about being in jail
- Added translated continent titles
- Recorded second and third boss

___/Version 0.2 \

- 7.27.2002 - First boss recorded
- Walkthrough up until after visiting Piers.

7.17.2002 - Walkthrough up until the puzzle room in the Kandorean Temple.

Table of Contents

1. Introduction & Notes
 2. The Story of Golden Sun: The Lost Age
 3. Controls
 4. The Walkthrough
-
0. PRELUDE
 - [1].....Begin a New Quest
 - [2].....Before the Fight
 - [3].....Lost in the Sea

 - A. INDRA CONTINENT
 - [4].....Idejima To and Through Daila
 - [5].....Learn the 'Lash' Psynergy
 - [6].....Visit the Shrine of the Sea God
 - [7].....Through the Dehkan Plateau
 - [8].....Someone in Prison
 - [9].....In the Underground
 - [10].....To the Next Continent

 - B. OSENIA CONTINENT
 - [11].....Navigating Through the Yampi Desert
 - [12].....Defeat the Pirates of Alhafra
 - [13].....Visiting Mikasalla and Garoh
 - [14].....Learn 'Reveal' From Air's Rock
 - [15].....Returning Back to Garoh
 - [16].....From Osenia to Gondowan

 - C. GONDOWAN CONTINENT
 - [17].....Resting at the Village of Naribwe
 - [18].....Sneaking Through the Kibombo Mountains
 - [19].....Finding Piers at Last
 - [20].....Inside the Gabomba

 - D. GONDOWAN, INDRA, OSENIA CONTINENT
 - [21].....Return to Madra
 - [22].....Sail Your Ship
 - [23].....Forge Some Weapons

 - E. GONDOWAN - ANGARA CONTINENT
 - [24].....Return to Kibombo
 - [25].....Travel to Champa

 - F. ISLANDS
 - [26].....Solve the Puzzles of Aqua Rock
 - [27].....To Izumo and Gaia Rock
 - [28].....Slay the Dragon of Gaia Rock
 - [29].....The Hidden Area in Izumo

 - G. THE QUEST OF THE THREE TRIDENTS

- [30].....Returning to the Shrine of the Sea God
- [31].....Puzzles of Ankole Ruins
- [32].....Journey South to Tundaria Continent
- [33].....Find the Bust Bit
- [34].....Briggs At Large
- [35].....Trident Forged! Enter the Sea of Time
- [36].....The Future of the World

H. HESPERIA - ATTEKA CONTINENT

- [37].....Animal Item Exchange!
- [38].....To the Western Sea!
- [39].....A Challenge of Strength! Trial Road!
- [40].....The Reunion

I. PREPARATIONS

- [41].....Djinni & Tablet Hunt All Around Weyard
- [42].....Last of the Rocks - Magma Rock

J. FINAL SHOWDOWN

- [43].....To the Mars Clan of the North, Prox!
- [44].....Revitalize the Mars Lighthouse
- [45].....Free the Future of Weyard
- [46].....Aftermath and the Golden Sun

- 5. The Adepts
- 6. Djinn Guide
- 7. Boss Guide
- 8. Psynergy Guide
- 9. Stone Tablets
- 10. Secrets
- 11. Faq
- 12. Special Thanks & Credits
- 13. Version History
- 14. About the Author
- 15. Copyright Information

1. Introduction and Notes

This is my second walkthrough I have made for Golden Sun. Translations for Towns, Villages, Weapons, Psynergy, and Djinn were done by Matthew Whitehead before the English version was released.

New versions are always submitted to the sites listed at the end of the Walkthrough. The first place that it can be seen on is on my website. Make sure you check it out at:

<http://www.planetnintendo.com/goldensun>

If you ever need further help, contact me with your problem. Have fun reading and enjoy the second book to Golden Sun!

2. The Story of Golden Sun: The Lost Age

The story of this game is much easier to understand if you have played the first game, Golden Sun!

++++
Before the Ending of Golden Sun
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The game takes place after the end of Golden Sun. The Venus Lighthouse was just lit, and the island with Jenna, Kraden, and Alex were on broke off. There are four lighthouses in all, each representing a special element. The elements are Earth, Fire, Wind, and Water. If all lighthouses are lit, it will bring chaos to the world. Isaac, the hero of Golden Sun, along with his friends, Garet, Ivan, and Mia, are trying to prevent them from being lit. They have stopped Saturos and Menardi, the enemies of Golden Sun, but couldn't stop the lighting of the Venus Lighthouse. So far, the Mercury and the Venus Lighthouses are lit, and only the Jupiter and Mars Lighthouse remains. After diving for a young girl named Sheba, Felix ends up on the shores of the broken island of Idejima, where Jenna, Felix's sister, Kraden, an Alchemy sage, and Alex, a mysterious Mercury Adept, waits. More information about these characters are found in the 'Adepts' section.

++++
Prologue of The Lost Age
++++

Ages ago, or so the stories tell, the power of Alchemy ruled over the world of Weyard.

Alchemy wrought the base elements of humanity into thriving civilizations, like lead into gold.

But in time, man's dreams gave birth into untold strife. Dreams of endless riches, of eternal life, of dominion all over that lived... Dreams of conquest of war.

These dreams would have torn the world apart if not for a few brave and wise men, who sealed away the power of Alchemy deep in Mt. Aleph's Sol Sanctum.

Prologue from Book One

The town of Vale guarded the secret for many years, until Isaac and Jenna, whose parents died in a storm 3 years before, disturbed the sactum.

Saturos and Menardi, one of the Mars Clan, followed them into the sanctum. With them traveled Jenna's brother, Felix, thought lost in that same tragic storm.

Saturos and Menardi stole the Elemental Stars, the keys to breaking the seal on the power of Alchemy, and kidnapped Jenna and the scholar Kraden.

If these four jewels were used to fire the elemental lighthouses, the seal on Alchemy would be broken.

Isaac and Garet set out to stop Saturos, rescue their friends, and return the Elemental Stars to their home in Sol Sanctum.

They banded together with a young Wind Adept named Ivan and pursued Saturos and Menardi to Imil, a winter-locked town near Mercury

Lighthouse.

There, they met the guardian of the lighthouse, a Water Adept named Mia. With her, they pursued Saturos to the aerie high atop Mercury Lighthouse.

Isaac was too late to stop Saturos from lighting the beacon and escaping. Again Isaac chased him, crossing Angara to the shores of the Karagol Sea.

Taking passage on a troubled ship, Isaac crossed the Karagol to Tolbi. He spoke with Tolbi's leader, a strange man named Babi.

Babi entered Isaac in Colosso as a test of his powers. Isaac's Psynergy won Colosso and earned him Babi's trust. Babi revealed a great secret to Isaac...

Thanks to a mystic draught from the lost land of Lemuria, Babi had lived for 150 years! He offered to help Isaac, who then headed deep into Gondowan.

In the town of Lalivero, Isaac learned that Saturos and Menardi had kidnapped a young girl named Sheba, whom they needed within the lighthouse.

Isaac fought and defeated them atop the lighthouse, but he was too late - the beacon had been lit.

A great cataclysm followed. Sheba fell into the sea. Felix jumped in to save her, but both were lost in the rolling waves. Jenna left the lighthouse to find them, but to no avail...

Isaac went to Lalivero, where Babi asked him to find Lemuria and the remaining lighthouses. He gave Isaac a Lemurian ship to make the journey for the lost land.

This chapter of our story beings with Jenna, just before the beacon on Venus Lighthouse is lit...

3. Controls

The controls of the GBA are simple:

_/Control Pad _____

- Choosing a selection
- Walking

_/'A' Button _____

- Confirms a selection
- Opens Menu (Only when you can control your character)

_/'B' Button _____

- Cancels

- Run (When held)
- Fly (When your Ship has been upgraded)

___/'L' Button _____

- Switching party members (In menu only)
- Shortcut key for Psynergy use
- Zooms World Map out (In Overworld only)

___/'R' Button _____

- Switing party members
- Shortcut key for Psynergy use
- Displays World Map (In Overworld only)

___/Start Button _____

- Opens menu to Save, Sleep, and to change Options

___/Select Button _____

- Opens Menu (Only when you can control your character)
-

4. The Walkthrough

0. P R E L U D E

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[1]. Begin a New Quest

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You'll be asked to input a password or not. This is used if you have completed the first game, Golden Sun. The password will transfer the data, along with items recieved, and levels gained, only if you completed the game. The names of your characters will also be transferred. Passwords are classed into Gold, Silver, and Bronze categories. Gold trasfers all the data, but is done by a very large password, while Bronze is almost the opposite. If you don't have Golden Sun, answer 'No', and you'll be asked to name Felix, then Isaac. Enter their names, and the story begins.

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[2]. Before the Fight

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Venus Lighthouse

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The game starts with Jenna, Felix and Kraden at the Venus Lighthouse where the electrical barrier was. Felix moves the statue onto the switch to turn it off. He gives his farewell to Jenna, and leaves to meet Saturos and Menardi. After Felix's leave, Jenna feels

worried about Felix and that she should've stopped him. Alex appears in front of them, and he's not in favor of Felix leaving either. Instead of leading Jenna and Kraden out of the lighthouse, he decided to check on Sheba, whom he was worried about. Jenna will get angry at Alex and at Kraden about Felix's actions. Alex will talk about the reason why he wants the lighthouses lit, and will stop before the rest goes on. Jenna will automatically leave, and the electrical barriers appear right after your disappearance. You'll now finally have control over Jenna. There should be another door right beside you. Continue the path and go through the next doorway. There should be two doors to take. Go to the southern one. After, you'd be close to the entrance, but to get yourself an Herb, go to the right past the southern door. Do this little jumping puzzle to get an Herb in a chest. Return to the room before and then go south to exit.

++++
Venus Lighthouse Entrance
++++

You're outside the Venus Lighthouse. Go south, until suddenly a group of people and a group of guards shows up. They want Sheba back. After giving threats, Alex will come out and tell you to meet him in Idejima. He'll take care of these guards. They won't let you through, so he goes up to one of the guards, and throws him up in the air using a burst of water from the ground. He goes up to another guard, and does the same. When there are two guards left, the group of other people flee because they're scared! Then Alex stares the two guards down until they disappear from the screen, but he also leaves temporarily. Now, go west from where you are, at the end of the path, a Ruffian blocks your way, and you'll have to go into battle with him. Your first battle is easy, use Fume psynergy and defeat him. You'll get an Herb after the fight. Once the battle is over, exit.

++++
Suhalla Gate
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Suhalla Gate. To the north, another Ruffian shows up. One Fume can finish the job with an Herb as a reward. After, run through the path of stairs. Go up or down on any vines you find. Explore everywhere, then soon enough you'll find a doorway. When you attempt to go in, three Ruffians show up. Use the same battle techniques, use Fume each turn to take them out one-by-one. Once that's finished, enter the cave, and continue down. Go through the path, until you find a Psynergy stone. When you get close to it, a Punch Ant will ambush you. Attack it with your fire Psynergy to beat it. Continue through the path. You will eventually exit and appear on Idejima.

++++
Idejima
++++

Here you are, on the island that was shown before the end of Golden Sun. Kraden suddenly spots the ship that's docked here. He jumps in to check what's inside, then comes back out. It was Saturos's ship, and Jenna and Kraden are suppose to be there waiting. But the, Kraden notices the "thingie" is missing that makes the boat run. Alex appears once again, and their plan is to leave on the boat once the beacon lights up. Suddenly, an earthquake occurs, and everybody looks at the Venus Lighthouse's way. It has been lit, it

looks like Isaac's battle with Saturos, Menardi, and the Fusion Dragon has ended! The island of Idejima is broken apart, and slowly drifts away.

This is a familiar scene to those Golden Sun players who have conquered the game. Jenna and Kraden are found lying on the ground, and they talk. They talk about Isaac, and Felix, and are wondering where they are. Suddenly, Alex shows up and tells them that there is something they need to see. The two follow him, and on the shores, they suddenly find Felix and Sheba alive but unconscious. This is the ending of Golden Sun, but now in Golden Sun: The Lost Age, the quest finally continues.

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[3]. Lost in the Sea
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+++++++
Idejima
+++++++

The group wonders if Felix and Sheba will ever wake up. And to their words, Sheba's eyes open. She wonders, and stands up. She announces that Saturos and Menardi are gone. Now she wonders if Felix will wake up, and to her words, he does. Now that the unconscious are up, the group wonders what to do, since they're on a floating island, and they don't know where it'll go to. But, then, they believed that they saved because they found another continent! Sheba notices that they're passing right through and that they're not going to make it. A sound of crashing water is heard, and Felix looks. A tidal wave is coming their way! It comes and storms down on them in a white flash.

When the screen comes back to color, everybody is lying on the ground. It looks like Idejima has bumped into another continent. Felix wakes up first, and asks if you want to check for your injuries. First you'll check your arms. Your arms are still attached, and that's a good start. Your legs are working fine too. Yup! You're fine. Now, you control Felix, go to Jenna and check if she's okay. She'll be happy to see you. When she joins your party, wake up Kraden. Lastly, go to Sheba. They all join your party, but are we missing somebody? Where's Alex? He has disappeared! It looks like the ship has, too. The group suspects that he set out to find the ship so he can light the lighthouses...

The group decides to go to the Great Western Sea to look for the lighthouses. They all decide to go, but have second thoughts whether to let Sheba come. She announces, that it's her "destiny" to come. After pestering them, Sheba was allowed to come. After a series of questions, leave the island of Idejima, and enter the Overworld of Weyard for the first time!

A. I N D R A C O N T I N E N T

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[4]. Idejima To and Through Daila

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+++++++
Overworld
+++++++

Find a Nearby Village

Once you're on the World Map, head south. You'll immediately bump into a friendly, peaceful village called Daila.

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Daila
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Explore everywhere, buy items, weapons, and armor for your party. There's nothing to do here for now, but you'll have to come back when you've recruited your fourth member. Once you're done visiting, it's time to meet your first Djinni.

+++++++
Overworld
+++++++

Obtain Your First Venus Djinni

Once you leave town, you'll find a sparkling red dot flying around (doesn't it look familiar, GS players?). It will stop and notice you. It'll come closer, then appear as its visible form. This is a Venus Djinni, it'll ask you a question, then it'll become your ally. Once you learn more about the Djinn, you'll be wanting to use them all the time. Echo has become your ally! It can be very helpful.

Get to the Kandorean Temple

Now that you're on the World Map again, go southwest, then southeast to reach a Temple filled with meditating monks.

=====
5. Learn the 'Lash' Psynergy
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Kandorean Temple
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At the entrance of the Kandorean Temple, the guards will not let you through no matter what you pull. To get in, head for the east, then go north. Use Sheba's 'Whirlwind' Psynergy to blow the ivy away, and go through the cave. At the end, climb the rope, and you'll appear outside of the temple, but inside where the guards cannot see you. You'll find three monks meditating, but inside you'll also find another three. In this automatic sequence, Master Poi of the monks appear at the top of the room, and asks how

well the three monks inside the temple are doing. Each of them could levitate, but not too well. Once Master Poi disappears, you have to solve the maze to earn an important new Psynergy, and a new Djinni, too.

Solve the Puzzles

You will find yourself in a room full of pillars. The first thing you want to is go north where you'll find a Mimic that looks like a treasure chest. Fight and defeat it, it'll drop a Game Ticket when you're finished. Now go to the left side of the room and just keep going until you reach a doorway. The first thing you want to do is going down and left. You will meet the monk that thought he could pass the test. He has fallen. This little maze can make your eyes boggle, but you can see right into it. For percise directions, from the red stone near the man, go right to the next red stone. Then go directly up, then left, and north two steps. There is another opening in the right side you can go to. Then you can go up again, and reach an open area where you can climb a ladder. Do so, then go down past 2 rocks, and when you reach the end, jump on the pillars. Jump 2x to the east, 1x to the south, 1x to the east, 1x to the north, 1x to the east, 1x to the north, 2x to the west, 1x to the north, 1x to the east, then finally 1x to the north. Go through the doorway.

Through the cave, you'll eventually reach two paths. Take the left one, since the right path leads to a dead end. At the end of this path, is another doorway. Here, you'll see rushing water. Climb down the ladder, and run all the way down. There will be an opening of water that you can run across. Accomplish this by holding 'B' and running north-east. There will be two ways you can go, you want to go north other than just right across. Continue running up the river, and when you reach the top, finally go right and down the dry path. This will take you to another cave door.

This next puzzle room contains a pillar and two gysers. Push the pillar on top of the left gyser if you want to get a valuable Psynergy card, which changes your class and lets you learn new and strange Psynergy. Once the pillar is on, run to the right gyser, and stay on it until the gyser brings you up. Once at the top, you can jump down and recieve the Mysterious Card, an item that will change your class and give you special psynergy. Jump back down on the gyser, and move the pillar from the left to the right gyser. Stay on the left gyser, and it will bring you up to the next puzzle.

Climb up the ladder and walk on the tightrope. No balance is needed, but there is an obsticle on the second one you should watch out for. To avoid this, there is a pathway through the pillars that leads to a doorway and a pillar. The doorway leads to a deadend, so go to the pillar, and use Felix's 'Move' Psynergy. Move it right, then jump across, and continue moving it until it blocks the water flowing down. Now you can safely walk across without any water pushing you down and to the lower level. Do not take the ladder when you arrive at the end. Go to the right and run down. When you reach a deadend, jump left, go down, jump right, go down, and jump left again to get by the rocks. Jump across one more time and down the ladder. Exit by running down.

Here, you'll spot a Mercury Djinni and a rope. Don't worry

about that yet, you will soon learn the Psynergy that is required to reach it. Run by, up the ladder, and through the doorway. Then to the doorway to the right of it. Run around, and you'll reach a ladder. Climb the ladder, and you'll find a sign. The sign will be a message from Master Poi and to summarize, telling you to move the boiling pot without touching it. If you do move it by touching it, you'll get burned! But you won't lose HP. Use Felix's 'Move', and move the boiling pot either left or right. Before going any further, be sure to equip the Mysterious Card on Sheba. Jump over the spot of lava, and at the end, you'll reach your first boss.

Three Chestbeaters. They look a lot like the apes in Golden Sun, but they are a little bit different. This battle can be won very easily. Have Felix use Echo, the Djinni, then summon Venus right after. Jenna can use her Fume on one of the apes, and because Sheba has the Mysterious Card, you can use her Juggle ability to damage all the apes very badly. If your HP is running low, use Felix's Cure, or any Herbs that are equipped on your party members if you haven't already. These apes are resistant to Sheba's Jupiter Psynergy, but are weak against Jenna's Mars Psynergy. One thing you should note, is that these apes know how to use items! They will use Herbs on each other whenever HP becomes low. Continue these tactics, and the apes will be defeated. You'll also get a Nut at the end.

After your battle, a ladder will mysteriously appear. Climb it, and run through the purple corridor. Once at the end, and to a new room, you will find Master Poi. He'll be surprised that none of his students have passed and that a stranger like you did. In this room, you will also see a rope. He has seen your powers, and has decided to pass along the Psynergy that has been passed down for years, given to those followers of the temple. He demonstrates the power to you, by going to the rope, and extending it to the nail. Follow him and climb the rope, and examine the rock. Equip this rock to any party member, and 'Lash' will be available to you. Now, you can go back and retrieve the Mercury Djinni that you saw before. You don't have to redo the whole temple. Just go backwards until you see it. Use the new Psynergy 'Lash' on the rope, and climb up. Watch out! This Djinni will attack you. You have to defeat it in a battle before it joins you. Use the same tactics as you did while fighting the three apes, and it will fall soon enough. Once it joins you, return to Master Poi and exit from there by going down a slope outside. Fog, the Mercury Djinni works best on a Mercury Adept, but you won't have one for quite a while. Continue on!

=====
[6]. Visiting the Shrine of the Sea God
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Overworld
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Return to Daila, and go east. You'll discover a cave connected to a tower This is the Shrine of the Sea God.

+++++++
Shrine of the Sea God
+++++++

Save the Two Boys

When you go inside, you will discover two boys, Riki and Tavi, Tavi being the one stuck at a higher level across a river, while the other is trying to get him down. There is also a rope and a nail, and that is where 'Lash' would come in handy. Riki leaves to find some help. Use 'Lash', and Tavi will climb down. Riki returns and finds that he is safe. They will both thank you and leave. They'll mention that there's a critter they're trying to catch. I wonder what that can be?

Chase the Jupiter Djinni

Now, climb the rope and get to the doorway. In this next room, there are wooden bridges that connect from one cliff to the other. Walk through the first two bridges, but don't go through the doorway that is at the end. Go south, and you'll spot the Jupiter Djinni. Unfortunately, the bridge that leads to it is a bit broken, and will collapse if you attempt to walk on it. Walk on it to fall, then climb the ladder to reach it. This Djinni is very stubborn, and it won't be the last time before you see this kind of behavior. Before you climb the ladder, the Djinni will spot you and flee, but only across a bridge. Get across and it will fly away. Chase after it, and go through the doorway at the end. Here, you'll immediately spot a few Djinni footprints. Follow the directions that the footprints are going to. The footprints will end at water, and here there will be three staircases you can take. Out of the three, take either the top left or top right. Walking on a bridge will cause the Jupiter Djinni to flee at the lower level. Go back to the three staircases, and take the bottom ones. Climb down the ladder, and run through the path that the Djinni took to find it again. It will then flee once more on a purple ledge. Don't attempt to chase it now, because it will run away whenever you get close. Move the pillar with the torch up so it fits right into the wall. Now attempt to chase it, but it cannot run anymore because of the fire. You've finally trapped it, but it will attack you! When you first battle it, it might attack you before anyone else does. Defeat it quickly before it runs away. It is weak against Earth, so use Felix's Spire (if you have it), or unleash Echo or Venus. With Jenna, you can use her Fume and Sheba can try using Juggle if she still has the Mysterious Card equipped to her. It has about 175-196 HP. If it runs away, leave the room and just come back. It will then most likely stay for a few more turns. Once it is defeated, it joins your party. This Djinni is called Breath. Its powers will heal some of a party member's HP and will always go first in battle despite anyone's Agility. It will give you 43 EXP and 89 coins once defeated. You can set it on Sheba, it will work best on her. Jenna will have to hold the Mercury Djinni Fog until you get your fourth member. Your job is done here for now, but you'll have to come back later in the game. To exit quickly, use Felix's 'Retreat' Psynergy.

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[7]. Through the Dehkan Plateau
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Overworld
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Go south of Daila, then take the east route. Continue the light-colored paths, and at the end you will find some sort of a mountain. It is the 'gate' to get to the other side of the mountains.

++++
Dehkan Plateau
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Through a few stairs, you'll come across a whole bunch of cracks on the floor and an unreachable treasure chest. The lighter colored cracks allows you to step over only once, then they become a bit darker. If you walk on the darker cracks, it will drop you down to the lower level. You wouldn't want to fall down, but in this case, there is no other way. Drop down to the lower level. In this cave, there will be two doorways to go through. To get to the treasure chest that you saw earlier, go to the bottom door. In the treasure chest is an armor you can equip on a party member. This will either raise any character's defense by 13 or 14, so choose a character that currently has low defense. Once that is finished, go through the top doorway. Now you're at the other side of the cracks. Get to a new screen by heading right. In this screen, you can either get the treasure chest, or continue on. These grey pillars are just like the cracks you met with earlier. The uncracked pillars allows you to jump on them once without falling. After jumping, cracks will appear. If you jump on it again while cracked, it will collapse and you will fall with it. The ones you are seeing are uncracked, so you can only jump on them one time. Jumping on the top pillar leads to a treasure chest, which contains an Elixir. Once it is recieved, jump back, and let it fall. You can climb the vine to get back. Now jump across on the first pillar, then across on the second pillar. At the north is an oddly shaped pillar that looks like a large nail dug to the ground. This can be knocked down after acquiring a new Psynergy. You will learn that in this gate. For now, head south, run through the path, and you'll find a pillar that is unreachable unless you get to the other side. Don't worry about that one yet, head north of that pillar, and you'll come across another path full of cracks. Between two rocks is one crack. Walk across, then to the right crack that is a lighter color. Then go up a little bit, and jump to the right above the hole. Continue going up a bit, and walk across the last crack. Then you're through! You can then head north to a new screen.

Another pillar puzzle, but much larger. There is also a treasure chest you can find here. To get it, jump on the first pillar that is available to you, then the pillar in the west (not the south one), then on the pillar that is to the right. Once you jump on it, jump back, and jump again to make it collapse. Climb the vine to recieve a new weapon called the Themis' Axe for Felix. If you're at level 8, most likely your attack will jump from 55 to 79. This may be different in other games. This axe is no ordinary weapon, it is an artifact that unleashes a power in battle. The time it is unleashed cannot be determined, because it is based on the Luck your character has. It unleashes a lot more common than a Critical Hit, and that is depended upon your 'Luck' status. These unleashes can be useful, they are very powerful and it doesn't require any Psynergy use. This weapon, in this case, unleashes a power called Stone Justice. Artifacts can be sold in shops for a ton of money, and they can be bought back again, but for a higher price. Once the axe is recieved, go up the stairs, and exit. Come back to restart the puzzle all over again. This time, with fresh new pillars, jump to the only

one available to you again, then jump on the south pillar. Keep jumping across to get to the other side. Head north until you reach a deadend, and jump on the pillar, then to the one beside it, go up a bit, then jump to the left pillar to reach the other side of the rock that was blocking your way. Run all the way around to get to the new screen.

You'll find another 'cracked-floors' puzzle, only that this time there are no dark cracks. You can even run across all of them once without falling. Get through, and you'll discover a Mars Djinni on the other side of the wall. You'll get to it later. You'll also find out that you've reached a deadend. Go back to the cracks and fall through. Go through the doorway, run through the path to reach another doorway. Now you're outside again, but this time you're on the side where the Mars Djinni was. You'd think it would be as easy as the first two you already have, but this one runs away as soon as you get to it. It will go across a light-colored crack, and jump down through a hole. You can't get through unless you fall, so fall down the crack that the Mars Djinni left. Use the doorway to exit the cave and you'll spot the Djinni again at a higher level than you are. Head down, climb up the vine, and run to where the Djinni is. When you get to the Djinni, it will run away, again. It will scurry to the right to the next screen. Follow it. Now it's on a bridge. It will jump over the whole and run away as soon as you get close to it. Don't follow it this time. Instead, go down the vines, and across on the two tightropes. Since you have 'Lash', you can get the treasure chest here. Move the first pillar two times to the right, and climb up the vines that cover it. Use 'Lash' on the ropes, and climb up to the chest. Up here, you'll spot the Mars Djinni again. In the chest is a Nut, which recovers 200HP anytime. Climb back down through the ropes and down the vine. Move the second pillar two times and climb down. Run through the twisted path and climb the vine. After you climb it, the Mars Djinni will see you, and use a strange new Psynergy on the oddly-shaped pillar. A big fist appears and pounds the pillar down. The Djinni runs through and to a new screen.

The Mars Djinni can be spotted, again. This stubborn one runs away again once you get close. It will jump on the pillar, forming a bunch of cracks, scurry to the next pillar and do the same. It goes on top of a crack, and falls through. Now it has left you pillars that cannot support you. Climb down the vines, and move the other pillar to the right two times. Climb it and run to the right. Here are two fresh new pillars that hasn't been jumped on. Jump on the first one, and jump back and forth until it collapses. Now go north and around, until you reach a pillar with vines. Use Felix's 'Move' and move the pillar to the left. Then move it again. Climb it, and jump on the second pillar until it collapses, too. Go up and climb the vines. Push this next pillar all the way down to the lower level. Run all the way around and meet with that pillar you just dropped. Use Felix's 'Move' and move it to the left. Now, run all the way back to where you just pushed that pillar down. Jump across and go through the doorway. In the cave, run through and get to the next doorway. This next room is filled with numerous cracks, and the Mars Djinni. If you get close to it, it will use its strange Psynergy to knock you down to the next level. You want to go to the light-colored crack that is one step north-west of the very first light-colored crack. Then go up two steps on the crack, three steps right, two steps down, and straight to the right. Go through the doorway here. Then go to

the next doorway. Don't mind that pillar. You're outside again, going up leads to the three holes that the Djinni fell into. Go to the most eastern hole and fall. Look who you have fallen on. It's the Djinni! After you hit it, an orange box-like gem pops out, the Mars Djinni will get mad at you, and escape using the doorway. Grab the Pound Cube, and equip it onto one of your characters. Now you've learned a new Psynergy, 'Pound'! Now go through the doorway, and through another one. The Djinni is here with two different kinds of pillars. Don't even try to go close to it, it will then become impossible to reach. Go directly south, down the vines, and use the Psynergy, 'Pound' to pound the odd pillar down. This will trap the Djinni, and it won't be able to run away again. Be careful with this Djinni, it will attack you, too. Unleash everything you've got, the Mercury Djinni that you have will come in handy while fighting it. It has about 156-231 HP. Once it is defeated, it'll give you 58 EXP points, 93 Coins, and will join your party. A perfect ally for Jenna! Cannon is finally yours now. That was long!

Now you have the Djinni, make sure you set it to Jenna. Now, climb down the vine, run across, and climb up the vine. Use the doorway to exit. Run along through the next two doorways. Once outside, head down through many staircases. When you see a pillar, make sure you go to it. Push it into the hole so you'll have a shortcut to get through. Keep going down the stairs, and you'll eventually find the exit.

+++++++
Overworld
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Finally out, you can spot a strange ship on the beach nearby. That ship is the ship that was on Idejima! You can't do anything for now, unless you want to explore how massive and beautiful this ship is, but just remember where it is so you can come back.

Get a Multielemental Tablet

What is a Multielemental Tablet? It allows you to combine two or more Djinni of different elements and summon a large monster to attack enemies. There is one nearby, so from your ship, go left, and you'll see a cave. Inside, use Felix's 'Move' to move the pillar one step to the right. Now use 'Lash' on the rope, and climb up. Jump across using the pillar you just moved, and get to the tablet. This one allows you to summon a monster named Zagan using a Venus Djinni and a Mars Djinni. You've got those now, so you can summon the monster anytime (as long as the Djinni are in Standby)! Exit the cave and continue on.

Find Your Next Destination

There is only one town to visit right now, the town of Madra. There is a wavy river that stretches far, and it might block your way to get there. Find two bridge and get through, Madra is almost directly south of you where you found your ship. You're going to find your fourth member here, except he won't join your party for

a long while yet.

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[8]. Someone in Prison
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Madra
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Once you get to the entrance of this very peaceful and colorful place, two men appear and speak with you. Kraden will appear, also, and speak with them. They'll mention the place called Champa, decides that you're not from it, and lets you pass.

Shopping

Go in, buy weapons, armors, and items for each of your party members. Hopefully, you have gained lots of money in battles against monsters and bosses. If you don't have enough for something, you can always come back, or wait until the next town. The next town sometimes has better weapons and armor. Make sure you buy Herbs and Nuts, they will be extra helpful and would save a ton of Psynergy. When buying weapons and armor, if one of them raises a character's stats, don't buy it yet! There may one one beside it that is even better. Doing a little math, you can save coins and buy the best thing. The more costly weapons and armors are usually better than cheap ones. Make sure you remember to get circlets for the girls and armguards for the boys in during your journey!

Visit the Jail

The jail is the small grey building that is found in the southwest of the Mandora. Once you're inside, you'll get into an automatic sequence. It seems like somebody is locked in jail, and is being spoken to by some of the townsmen. He has blue hair and his name is Piers. He just happens to be your fourth member of your party, but you can't get him yet. Piers is locked up in jail because the villagers have him confused with a pirate from the village of Champa, which is located on the Angara Continent. If you can bring the village elder, Piers will be free. Piers will get angry because of a man named Shin, always saying he's from Champa and making Piers mad. He'll then he'll use his 'Frost' Psynergy on the puddle underneath Shin. Kraden notices his Psynergy right away. The puddle becomes a frozen pillar, and the man is stuck on top of it. He'll jump off and run away with the rest of the men. Piers will face the wall, and will only say a few words to you, and if you use Sheba's 'Mind Read' ability, you'll find out that he's sorry that he used his Psynergy in anger and hurted an innocent person. A Black Orb is found in the mayor's house, and when you try to get it, a lady will stop you. There's nothing more to do in this jail for Piers, so exit. Two villagers will see you, ask if you're heading towards the Osenia continent. A permit is needed to get through, so she grants you permission to cross.

Go to the Underground

There are actually two entrances to get inside. One is through the ladder that the little girl is staring down, or from near the cemetery that is near the entrance to Madra. You can learn a new Psynergy here, so go through the cemetery entrance. Go to the beginning of the town, and go directly east to find a girl and a cemetery. From the cemetery, go north to find a ladder. Now you're through...

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[9]. In the Underground

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Madra Catacombs

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Earn the 'Tremor' Psynergy

Climb down the ladder and get to the new screen. There are now two doors you can take, you can talk to the man if you go south, or you can continue on by going north. Once you're done talking to the man, go north, then climb down the ladder. In the new screen, climb up the vine and use Felix's 'Move' to bring down the pillar. Walk across, and go down the vine that is at the end. The doorway that you see, is the one you should go to. Inside, jump to the right, then go down the staircase and into the door. You'll find a treasure chest that contains a gem that you can equip to learn the Psynergy 'Tremor'. This Psynergy won't do you any good for a long while yet. Your job here is done for now, you'll have to come back later, but it's time to exit.

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Madra

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Make sure you go to an Inn before you leave to restore your HP and PP from battles. Remember where this village is -- you'll have to come back later.

Watch out for Iron!

Yes, well, there is a Djinni lurking by this area. Roam around the west of Madra, eventually in a random battle, a Venus Djinni will appear. Make sure you don't let it run away, or you'll have to leave the Overworld and come back! Iron is weak against Mars, so burn away at it. Doing lethal damage using summons and Psynergy, Iron will go down easily. Finally one more for Felix!

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[9]. To the Next Continent

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Overworld
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From Madra, go northeast to find a bridge, that leads you closer and closer to the Osenia Continent.

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Madra Drawbridge
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Two men are found guarding on the bridge. They will let you through, so run by until you exit.

+++++
Overworld
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From the bridge, go east to get to a continental crossing, getting by here will let you get to a new continent.

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Osenia Cliffs
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A shattered Champa boat lies here, with many people here, too. To get a great weapon for either Felix or Jenna, go north, and climb down the rope, onto the ship. Then jump up, then to the right. Use 'Lash' on the rope to extend it, and climb it. You'll find the treasure chest that contains the Pirate's Sword. If Felix still has the weapon that you got in the Dehkan Plateau, equip this one on Jenna. This weapon is also an artifact, and will unleash an attack called Dreamwave. Get back to the entrance, and climb up the vine. The vine leading down will lead to nothing. Jump across on the rock, climb down the vine, and go right to exit.

B. O S E N I A C O N T I N E N T

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[10]. Navigating Through the Yampi Desert
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Overworld
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Get to the Yampi Desert

On the Overworld, go southeast, in between mountains. Then go east to enter Yampi Desert, your next destination.

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Yampi Desert
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In this desert, there are pillars similar to the ones you encountered while in the Dehkan Plateau. Nagivate to the south, east, the north, past the unreachable treasure chest, then east. In the new screen, you'll find the Madra's village elder and his company, that cannot get to the higher level of the ledge to get to Alhafra. You will have to help them by navigating through yourself and finding a way. Coninue south, then east to get to a new screen.

Get the Jupiter Djinni

You can find yourself a Jupiter Djinni here, but it'll take a completed puzzle to reach it. First, use the Psynergy 'Pound' on the first pillar. This is the left one. Once you have done that, go right, avoid the two pillars that are beside each other, and use 'Pound' on the next pillar after the two you passed. Go north, then a little to the left, and use 'Pound' on this pillar. You can climb up to the next level once you have done that. Climb it, go left, jump across on the pillar, go south, jump across to the right on the next pillar, avoid the slope, go south, jump across on the two pillars, then finally jump to the right on the last pillar to reach the Jupiter Djinni. Be careful, this one attacks you. This Djinni has about 166 - 224 HP. Be ready to heal if needed, and make sure you use Venus against Jupiter. It will fall easily. A new ally for Sheba, Blitz can shock enemies. Now with two Jupiter Djinni, you can summon the heavenly hunteress, Atlanta.

There is also a treasure chest here. Slide down a slope, and use 'Pound' on any of the pillars since they are no longer needed. Get through, and you will eventually reach it if you keep going northwest. You should've been able to spot it while jumping to the Jupiter Djinni. Inside is an Antidote. Now you can continue on to learn 'Scoop'. Go back to the part where you used 'Pound' on the pillar that allowed you to climb to a higher level. From here, go southeast to find a slope you can use. Slide down, then go east to get to a new screen. There is a Psynergy stone here so you can replenish your Psynergy Points. Out of the three pillars, use 'Pound' on the middle one. Climb up, and head north.

Hit the Scorpion

In the next screen, when you go a little bit north, you'll spot something moving underneath the sand. Your objective here is to time your 'Pound' on a pillar so it hits the moving object at the same time. An easy way to accomplish this is to set 'Pound' on either the buttons L or R to use it quickly. To do this, go to the menu, then to your Psynergy, go to your character that has the technique, press either L or R, then select 'Pound'. Now whenever you press that button, you will immediately use it. Go to the left side of the pillar. Press the button that you set for 'Pound' when the moving object lines up with the green bush that is right across from you.

The Scorpion moves in a clockwise motion, shown as dotted lines. 'P' stands for 'Pillar'. Press the button that triggers 'Pound' when the scorpion reaches the number 1.

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.
P Bush 1
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.....

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This would cause it to be hit by the pillar as it is moving down when you used 'Pound' on it. Once it gets hit, it will reveal itself as a red scorpion, and moves on to the next screen. Follow it to the east.

In the next puzzle, hitting the scorpion becomes much more harder. Instead of moving in a square, it alternates its route. It might not start at where I have the number 1 at, but that is its pattern. The scorpion moves in the ascending order of the numbers that I have listed below:

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1.....2
.
5.....6 .
. . . .
. . . .
4...P.....3
.
8.....7

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When the scorpion gets to number 2, press the button that triggers 'Pound' to successfully hit it. It will flee to the north. This next one is the last one before you have to fight your second boss.

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4.....5
.
8...P.....1 .
. . . .
. . . .
7.....P..6
.
3.....2

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From the pillar that is right beside number 6, press the button that triggers 'Pound' when the scorpion appears a little bit before number 5. When you hit it, it will go to the circle of rocks and stay. Before you go up to it, heal your party members. Once you meet it, it will reveal itself once more, use 'Scoop' on the sand beneath you, and make you fall to the bottom level. It jumps after you and attacks. You will then have to go fight it. It has about 1024 - 1071 HP, and is weak against fire. Unleash a fury of Djinni and summons, they will do lots of damage. Sheba attacks first, and Felix attacks last, yet he has curative Psynergy, and the scorpion attacks before Felix makes a move. If Sheba is hurt, let her use her own Herb if she has them, and let Felix heal himself. Just make sure that none of your party members fall, you won't be able to revive them until you reach a sanctum that is found in villages and in towns. The battle shouldn't take you long, keep slashing it with your Djinni and it should be finished quick. After your fight, it will give you 440 EXP, 228 coins, and a Vial. It will also

give you a green gem called the Scoop Gem that you can equip to learn the Psynergy, 'Scoop'. Your job here isn't quite over, yet, you still have to help the group of people get through this desert. Take one step back from the middle where you first dropped, and use your newly recieved Psynergy, 'Scoop'. It will cause a gyser to rise. When it goes down, step on top, and it will take you back to the higher level.

Help the Village Elder and Company

Now that you have 'Scoop', exit the puzzles. To get off of the ledge, go east and down a slope. Exit that screen, too. Go left, the use 'Pound' on the pillar. Climb up, and keep going left until you are out of the screen. Now go southwest to find four rocks. Use 'Scoop' on the middle to reveal a hidden ladder. Go down, through the cave, and climb the ladder at the end. Once you're out, you'll find yourself very close to the village elder. Climb up twice, run across, and climb down, where everyone can see you. They'll thank you, and go through the way you went to get up there. They all disappear. Now that's finished, you now have to get past the desert. Continue north.

Puzzles Throughout the Desert

You'll find the same rounded parts of sand as you did before. The first two will bring you nothing, but the most southeastern one contains 315 coins. Enter through the doorway, and you'll encounter a new puzzle. The rushing sand will take you to whichever direction it is flowing. You can't go backwards, so you'll have to get carried away until the sand takes you to that spot again. Ride in the sand, until it takes you to the very north. Quickly jump off onto dry land. To get to the other side, hold 'B', and northeast on your control pad. This shouldn't let the sand carry you away. To get the treasure chest, go south, then let the sand carry you away, then quickly walk on the dry land where the chest is. Inside is a rare item, Hard Nut, it will boost any of your character's Defense stat by about 4 points. Get carried off and get back to the top (the part before you left to get the chest). In this rushing sand, make sure you don't get carried down back to the beginning. Run up on the sand, then off, then on to get to the top easily. You can quickly get between the three rocks so you can use 'Pound' on the pillar and reach the next treasure chest. Be careful, the sand pushes you very quickly. Inside, you get a new weapon for either Felix or Sheba. If you bought that artifact for Sheba in Mikasalla, the weapon is good for Felix. It's called the Blow Mace, it unleashes Boost Hack. After recieving the weapon, get carried down the sand river, and quickly squeeze through the right side to get on dry land. Climb down the ladder, and get to the next screen. Continue this new path to get to the next screen.

You're almost done, just this one last obstacle. Get carried down the large sand river, and you'll find 9 rocks aligned to make a square. If you had Sheba's 'Reveal', it would point a direction. You won't be able to do anything about this yet. Run to the right, and you'll find the exact same rocks as you saw before. They too, point out a direction, and you won't be able to do anything about this

yet, like before. Keep going east, and climb to the next level. Run past the two sand rivers, using the same technique as you used in the last puzzle. Head south to reach a rope and nail. Use 'Lash' on the rope, and climb the rope afterwards. The chest can be found when you go to the right side while being carried by the sand. The treasure chest contains a Trainer's Whip, that sort of acts like the card you recieved at the Kandorean Temple. It changes a character's class, and lets you learn new and strange Psynergy for battle. You can always de-equip it, so it wouldn't hurt much to try. It'll turn your class into a Tamer class, allowing you to call forth monsters to help you attack, at the price of psynergy points. Once it is recieved, drop down. Climb back up, run through the two rivers, and this time, climb up to the higher ledge. Run above the sand, and across. When you reach the second hill of sand, make sure you try to go to the left side while you fall, because if you are able to squeeze through the rocks, you can find your exit. Once you're through, there are two ways you can take. For now, take the north exit. You'll have to come back later to take the south exit. Once you've taken the north exit, you're finally out, and on the Overworld.

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[11]. Defeat the Pirates
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Overworld
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To Alhafra

The town of Alhafra is found just north of where you exited the Yampi Desert.

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Alhafra
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In Alhafra, if you go a little bit north, the Madra people that you saw in Yampi will appear. They will follow the old man here to the house. What you should do here is give the pirates a little visit. Go to the east of town, past the beach and to the next screen. You can see a large boat, and a whole bunch of men, that happens to be pirates. On the boat, there are rocks and logs that prevent the boat from sailing. They want to take it and sail away from Alhafra. Go inside the boat, and you'll be fighting another boss.

Fighting Briggs

Briggs is the pirate from Champa that has the people of Madra worried. They also think that Piers is him. Now it's up to you to defeat him and release Piers of his imprisonment. Once you spot Briggs, he'll be speaking to one of his men. Jenna gets angry and speaks, causing Briggs and one of his men to spot you. Time to battle!

This battle is a little tricky, because Briggs has a special technique cthat calls more pirate members to join the battle. The thing you should do is knock him out first. They are weak against all elementals, so unleash anything you have, whether it be Psynergy, Djinni, or summons, they will do a lot of damage. Make sure when attacking all the enemy's party, that you have the larger arrow on Briggs, or single Psynergy works well. The battle starts with one pirate member, but in the battle, Briggs will eventually call more members. Prevent a whole army of them by wiping Briggs, like I stated before. You'll get a Vial when you're finished. You will be glad when you defeat him.

They'll lie all over the floor in pain. A girl will show up and speak to you. As his wife, Chaucha pleads to you, not to put him in jail. Then, Madra's elder and mayor shows up with the mayor from Alhafra. Briggs and the fallen pirates get up. The guards take them to jail, and everyone leaves, except for Chaucha. She also leaves after. Before you leave, go south and use Felix's 'Move' on the box. Go through, go right up to the half-fallen box, and use 'Tremor' to drop it. Grab the Large Bread that just fell, and head out.

Removing a Few Weights

You'll be required to remove the boulders and logs that prevents the ship from sailing. Start by using Felix's 'Move' on the rock below the log down. Jump across and push the rock further down until it falls. Jump back, go to the very left of the log, and push it down as well. Go down on the long wooden pole. Push the rock until it falls. Then use Felix's 'Move' on the box beside you to make a bridge. Return back to where the log was, and walk across on the pole. Climb down the rope, and jump across to the right. Use Felix's 'Move' to bring the box over. Head back to where the log use to be. Go up, climb up the rope, and use 'Lash' to extend the second rope. Climb up, then climb down vines. Use 'Pound' to knock down the pillar. Jump on, and continue the path. When you get back to the box, use Felix's 'Move' to move the box over to the left. Get behind it, and move it into the water. There is still one rock left to go, but you'll need to learn a new Psynergy before you are able to do that. When you try to exit, Kraden will ask if you are sure to leave. Once you get out, go and speak to the young boy that's crying. The item you recieved in the ship will make him happier. This will gain you access to an area in this town. It is to the left of the mayor's home. Inside you can find a new armor, a lucky medal, and a few coins. exit Alhafra.

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Alhafra
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Rest Up and Exit

If you go north, a lady will find hidden money in a pot. This clues you in to knowing that you can find secret coins in the pots. In the pot to the right of the lady, you can find a Lucky Medal. Also nearby, you can find a little boy crying, so since you have the Large Bread you got in the ship, give it to him. He'll stop, and will let

his dad let you go through a secret path called the Alhafran Cave. There's not a lot you can do inside, so and exit Alhafra, unless you want to shop more or stay at the Inn.

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Overworld
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Get back into Yampi Desert, the other way leads to a broken bridge so the Desert is the only way to get to Alhafra, unless you get your ship.

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Yampi Desert
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Go south, past a sign, and down the sand waterfall to get through. Then go through the cave, past the circle of rocks, and out of Yampi Desert. There is a Psynergy Stone in the circle of rocks, but you'll need Sheba's 'Reveal' to find that.

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[12]. Visiting Garoh and Mikasalla
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Overworld
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Back on the Overworld, go east, south, then west to find a village called Garoh.

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Garoh
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You will have to get to the top of the mountain here to actually reach Garoh. There are a series of pillars and slopes that you have to use in order to reach the top. Push down any pillars, and slide down any slopes. It will gradually get darker as you get higher, and once you are at the top, it would seem as if it was night. In the next screen, run up until somebody speaks. Your party appears, and at the north, a wolf child appears beside a small pool with a reflection of the moon. The child sees you, and quickly runs away. Kraden knows what that wolf child is a Lycanthrope, born with special powers like Adepts, so now you should take the time to explore around.

When you reach the inside of the village, all of the people here are hooded. The shop and the Inn keepers are underground. They won't provide any service for you. One thing you should check out is up the stairs at the north of the village. After half-way up, you will witness a 'Reveal' effect, and an adult Lycanthrope appears. He'll suddenly see you, use 'Reveal' again, and disappear back into the large rock. You can't do anything about it until you learn the Psynergy 'Reveal'. Now you know that you would have to return to this village, so leave and exit. Don't be afraid to explore around a while longer, but you won't find anything important. To get down the mountain, push all the pillars down that are blocking your way, and go down any slopes that you see.

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Overworld
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To the Second Village

From Garoh, go south, past a bridge, west, past another bridge, west, past yet another bridge, then southwest.

+++++++
Mikasalla
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Rest Up

There is nothing much to do in Mikasalla, yet, but you can buy a new artifact and other weapons and armor for your party. The artifact is worth 1600 coins, and it great for Sheba to equip. Jenna can also equip it, but you might have equipped that one weapon you got in the continental crossing to Jenna. The weapon unleashes a Jupiter attack that might bind the enemy's Psynergy. After shopping, go to the Inn if needed. There is a Mars Djinni here, but you won't be able to reach it until much later in the game. Exit the town.

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Overworld
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Find a Mercury Djinni and a Combo Tablet

There is a Mercury Djinni that you can obtain in a random battle. If you go north of Mikasalla, then east, then north, walk around a bit. This area is near a cave. In a battle, you might encounter the Djinni. The Mercury Djinni has about 287-341 HP, and is weak against fire, but resistant to water. It won't be as hard, but you should defeat it as soon as possible. Sheba tends to lose a lot more HP than Felix or Jenna, so you can use Felix's 'Cure' if needed. Just make sure she doesn't lose all of her HP. Also rely on your current Djinni and the summons you have. After it falls, Sour joins your party.

Once you appear on the Overworld again, check out the cave at top. There is another Combo Tablet in it, so once you're inside, use the new Psynergy 'Scoop' on the darkened patch. Climb down the ladder to reach the other side. Then get to the Combo Tablet. This one allows you to combine 1 Mars and 1 Jupiter Djinni, summoning Megaera, the goddess of vengeance!

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[14]. Learn 'Reveal' From Air's Rock
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Overworld

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Travel to Air's Rock

Return where Mikasalla lies. From there, return to Garoh. From Garoh, head east, then north, and enter the desert-like plain. When you set foot into it, you'd expect to enter a larger place like the Yampi Desert, but you don't. On the desert-like plain, go west, to find a pink-colored mountain. That place, is Air's Rock. Keep an eye out for places that look like that.

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Air's Rock

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Using Sheba's 'Whirlind' to Get Through

There is a suspicious rock that is found when you enter Air's Rock. That is your key to remove the sand that blocks your path. Beside the rock, face in the same direction as the path you are heading to. Using Sheba's 'Whirlwind', you can blow away the sand that blocks your way. For example, if you were to blow sand that is in the north of you, stand behind the rock, facing that direction. You'll have to do this throughout the whole mountain. Clear the north sand wall. Head north, left, down, left. Go on top of the rock and use Sheba's 'Whirlwind' to blow unsightable sand away. Go back to the right, then up. Here you'll spot a large purple tornado statue, and a treasure chest. Watch out! The treasure chest is actually a Mimic. You can get rare items and lots of experience if you decide to battle it. It is weak against fire and has about 392 - 434 HP. You also get 272 EXP, 241 coins, and a Lucky Medal. With that done, go right, then down. Keep continuing the path until you meet up with four rocks. Go right from here. Then south to a whole group of rocks. From the rocks, go right, then down to meet another strange stone. Use Sheba's 'Whirlwind' to blow away the sand. Head back to the bunch of rocks, and go south. Continue the path to reach another stone. Use Sheba's 'Whirlwind' to blow away the sand, and use it again right after to open up a path to a treasure chest. Head back to the group of rocks and go north. Go right, then up to reach a stone. Use Sheba's 'Whirlwind' to blow the sand away. Go back to the beginning of Air's Rock. Use Felix's 'Retreat' if you are impatient. From the beginning, go north, right, down, and left to reach the same stone. Use Sheba's 'Whirlwind' to clear the left path. Return to that spot and go through now that it is cleared. Find the stone, and use Sheba's 'Whirlwind'. Go down to get the treasure chest that contains a Smoke Bomb. Now, return to the beginning and go north again. Go left, down, left, then up. At the end, you'll reach that purple tornado statue. Use Sheba's 'Whirlwind' to witness a huge tornado blast to clear away the giant sand wall. Now you can climb higher.

When you reach the top, go left. You can also spot tiny tornadoes that appear from the statues. Climb up, go to the left, then climb up again. Drop down the slope and let the tornadoes

carry you off. Drop down a slope again, then let another tornado carry you. Now you can push the pillar down. Continue to the right and push another pillar down. If you want to get a treasure chest, go right, then climb down. The treasure chest contains a new weapon, that can be given to Felix only. Once you're done, climb back up and head left. Climb up, then go right, climb down, and get carried by a tornado. Climb up, then push the pillar down. Get carried by the tornado, then climb up.

Here, climb up. You will have to avoid being hit by a lot of tornadoes. If you do get hit, you'll drop to the bottom and you'll have to try again. Move right after a tornado is released, so you're moving behind the tornado. Go right after you completed it.

You're almost to the Air Shrine! Climb up, and use Felix's 'Move' on the first pillar, and move it to the left. Climb down a little bit, and jump off on the platform. Slide down the slope, and go right on top of the right statue to get blown to the top. Move left, then use Felix's 'Move' to move the second pillar to the left. Jump across, then slide down to be carried upwards by a tornado. Climb up and across.

After you climb higher, fog appears. This makes it so if you ever climb higher, it will take you to the same screen. Just like a loop, and you have to stop it. Use Felix's 'Move' on the pillar and move it to the right. Now you have to get back down. Get back to the last puzzle, and slide down two slopes to get to the lower level of the two pillars. Climb up to the top again, pass the two pillars, and continue. Now you've reached the other side of the foggy place. Climb up to the pink tornado statue, and use Sheba's 'Whirlwind' to clear all the fog away. There is a treasure chest here, to get it, climb back down, and repeat the steps that took you to the part where you pushed the pillar down so the path would be open to the pink tornado statue. Now on the right side, climb up to reach the chest. Inside contains some sort of shield that can be equipped by Felix only. It unleashes a tiny splatter of rain upon the enemy, then Felix runs to them and slashes them, also causing them to lose some Attack in the process. Climb back down, and hurry back to the left side. Now on the left side, climb up.

This is the opening of the temple. Go north and use Sheba's 'Whirlwind' on the pink tornado statue. This will cause lightning bolts, and opens up a new doorway. Climb down, to reach the Inside Air's Rock.

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Air's Rock
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Climb to the Sixth Floor

Yet, after all of the Whirlwinding, there's still much more to do. Six floors to the top, and you must complete them to reach the area to learn 'Reveal'. Now you're here, you might as well grab the Psynergy Stone that appears right beside you. There is also a combo tablet found here, but we'll get to that sometime.

From here, go south, left, up, and around. Easy enough, yes? It will soon get harder. Once you've reached near the end, a giant statue is found here. It looks like the tiny ones that blew tornadoes before. Keep running south and around again, then climb up to the doorway.

The second floor. You can find out by looking at the number of dots that appear on a square in front of a doorway. Go right and through the next doorway. Continue the easy path, if there are two paths, one of them has rocks to block your way. Continue through, and soon you'll hit yourself with a pillar puzzle. There are two kinds of pillars, a normal one, and one you can use 'Pound' on. First thing you want to do, is move the most western brown pillar to the right two times, and up one time. Then go to the right grey pillar and use 'Pound' on it. Now move the brown pillar in the same square on top of the pillar you just pressed down. Climb up, then jump from brown pillar to brown pillar, then across to make it. Jump behind the rock, and use Sheba's 'Whirlwind' to blow the sand away. Jump back down and go through the path you just opened. Facing down, use Sheba's 'Whirlwind' on the stone to blow away the next sand wall. Climb down, go left a bit, climb up, and head down through the new path. At the end of the path, move the pillar on top of the orange square. Run all the way around to the beginning of the pillar puzzle, then go left, south and to the right, and back to reach the ledge near the pillar you just moved. Now you can jump across and through the staircase that leads to the third floor.

Here at the third floor, is a water and pillar puzzle, with a combo tablet included. Go north, climb down, run across, and climb up. Head north and move the pillar over. This will cause the water that is blocking your path to stop. Go past the hole, then go north, right, and north. Climb down and run left past the water. Use Felix's 'Move' to move the pillar to the right. Run up, and stand beside the hole facing the pillar. Use Felix's 'Move' and move the pillar back so it blocks the hole again. Climb up, jump across, and get to the end of the path. Go south, climb down, and move the pillar on top of the orange square. Go left and climb up, head south, left, then south. Move the pillar to the right, then go back. Jump across the pillar you moved before, then south. Move the pillar here to the right once. Slide down, go left a bit, climb up, go past the hole on the wall, and continue south.

You're outside once again. Jump across the ledges to reach another doorway. Go up, climb down, and use Sheba's 'Whirlwind' while facing west. This will cause the large statue to turn, allowing you to cross. Jump across, climb down, go to the left, and climb up. Go left, and run through the whole path until you reach a stone. Use Sheba's 'Whirlwind' to move the large statue. Return back to the way you came in, but this time go north and across the tightrope to reach a pillar. Push it to the right to knock it down. Walk through the tightrope again, then go immediately south. Walk on another tightrope and continue the long path, to reach a doorway, that leads to the fourth floor.

Here, if you want to receive an Elixir, go left and get it. Going up takes you on a long path. At the end, climb down, jump across all the floating platforms, then jump down. Jump down

further, then climb up. Jump across, and climb down. Use Sheba's 'Whirlwind' on the stone to move another identical statue, so you can walk across it. Climb up, and walk the tightrope. Walk another tightrope, and climb down. Use Sheba's 'Whirlwind' on the stone to move the statue again. Climb up and run across. Jump down to the pillar and onto the tightrope. Head south, then right, and continue the jumping to get to the doorway.

Being outside once more, jump across and climb down. You'll go by the sixth floor doorway, but you won't get there yet. Keep climbing down, and go through the doorway. You'll enter a large purple crystal room that contains a large blue Psynergy stone in the middle. Examine it if you are low on Psynergy. Run through until you reach the other doorway.

You will spot another huge statue that looks like the tiny statues that blew tornadoes. It's almost time to awaken it and the others that are found in the Air Shrine. Jump across on the many floating platforms, to reach the large pink tornado statue. Use Sheba's 'Whirlwind' to awaken the large and the small wind statues that you see here. One thing you should do before leaving this area, go back to the doorway, go right, and jump through the floating platforms there. At the end, you'll appear outside the Air Shrine. Push the pillar to the grey square. Now get back inside. Go back to the small wind statue, and stand on top of it to get blown to the top. This will take you to a much higher floor, and to another pink tornado statue. Use Sheba's 'Whirlwind' again, and it will awaken the rest of the statues. Go on the floating platform, and use Felix's 'Move' on the pillar. Jump across and move it again. You're back at the beginning, but that's okay. Get to the small wind statue and get carried to the treasure chest. Inside are Vials. Use Felix's 'Move' on the pillar and move it to the orange square. Now, run south and around to get to the doorway.

This looks familiar, and this time you can go to the left doorway instead of the right. Go north, climb down, and push the pillar to the orange square. Return back to the beginning, and be carried off. Jump on the pillar you have moved, and go north. In this room, move the statue all the way up. Then get carried to reach a treasure chest that contains a Clarity Circlet for either Jenna or Sheba. They both can't have it at the same time, so see the difference of Defense that goes up for each of the characters, and choose the character that has the most change. Slide down the slope. This time, move the statue down five times and get carried. This will take you to the next doorway.

First, move the pillar to the orange square. Go left, then down, and jump on the platforms. Jump until you reach the ledge with the pillar blocking the water. Use Felix's 'Move' to move it to the left on the orange square. Get back to the beginning, to where you pushed the first pillar down. Go south, and to the next doorway.

It's the third floor. Climb down and run to the right until you meet tightropes. Go through, then down, through another tightrope, climb up, then through the third tightrope. Head south and through the doorway at the end. At the new room, go left, then use Sheba's 'Whirlwind' to clear away the sand. Then use Sheba's 'Whirlwind' while facing down to move the statue over. Now go through the new path you opened. Climb down, and run southwest to

find the newly placed statue. Climb up to meet it, and get blown across to reach a treasure chest. Inside are 666 coins. Slide down the slope and go down. Go right and climb up. Before you go through the doorway here, go past it and push the pillar down. Now, go through the doorway that you went by.

Floor five! Almost there. Go southwest, and continue up to reach a treasure chest. It contains Vials again. Keep going up, and walk beside the wind statue. Use Felix's 'Move' and move the statue to the right. Return back to the beginning of floor five, and go up. There shouldn't be any more tornadoes to push you down because you just blocked it! Go up and through the doorway to floor six.

The last floor. After going through the path and to the next screen, climb down. Get blown by the tornado, then climb up. Keep climbing, until you reach the top. Jump on all the floating platforms, and go through the door.

You're finally here, where Sheba will learn 'Reveal'. The room's bottom is filled with purple clouds, and with floating platforms. Go up and jump through. The platforms will disappear one-by-one as you jump on them. When you're at the end, you'll find a tablet. Examine it, and Sheba will come out to talk to you. She'll examine it, and the tablet will start to float. Energy starts to fly out of the tablet, and into Sheba, causing her to float in the air. Soon, both of them will drop down, and Sheba will finally have 'Reveal'! The work has paid off, hasn't it? To get a treasure chest, go left. Use Sheba's 'Reveal' when you meet a circle of platforms. Inside is a Psycrystal. Head back, and go to the right side. Do the same, and you'll be at the entrance.

What has ever happened to the combo tablet? Use Felix's 'Retreat' and we'll get it! Since you've done all the puzzles, getting to the third floor should be easy. The third floor is the third screen from the beginning. Once you're at the start of the water and pillar puzzle, climb down, run to the right, and climb up. Go north, then move the pillar to the left. Go left, then down, and push the pillar here to the right once. From the pillar you just pushed, go north, jump across another pillar, go up, climb down, go to the right, climb up, and go north until you reach a wind statue. Get blown to the left, and run down. Go behind the stone, and use Sheba's 'Whirlwind' one last time. This will cause the pillar you moved before to be carried across the room. Slide down, jump across on the pillar again, then south, slide down, and you're there. Push the pillar to the right, then jump across. There it is! The combo tablet is yours! It will allow you to summon using two Jupiter and one Venus Djinni. Time to exit using Felix's 'Retreat'! Use it twice to get out of Air's Rock!

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[15]. Returning Back to Garoh
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Overworld
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To Garoh

After a long puzzling time in Air's Rock, and having Sheba learn 'Reveal' in the process, you can now return to Garoh and discover the mysteries of the werewolves. Journey to Garoh, it is nearby.

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Garoh

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Use 'Reveal' to Find the Werewolves

Climb up the mountain, just like you have done before. It will gradually get darker once again. Once you've reached the top, return to the odd rock that is found northeast in Garoh. The Lycanthrope will appear, then disappear in a flash of his own 'Reveal'. Now that Sheba obtained its power, you can enter his home. Use Sheba's 'Reveal' to find an opening in the rock, then enter.

Follow the Wolf Child

Go north, then the wolf child appears and runs back to the right at the sight of you. Go after it, by jumping to the right, then going north. In the next screen, go up, jump left, continue the path, and finally go north. You will stop, and notice an odd-looking pillar. A 'Reveal' vision appears, and a door appears where the pillar lies. The Lycanthrope comes out, with the wolf child behind him. It's time to listen to an important story.

Listen to the Story

First, the he reveals himself as Maha. He explains how they got their strange powers, like the 'Reveal' that you saw earlier. When he learned 'Reveal', he had lost his human form. The child became a werewolf because he looked directly at the full moon. Everyone that was hooded outside were werewolves and will be human again in the morning -- except for Maha. Maha then suggests that they rest at the Inn before they talk again.

It's the next morning, and you'll all see regular people outside, no hooded, or cloaked ones. You can find the wolf child right at the entrance of his cave. Return to Maha's home, follow the same path, and he will appear from the rock once again. The party feels that the people here got their wind power from the large psynergy stone in Air's Rock. Even though it's far away, they suspect the wind is carrying it's power to them. Then, Master Maha will bring out a Jupiter Djinni, that, Jenna is surprised of. Ether joins your party, a good ally to Sheba. Exit the cave.

Leaving Garoh

Again, buy any weapons, armor, or items you may need. If you feel weary, go to the Inn. Now, let's get that treasure chest that was at the beginning of Garoh where you first met the wolf child.

From the weapon shop, go directly north to find an entrance. This entrance is beside the Sanctum door of Garoh. Once inside, go left, then down to find platform pillars. They are formed in a ring, so use Sheba's 'Reveal' to find the middle platform. Jump across, then go through the doorway. Run across the path to reach the next one that will lead you outside. Now, go down, past the tightrope, and to the treasure chest. Either Felix or Jenna can equip the Hypnos, Sword, but if you have followed the weapons throughout this walkthrough, it will be perfect for Jenna. Your job here is done. Go on the tightrope, and down the slope. Leave Garoh like you have done before.

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[16]. From Osenia to Gondowan
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Stopping at Mikasalla

It's time to leave the continent of Osenia, and to a very familiar continent, that Golden Sun players will know of. It's the continent of Gondowan! Unfortunately, you won't be able to visit the places like Lalivero, or Suhalla. Now, from Garoh, find your way back to the Indra Continent. To do this, follow the same directions it took you to get to Garoh, except reverse the order. The regular order is found in the earlier chapters. It also wouldn't hurt to level up a bit, it would defiantly come in handy later on in the game. While traveling back to Indra, make a pit stop at Mikasalla.

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Mikasalla
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Get your Mars Djinni

You've got unfinished business to do here. There used to be an unreachable Mars Djinni here. Now you have 'Scoop', you can finally reach it. Go southwest of town to meet a chicken and a sheep. Use 'Scoop' all around that area if you want to discover a Sleep Bomb. The ladder is found right in the middle of the whole fenced area. Here is the underground area similar to the one that was found in Madra, except it's a lot shorter. Go north, then up the ladder. You should appear outside once again in the exact same area where the Mars Djinni was. It will also join you immediately. You'll also spot a treasure chest while acquiring the Djinni. Now that's settled, exit the whole place, except don't leave Mikasalla yet. Once you're at the entrance, climb up the ladder near the Inn. Don't climb up the second

one. While on the first one, you can jump to the right. Go through your path and receive your treasure. Well, it's not that big, but you'll never know when 82 coins will come in handy. Now you can exit Mikasalla.

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Overworld
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Check on Piers

Once you've crossed the continental crossing from Osenia to Indra, you should be near Madra, where you first met Piers. Let's check on him, shall we?

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Madra
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The two men that were in Madra will come to speak to you again. Apparently, Piers is not in Madra, but far away in Gondowan. Well, it too, also seems that you are going there as well. Piers has left to retrieve the Black Orb from an African village called Kibombo, because it has been stolen from Madra and he needs it for his ship. Let's follow him.

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Overworld
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To the Gondowan Cliffs

No more pit stops, time to get to your destination. Go northwest of Madra, past a bridge. Then southwest again, and past another bridge. You'll immediately spot a third bridge, go through it. Then to the left, you'll discover the Gondowan Cliffs.

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Gondowan Cliffs
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Getting Through

Here, you'll immediately spot a puppy. Yet, why is it there? It is giving you a clue to get through the cliffs. Do you see the rounded patch it's sniffing? Use your 'Scoop' Psynergy to reveal a hidden gyser. Quickly walk on top of the hole, and let the gyser carry you up. Hop off, then slide down the slope. Jump across to the left. There is a red mushroom at the higher cliffs, it's not very important, but you'll get that later. You have two choices now. One, you can slide down the slope to find a deserted cave. If you came to the cliffs a lot earlier, you'd find a lot of men, but apparently they have disappeared. If you chose this path, head north, use Sheba's 'Whirlwind' to blow away the vines to reveal a hidden

doorway. Get back to the entrance and hop onto the gyser. Get back to the part where you spotted the red mushroom. This time, climb up the vine. Then go northwest, and up another vine. Then, up another. Go left, where you'll find three slopes, and a Mars Djinni. You'll get that one later. Choose the middle slope. Once down, you'll spot a green mushroom. This one is important, and will lead you to yet another Mars Djinni, not the one you spotted earlier, but the one that two elders are keeping in their house in Madra. You'll know now that you'll be making a return trip to Madra. Once down, jump across, and up. Don't go down the slope yet, while up, use Felix's 'Move' on the tree stump to create another bridge, that will take you to the Mars Djinni. Now, go down the slope. If you want to get back to the beginning, go right, up the vine, and use 'Lash' on the rope. Otherwise, go down and climb down the vine. From the first step once you've climbed down the vine, jump three steps to the left, two to the north, one to the left, one to the north, one to the left, go up, one to the left, two to the south, one to the left, three to the north, two to the right, go down, two to the right, three to the north, then two to the left to reach the vine. Go north up another vine, then down a little. Just a little so you can jump across to the left. Go north, up the vine, go right, then down to find a treasure chest. Nothing great, but you'll get yourself a Sleep Bomb. Return to the vine and head south. Go down another vine, then head north up two more vines. Go past the tightrope, then up another two vines. Go directly south to find the Mars Djinni.

This one will fight, and it fights pretty good. With plenty of HP (about 344-434), this one hits you with Blast, Dragon Cloud, and all the ones Jenna knows. Heal frequently, while your Djinni are going to Standby one at a time, your stats are being lowered. Procne hits it with an all-mighty blow of 150. When that battle is done, Kindle joins your party. It will also give you 228 EXP and 273 Coins. Now, we seem to have three Mars Djinni, three Jupiter Djinni, two Mercury Djinni, and only two Venus Djinni! We'll be meeting up with another Venus soon enough.

Return to the tightrope. Walk across, climb down two vines, head south, the west, to find the exit.

C. GONDOWAN CONTINENT

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[17]. Resting at the Village of Naribwe
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Get Chill and Visit Naribwe

Ok, wait right here. Go to the left and find a bridge. Then after crossing it, go south down another bridge. Go to a forest around here and you can find Chill, the Mercury Djinni. You're going

to be in the village of Naribwe soon so this Djinni is southwest from there. That should be just where you are. Walk around the little forest and try to get Chill in a battle. Defeat it and you'll have another Mercury Djinni! Chill will have about 272-425 HP and will give you 234 EXP and 282 coins. After you're done, head directly north, shortly you'll meet up with Naribwe.

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Naribwe
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Rest Up and Gain Some Items

A nice peaceful village, you can upgrade your weapons, armor, and gain more useful items. After many fights in the Gondowan Cliffs, your HP and Psynergy must be low. Take a break, and go visit the Inn. Near the Inn, is a rope and nail. Use 'Lash' to extend the rope where the treasure chest is. Inside is a Thorn Crown a useful armor that can be equipped on anyone. It will raises two stats up, so choose the right character to equip it. After, go to the middle of the village where the fire is. Go inside the house that is the left of it. Go through, until you're outside, then use Sheba's 'Whirlwind' to blow away the vines. Climb up the ladder, and use Sheba's 'Reveal' to reveal a treasure chest. Inside is a Unicorn Ring that you can equip on any party member. These rings are useful, they can be used anytime, even in battle. Each ring has a special ability that can heal or attack. Well, looks like you're done here. Let's travel to the Kibombo Mountains.

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Overworld
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To Kibombo Mountains

Yet another short path, go directly north of Naribwe, then a little to the right. Here are the Kibombo Mountains, it'll be tough to get through, but you can do it!

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[18]. Sneaking Through the Kibombo Mountains
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Kibombo Mountains
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Sneaking Through

Whatever you do, you do not want to be spotted by any guards here. They will not permit any being from getting through. Time to be sneaky, you must be sly and get through barking dogs and watching guards to successfully get to Kibombo.

Go north, up the three stairs. While you go right, the screen moves up, showing one guard you have to avoid. They are guarding this place until a person named Akafubu completes the ceremony. They have mentioned that a person has knocked out some guards and went through, we wonder who that person can be? They show that the place will be heavily guarded, because of a ceremony that is happening in Kibombo. Go right, and push the box to the right four times. Then push it up. Use Felix's 'Move' on the second box and move it to the left one time. Climb up the vines and jump across. Climb up another vine and head northwest across the plank near the first guard is. Push the pillar over, go across and climb up the vines. Head up the stairs, and watch out for this wandering guard. There is a box that will help cover you. Push it over two times, then climb up. Run through, and slide down the slope. Push this box to the left so it surrounds the guard and a vine is revealed. Then search along the north and find a chest. Inside is a Disk Axe, perfect for Felix. Climb up that last vine, use 'Lash' upon the rope, and climb over. Run down, and push down the pillar. Return to the rope and continue up to a new screen. Go to the box, but not down the vine. Use Felix's 'Move' and move it to the left once. Then push it to the left, then down once. When the guard appears right below you, push it down and send the box pummeling down upon him. He's trapped inside, so go down the vine and get the treasure chest. Inside contains a Power Bread, it raises up a character's maximum HP. Go to the left and climb the pillar filled with vines. Jump across and push the pillar down when the dog is on the lower side of the pillar. This causes the dog to be trapped and you won't be bothered. Climb back down and run up, but watch out for the guard on the left. Go inside the cave, and use Sheba's 'Reveal' to find a Smoke Bomb in one of the crates. Then head outside. It seems like the dog is outside again, right to the right of you. Be on the left side of the box, and use the 'Tremor' Psynergy to knock the box over. The bone on top will fall and the dog will immediately take it. This stalls the dog, while you can grab your treasure chest at the southeastern part. Inside is a Tear Stone, used for forging weapons later in the game. Head back where the dog is, then go northeast, and use Sheba's 'Whirlwind' to blow away the vines. Go inside the doorway, and go through the path in the cave to reach the end. Go up the two vines and run across to the left. Climb down the next two vines, the head directly south. Well, well, well. Looks like there's another Jupiter Djinni to get, we'll get to it after you acquire Piers, your fourth member. Go down all the stairs until you reach the bottom. Jump over to the left, head up, then you're finally through. That wasn't so hard, was it?

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[19]. Finding Piers at Last
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Overworld
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To Kibombo

Go left across the bridge, then northeast. You will notice instantly that the sky turns dark as you move. Still walking, you'll find Kibombo.

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Kibombo
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Sneaking In

It's all dark, and a ceremony is approaching. The Inns and shops are even closed, and all the people are gathered at the north. They won't even let you through, and thus, you'd have to sneak in once again. First, go to the very beginning of the village, where all the red poles lie. Through the side, are openings where no rock blocks your way. Once through, use 'Lash' on the rope and climb up. Now jump across on top of the red poles and get to the other side. Head north until you meet the Sanctum's keeper. Jump to the left across the poles beside him. Jump three times to the left, one time south, three times to the left, one time south, then one time to the left, avoiding the water puddle nearby. Through this path, you can jump on top of the roofs of the houses. Jump across again to reach the side. Now head up.

Acquire Piers

As soon as you reach the new screen, somebody will speak. The screen will move to the right where a lot of people are, and the person who just spoke. He is planning on becoming Kibombo's new witch doctor! You'll immediately spot the Black Orb, the item that was stolen from Piers. A big monkey statue that seems asleep, holds the Black Orb. Once you gain control, it's time to go up. But look who's just nearby, it's Piers! He will speak to you as soon as you meet him. Jenna, Sheba, and even Kraden appears to talk to him. They speak to each other, Piers explains that the people here are planning to sacrifice the Black Orb to the Gabomba, the large statue that appears before them, in order to wake it up. After, the ceremony is about to start. The chief Akafubu, uses 'Lift' and lifts the Black Orb high in the sky. Piers is then shocked, that he may lose his Black Orb if the ceremony is a success. The Akafubu chants and the eyes of the Gabomba awakens. Then, they close, and Akafubu cannot tell why it is happening. Piers is then determined to get it back, by fixing the circuits inside Gabomba. He then looks for a way to get through without being spotted, but is still confused. Kraden then tells you to help him, and demonstrate that you can use Psynergy. Go up beside the pillar, and use Felix's 'Move' to pull it back. Piers notices that, and is delighted. After a lot of Babi and Lemuria, Piers is going to go after the Black Orb, until Kraden suggests that he gets help from them. They agree, he joins your party at level 18. Finally!

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[20]. Inside the Gabomba
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Kibombo
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Piers's Stats

Piers joins your party at level 18, it won't matter if you're below him, though he has more EXP gained than any of your party members, he levels up slower. Gradually you'll be at the same level as him, and then he'll be the last to level up! It's strange, but it's been made like that so your party levels will be even throughout the game. Piers also carries two Mercury Djinni named Spring and Shade, so now you can even de-equip the Mercury ones you have now and give it to Piers.

Find a Way Into the Statue

Now with Piers in your party, climb up the vine to receive a Psynergy stone, if you have not went to get it while demonstrating your Psynergy to Piers. Climb back down, then run through the whole path around until you reach the other side. Climb down the vines, and go towards the back of the Gabomba statue. Piers will notice that there is something strange on the ground. Kraden will see that there are four cracks, and they will not make a person fall once stepped on. He asks you to use your Psynergy, then Felix will use 'Scoop' upon the bottom square. Everybody will spot an arrow pointing upwards. Felix will use 'Scoop' on the top crack, then on the left, then on the right. All the arrows point to the middle. They think the arrows point to an entrance, but they couldn't get through since the entrance is underneath the rock. They think that there's another entrance nearby. Go back to where the vine was, and use 'Scoop' on the crack there. It will reveal a ladder, so climb down, and you'll enter the Gabomba.

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Gabomba Statue
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Through the Puzzles

Once you're here, go left, and continue the whole path, past red gears, until you reach a ladder that leads to two more gears. Climb up, then get pushed, then climb up the next ladder. In this next room, seems like a very large puzzle. You can gain some experience by fighting a Mimic, that appears as a treasure chest southeast of you. It is resistant to wind but is weak against fire. With a lot of HP, it will take a few turns. It will give you 400 EXP and 380 coins and a Hard Nut once defeated. Once back to the screen, head up, then go one step to the right, then down to reach another treasure chest. Inside contains A Bone Armet, good for either Jenna or Sheba. Once that's finished, return to where you were, then head for the ladder you see to get to the next room.

We see a lot more gears this time. It really shows that Gabomba is a machine! Go down, left, then up to find a rope. You have to use 'Lash' at the right time, because the gear with the nail is turning all the time. To make things easier, put 'Lash' as a L or R button. When the nail is as close as it can be to the rope, use it. The gear will stop and the tightrope will be available. There's no point in climbing it, as it will lead you no where. Return to the

red gears. They have stopped now, so go through. Go left, then use 'Lash' on the rope there if you want to. Otherwise, climb up the ladder.

A lot more gears, but a Venus Djinni, also! You'll get to it soon enough. Go down, then jump over the gap. Continue left, then go up, then right, and up the ladder.

And I said the last room had a lot of gears, this room is full of it! Go south, then right, then down. Don't go up the ladder here. You'll be trapped, and will be forced to go back anyways. Continue running all the way up, avoiding the gears. Once you try to turn left, you'll spot a rat. It'll spot you, then jump on the gear, and continues from gear to gear. That's the key in completing this puzzle. Go left, then down, and jump over the gap to reach the ladder. Here, go to the next ladder, by going left, then through.

In this room, go left, up, right, then down. Out of the three paths, go to the left and continue south. At the end of this path, you'll find a shining gear, and two pillars on each side. Use 'Pound' upon the pillar. Now to get to the other side. Exit this whole area, and return to the part where you first saw the rat. From this exact area, go right between the blue and red gear. Hop on top of the red gear from the right side. Once the gear is carrying you through, quickly jump onto the blue gear. Then jump on the green one to the right of you, then to the green one below you. Jump on the blue one, then onto the green one. Jump onto the blue, then across on the two green ones. Jump on the red gear, and you're finished. Get to the other side, then go left, to find a ladder. Then, go down the next ladder. Go left to find a treasure chest that contains an Elixir. Now return, and go right. You'll soon find yourself on the side with the second pillar. Use 'Pound' to cause the shining gear to fall down. Now everything is reversed, and now you can get through parts you couldn't get to before. Now exit this area, and get to the same screen where the rat jumped. Find the two red gears that are parallel to each other. One of these will take you to the Venus Djinni. Take the left, one, and after falling, you'll find yourself right near the Djinni. This one will fight, so prepare yourselves. This one may run, too. It's strangely weak against Jupiter, and resistant to Venus, so attack with Sheba and her Jupiter Djinni. It has about 366-668 HP (I defeated it using Boreas, causing a large unaccurate HP estimation). It'll also give you 279 EXP and 340 coins. After the battle, Steel joins your party.

Now, use 'Lash' on the rope. Climb through, go down the small ladder, then go and return to the ladder up north. Go south, right, then down, and finally go up the ladder that you avoided before. Now that the gears go backwards, the two red ones here will push you in instead of pushing you out. Use 'Lash' on the rope if you desire to. Now, go up the ladder.

Here's something new, it's some sort of mini-Gabomba inside Gabomba! The large orange thing here is surprisingly the tongue. Go right and climb the ladder. Akafubu will immediately speak. You'll find yourself at the head of the Gabomba, where the eyes lie. The large statue's face appears before you, and Akafubu is willing to try again. He uses 'Lift' once again, and the eyes of Gabomba opens. All four of you will notice sparks appearing on the floor. They all disappear quickly due to the odd paths that moves them. The eyes then close. Akafubu is then upset again, and decides to try again later. Kraden has an idea, and if you can fix this, the Black Orb will be

spared. Akafubu will try again in 20 seconds, so you have a clock to fix up the circuits of Gabomba. Don't worry, if you're too slow, he'll state that he'll try again in another 20. So take your time if you need it. Once you gain control, head towards the pillar, and use 'Pound' upon it to start. It will cause some of the floor to float, and it's up to you to move the the floor directions around so that the sparks from both the red and blue eyes get to the miniature statue in the middle of the room. When you use 'Pound' on the pillar, you have to step on the arrows beside it to rotate the pieces. When one part is placed correctly, you have to use 'Pound' on it to put it down. If you mess up, use 'Pound' on the pillar again. The piece with the dots won't do anything, so leave that for last. Beware of this part, I can't help you. Each of our games will generate a different puzzle for you to deal with (I've seen two different ones so far). You can have any number of tries so keep going. When you're done, wait a while, until Akafubu speaks. He uses 'Lift' once again, and you get to watch the sparks go through your path that you created. Gabomba's eyes open before you, and sticks out its tongue. It quickly devours the Black Orb, but leaves its tongue out to the open. Akafubu is delighted, and enters Gabomba through the tongue path. Piers and company looks at the small statue of Gabomba, where the tongue is. They wonder where the Black Orb is, also. Then, to their words, the Black Orb appears, and goes underneath the small statue. Sheba peers down underneath to try and see where it went. Akafubu then appears, and Piers is angry because of the theft of the Black Orb. Jenna tells Akafubu that they fixed Gabomba and he is no more than a statue. He doesn't believe this, and so Jenna takes him to the puzzle room. Akafubu then puts in a red jewel inside the small statue of Gabomba. It moves aside, revealing a new path behind where it used to be. Akafubu then enters it. Now follow him. Go straight up, then you'll go down an elevator. Continue going up, and you'll find Akafubu, another small Gabomba statue, and the Black Orb, sitting in the statue's hands. Go past Akafabu, and examine the Black Orb. The room will get dark and the Black Orb floats up high. The statue speaks to you, speaking about the black magic Akafubu possesses, and that it itself gave it to him. When Akafubu leaves, a treasure chest is given to you. After a few more words, the treasure chest disappears since Akafubu hastily leaves. He gives a message to deliver to Akafubu, and it tells you that you can possess the black magic as well. It'll reveal a hidden ladder to the right of you. The room will return to normal, and the Black Orb falls back down. Felix then goes to it and recieves the Black Crystal. Both you and Kraden leave to give the message.

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Kibombo

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Rest Up

You're back in the village, inside the Sanctum hut. You all explain to Akafubu's father about Gabomba, but Akafubu himself feels very angry because you were allowed to possess the same black magic that he does, and turns his back away from you. You may not know what he means yet, but you'll get back inside Gabomba once you obtain the Cyclone Piece. Down the ladder that Gabomba showed you is a room filled with grass. 'Cyclone' is needed to get through. Once you gain control of Felix again, leave the hut, and you'll discover that the sky is normal and the darkness has disappeared. Go buy weapons,

armors, items, and heal if needed. There should be a few weapons and armors that you'd want to upgrade. Also take a look at the artifacts. It looks like your job here is done, but you'll have to come back sometime once you have learned Cyclone, the new field Psynergy that you'll be receiving really soon.

D. GONDOWAN, INDRA, OSENIACONTINENT

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[21]. Return to Madra
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Overworld
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Going Back to Madra

You need to go through the Kibombo and the Gondowan Cliffs to get back to Madra. But since Piers is in your party, you can now check out the places that were unreachable, unless you had his 'Frost'. The first place to use that technique is in the Kibombo Mountains.

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Kibombo Mountains
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Get Your Jupiter Djinni

Once you've reach the Kibombo, you should've spotted a puddle near the exit while storming through. From the exit of the Kibombo, jump across the river, and go up three stairs. From there, go south and you'll find the puddle. Use Piers's 'Frost' to make an ice pillar. You always must be careful with Piers's 'Frost' and 'Douse', as each of them take 5 PP to use them. Always be accurate and know where you're using them, because you don't want to waste too much Psynergy. Head back north and go up one more time. Then head south, and jump across using the newly created ice pillar. Climb up the vine to find a sapling. You need to use 'Growth', which requires a character to have at least 1 Venus and Mars Djinni. Just move one Mars Djinni to Felix, and he'll have the technique, only if he has a roster of Venus Djinni, and no other element, and vice-versa. Once you have 'Growth', use it on the sapling, then right after, if you want, return the Djinni back to its original owner. Climb up the vine, and you'll find the Jupiter Djinni. It will defiantely attack you, so prepare. It is weak against earth but resistant to wind. It has about 346-469 HP, and once defeated, it'll give you 225 EXP and 309 coins. Waft becomes your ally! Now that's finished, it's time to continue on.

Continue On

Now that Bouquet is in your possession, climb back down, jump back across using the ice pillar, and go up. Go right, then down, then right, then down. In the next screen, don't forget to grab the treasure chest that you left behind. Inside is an odd-looking weapon for either Felix or Piers. Continue your way south to exit this whole thing.

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Overworld

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Go all the way south, past Naribwe. Then when you see the Gondowan Cliffs, go to it.

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Gondowan Cliffs

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Find an Important Item

Go right, then up, and climb up the two vines. Walk through the tightrope, then go down. Climb down the two vines, then climb up the vine you see next. Jump to the right, go up, then climb down the vine. Continue through, then you'll be back on the stepping stone puzzle. Navigate yourself through it, to reach land once again. Go right and up a vine. Use 'Lash' on the rope and climb across. Go down the vine and down the slope. Go right, then up, and use Piers's 'Frost' on the puddle. Climb up the vine nearby and jump across using the ice pillar. Go up the next four vines. Go down the one vine you see nearby. Use Piers's 'Frost' on the puddle, then go north, up a vine, then go south. Jump across using the ice pillar and go down the slope. You'll see another slope, but don't go down this one! Go past it instead, and you'll find a Healing Fungus. It may not look much, but this item will grant you a Mars Djinni. Though it won't make any sense at all now, you'll understand once we get to Madra. Now go down the next two slopes, up the vine, across the rope, down the vine, down the slope, and go to the northeast. You're at the entrance of the Gondowan Cliffs, so exit the whole place.

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Overworld

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You know where Madra lies, just go east and follow the bridges until you find it. Remember, it is directly east!

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Madra

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Meeting Your Enemy At Last

You've always wondered when your enemies will show up, and

this is the time. The only problem is, that only one of them will show up and that one won't bother you yet! She's wondering where her sister is, named Menardi. Hmmm... When you head to the mayor's house, you'll spot Karst right away. She'll also see you once you pass her. Just continue towards the mayor's house.

Learn Cyclone and Get Permission

Once you enter the room, the mayor will immediately see that Piers is back. They'll also know that he retrieved the Black Orb back. Once you gain control, leave the house. The young Mayor will contact you again and will speak to you outside. He gives you the Cyclone Chip, once equipped, you'll learn Cyclone. It creates a whirlwind and blows away grass from below. It's very much different than the 'Whirlwind' technique. He'll also give Piers permission to sail the ship using the Black Orb. After he leaves, Karst speaks to you about Isaac. It's very strange that she knows a lot about him. She also mentions that she is Menardi's younger sister! She wants revenge for her sister's death. Karst then quickly leaves. There's something you can do here since Sheba knows 'Reveal'.

To the Catacombs!

The entrance from the cemetery is blocked off, so take the ladder beside the girl near the shops.

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Madra Catacombs
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Extra Items

Make your way around until you find a concrete door that doesn't seem to budge. Use Sheba's 'Reveal' to find a hidden switch beside the door. Push on it and the door will open. Next, follow the stone path up north, turn to the left, and the first opening you see, go north. You'll find a puddle, so you can use Piers's 'Frost' synergy to start the puzzle going. Next, go to the right towards the vine pillar and push it into its socket. If you go south where the rope is, you can find a treasure chest with an Apple inside. Now go to the right. Push the pillar into its socket and return to the vine pillar. Climb up and head over to the right of the whole cavern. Remember to jump on top of the pile of rocks, it's hard to tell but you can jump on top of them. Keep going around until you see the pillar you pushed earlier. Jump across and use your 'Lash' synergy. Climb and slide down the slope and head towards the ice pillar. Jump across and head towards the highest level of the building. Go inside and into the left door. Be on the left side of the bookshelf and use your 'Tremor' synergy to knock the chest over. It dropped to the lower level of the building. Head back outside and go south. At the end you'll find some vines and a treasure chest. Inside is a Mist Potion. Next, slide down. Now head back to that castle and enter the doorway on the first level. Inside, go straight to the north. Enter this room and you'll find the treasure chest that dropped. It's the

Ruin Key! Now you can open a secret door. Exit this room and take the right door. Then go down the stairs and you'll find your big red door. Use your Ruin Key and the doors will slowly open. Fire will light up the room, leading you to a new combo tablet! Now you can summon Moloch. You're all done here, use Felix's 'Retreat' and get outta here!

Swap for a Mars Djinni

Go to the area with the four houses. Go inside the northwestern one to find two elders. If you go up the stairs, you'll find a Mars Djinni inside a fence. Give the elder the Healing Mushroom, and he'll bring you the Mars Djinni down. Char becomes your ally right away! Give your thanks and exit Madra.

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[22]. Sail Your Ship
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Overworld
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Find Your Ship

It's time to backtrack to the ship you left behind. The Black Crystal is now with you, and you can use it to sail. Piers really wants to go back to his home. Go northwest of Madra, through one bridge, then north, through another bridge. Then go north a little bit and then to the east. You'll find the Dehkan Plateau again, and the ship. Enter it.

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East Indra Shore
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If you haven't been here before, Kraden will speak about Saturos and Menardi's ship. They think that this could be it. When you gain control, head south and to the right through all the shallow water. Get on the ship and examine the dragon door. Piers will appear with the Black Crystal and open it. Now let's get inside and get the ship moving!

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Lemurian Ship
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Destroy All the Enemies & Set Sail

With a very nice inside and jolly music, the ship is infested with squid enemies. Once these enemies are defeated in battle, they transform into a water puddle, as sick as it may sound. You can then use the puddle to turn into an ice pillar. This is when Piers starts to lose a lot of Psynergy, because with over ten

puddles and five PPs are used every time, you have to make sure you use them wisely, or else Piers won't be able to use his 'Frost', or heal, or whatsoever. Let's get started on the first enemy. From the entrance, go to the next door, and you'll immediately spot one. It won't attack you right away until you examine it. Each Aqua Jelly are weak against fire and have about 198-245 HP each, and each will reward you with 96 EXP and 99 coins. This first one, can be easily defeated with Felix's Ragnarok and another single attack. Once it turns into a water puddle, avoid it. There's no purpose for this one. Go straight down and defeat the next one if you want to get the treasure chest. Inside is a Potion that recovers all HP of one party member. Continue down the stairs and through the next door.

There happens to be six Aqua Jelly all cluttered up! You can't reach them yet, so go right to the next door, and the door after that. It's another room filled with them. You can train and defeat them all if you desire to. Now, when all are defeated, except for the one at top, move the box to the very bottom right. Then use Piers's 'Frost' on the ones beside the box. You've now created a path you can use to jump across. After you've jumped across, go down to a door. Here, push the box until it falls, so you have a shortcut to go back. Go towards the right and enter the door. This room is a little bit harder, with all the pipes around the Aqua Jelly. Go up and climb down the ladder. Defeat the Aqua Jelly and use Piers's 'Frost'. Jump across using the new ice pillar and climb down the ladder to find the next target. Defeat it and use Piers's 'Frost'. Go up to the box and move it 1x to the west and 1x to the south. Now return to the beginning of this room. Climb down the ladder and defeat the Aqua Jelly. Use Piers's 'Frost' and jump to the other side of the room. Climb down the defeat the next Aqua Jelly. Use Piers's 'Frost', then go north and defeat the next one. Use Piers's 'Frost' once again, then head to the beginning of the room. Go north, jump across, and jump further using the last few pillars you've created, including the box you moved earlier. Now at the north of the room, go down the ladder and defeat the second last Aqua Jelly and use Piers's 'Frost' afterwards. Why did I say second last when there were a whole bunch in the other room? You'll find out soon enough. Head back around and jump across to get to the door, then go through the next door after that. Immediately the last Aqua Jelly will flee and hide underneath a metal bridge. Go towards it and defeat it. Use Piers's 'Frost' and walk over the bridge. Enter the door, and the door after that. Now heal! Heal all your party members, and set your Djinni whatever way you please. Go down the steps and jump across using the boxes. You can only get to the middle Aqua Jelly. When you do examine it, they'll all gather, and combine into Aqua Hydra!

This is one tough cookie, with an unbelievable amount of HP! For a start, attack it using all your Djinni, but make sure you use the Mercury Djinni Shade, as it creates a great protection and it is the very first to act, no matter the speed of the enemy or the party. Once all of the Djinni of an elemental group are on Standby, unleash your attacks! When they're resting to be set again, attack using Felix's Ragnarok and with your best Psynergy moves. Using a level three or four summon creates so much lethal damage, you wonder when the Aquahydra will go down. Its attacks include Douse, poison inflicting attacks, lowering your party's Defense status, and even tsunami waves. It's weak against fire, just like the Aqua Jelly. It has a whopping 2633-2794 HP. It'll give you 1251 EXP and 2095 coins only if you defeated it using a Mars Djinni (I defeated it using Mars

Djinni Cannon). You'll receive less if you didn't. It'll possibly give you a Vial when defeated.

When you've defeated the boss, the room is 'Aqua Jelly-less', but the area you're in has filled in water. The treasure chest that appears underneath you is unreachable, unless Piers learns 'Parch' from Aqua Rock. That won't be for a while, but the item inside is a Mist Potion that recovers all your party's HP. Go left and up to the door, and through the door after that. Go south and down the ladder. In this cavern, go to the right pillar and move it on top of the water drop square. Then, use Piers's 'Douse' upon it to fill the top with water. The pillar will sink down, being identical with the opposite one. The door opens, now go inside. Run through the path until you reach the last doorway. Here, Piers will appear and take the Black Orb out. The room will light with gold and the ship moves! You've finally set sail, now we can journey to a lot more continents and islands!

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[23]. Return to Kibombo
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Options of Your Ship

There are many things that you can do with your ship, not only do you sail from continent to continent, but you can also fish for weapons, armors, items, and coins! Pressing 'A' will allow you to search in the water. You either find something or don't find something. Much later in the game, the ship will be upgraded, and you'll be able to soar through the air! If you find a wide river opening, you can squeeze through and still sail. Once you're in a river of a continent, you can jump off anytime you'd like, even if it isn't a beach.

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Weyard Ocean
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Find an Opening to Kibombo

You want to head towards the Gondowan Continent. Go to the north, then around the Indra Continent until you reach Gondowan. There is a small island between Gondowan and Indra, on it is a lone dock, with some people, a dog, a boat, and a small house. It isn't important now, but you'll be needed to visit the dog when you're in the trading sequence. Avoiding the island for now, to the left of the island are two beaches. Dock your ship at the larger one, then start running.

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Overworld
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Go west, and you'll find the Kibombo. Then to the north is Kibombo. We now have to go inside the ladder that the Gabomba statue revealed, and learn the black magic that Gabomba and Akafubu spoke

about.

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Kibombo

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Get to Gabomba Once Again

Remember to heal at the Inn if you feel a little woozy from traveling everywhere. Then, head to the north, then into Gabomba, by walking on its tongue and getting in.

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Gabomba Statue

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In the familiar room, head north. Keep going through the path and go down the elevator. Then keep going north until you reach the Gabomba statue, and the ladder. Climb down.

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Gabomba Catacombs

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Blow Away the Grass with Cyclone

Make sure you equip the Cyclone Piece to a character. First, we'll get a Venus Djinni. Go down and climb down the ladder. From the ladder, go just a little bit to the left, then immediately northeast, so you're beside the wall. Going north just a little bit past the two pieces of grass until you align yourself to be as close as you can be to the large path of grass in the northeaster room. It sounds very confusing, but if you use 'Cyclone' near that patch of grass, you'll reveal some sort of hole, then fly in the air being carried by a tornado, and get dropped in, and into a new room. When you drop, you'll drop right near the Venus Djinni.

This one attacks, and is weak against wind, just like Kiss. It has about 451-585 HP and will become easily defeated if you inflict the Stun and Sleep status upon it using Blitz and Waft. After the battle, you'll receive 360 EXP and 358 coins. Then, Mud joins your party, making an even number of elemental Djinni for your party! You should now have four of each element. Your characters will be a lot more powerful if they have their own elemental Djinni, as in Felix having all Venus, and Jenna having all Mars. It'll just make things a lot easier!

Now that's finished, slide down the slope, go down, go up the ladder, then to the right, then north, and through the stairs. Slide down the slope, and you'll find yourself at the beginning again. Don't move from where you slid down. Go left and use 'Cyclone' on the patch of grass, and you'll find another hole. You'll be taken down by the tornado. Here, go left, then north, then to the right where you'll find a doorway. In this area, there is a large patch of grass. If you use 'Cyclone' here, you'll uncover a Mint item. Now, go further north, then down the ladder. When you go south, you'll find

a small patch of grass, using 'Cyclone' reveals a hidden puddle. Use Piers's 'Frost' upon it, then climb back on the ladder and jump over using the ice pillar. Then, when you go north, you'll find six pieces of grass, when you use 'Cyclone', it will reveal 6 puddles. They are not used for anything. Use Sheba's 'Reveal' in that area to reveal a hidden doorway.

Here, you'll be near rushing water. Go left, then run across the river. Stop at the middle, and you'll be able to squeeze to the top when you run up. Keep finding a spot to squeeze through until you're at the highest point, where you see the water falling down. Go to the middle, go down, and make a direct 'U' to get to the very left of the river. Run along to the left, then use 'Cyclone' upon the grass to find a hidden puddle. Use Piers's 'Frost' to build up a pillar. Now head back to the beginning of the whole puzzle. Once you're at the beginning, where you first touched the water, run all the way across to the other side. Go to the left and climb the ladder, and jump across using the ice pillar you created. Enter the staircase.

Climb down the ladder. The patch of grass that appears nearby includes a Mad Plant monster once 'Cyclone' is used in the right spot. Sort of like a Mimic, it'll be good for experience. It's weak against fire and resistant to water. It has about 430-519 HP, and will give 321 EXP 347 coins, along with a Game Ticket. Continue up and up the ladder. The small Gabomba statue will speak to you, and will give you the black book that will grant the new Psynergy. This is also like the card you recieved in the Kandorean Temple, your class will change and new Psynergy will be given to you. You can equip and de-equip it anytime. This place is finished, to get out quick, use Felix's 'Retreat'.

You should appear on the tongue of Gabomba. Exit Kibombo and get back to your ship! Don't forget to heal if you need to!

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[24]. Forge Some Weapons
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Weyard Ocean
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By now you should have a forgeable items, but where to forge them? Within Osenia you can find a village with a blacksmith. Sail out of Gondowan and head towards Osenia once more. In the southeast end of Osenia is a beach, look at your map if you need to. If you can dock your ship there and head up north, you can find a village called Yallam and a swamp called Taopo Swamp. Even using the boat to go up the river and stopping when you see a bridge with a village will be great as well. When you find Yallam, enter it.

+++++
Yallam
+++++

There are lots of things you can do here. Make sure you have your forgeable weapons and items with you! Go towards the west of the village and you'll find a big house with a chimney. Enter it and talk to the man on the bed. Sunshine will take your items and forge them

within a day. This 'day' would be like taking a rest at the Inn, going into the sanctum and coming back out, or exiting Yallam and coming back. You should always save before you hand him items since what he forges is totally random. Whenever you get these items during your travels, be sure to come back here because as you get stronger, some of the weapons and armors will become pretty much useless if you forge them too late.

To the east within the village are some kids playing around. A person named Yepp has written some songs for the children. If you play around with them, they'll actually tell you how to get through some sort place.. hmmm.. we'll have to remember and think about what this information could be used for.

This certainly won't be the last time you'll visit Yallam. We'll come back later! Go through Yallam by going up. You should be on the other side of Yallam now. Now go around the mountains towards the left and go down. This is a straight path with a few bridges and rivers. At the end you should find Taopo Swamp easily.

+++++++
Taopo Swamp
+++++++

Don't Sink!

Go to the right and enter a new screen. Go towards the tree stump and use Felix's 'Move' to push it towards you. It sinks all the way down.. Go up towards three bushes of ivy. Use Sheba's 'Whirlwind' on the first one from the left to find a doorway. Enter it and go up north. Use 'Scoop' on the blue item sticking out to find a Tear Stone. Exit this cave. Go down the little staircase and step on a bubble leaking out from the swamp. These bubbles are going to save you from falling into the swamp like that tree stump. That means you have to quickly move from bubble to bubble before you completely sink. You sink pretty fast so watch out. And, one last note, it's okay if you fall in, because you'll just start at the beginning again where the first bubble you touched was. Then go southeast to the next one. Then go southwest. Then go to the left two times. Then go down. You should still be leaning against the dock's wood. Now there should be two paths to go. Go to the southeast path. Then go to the right, then a little ways northeast, then directly right again. The last part requires you to run in the shape of an "M" to reach the end. Go up the stairs. There's two paths to take. Use Sheba's 'Whirlwind' on the ivy and go into the doorway. Keep going until you hear some water running. In the right path, water comes through the holes on the wall. Wait until the water stops, then move forward. Wait for the next one, then move forward. I suggest you to assign Felix's 'Move' to one of your L and R buttons now! When the third hole stops spitting out water, quickly move in and use Felix's 'Move' on the pillar and push it towards you. This should stop the water from pouring down on you. Continue on to the right. A Venus Djinni is here.. and you're going to get it right now. Go up first though and take the staircase. Go through the path until you reach a buried Tear Stone. Use 'Scoop' to get it out. Return to the part before you left the Venus Djinni. Go to the right and solve the same puzzle as you did on the other side. Wait for the water to stop, then move. Get the pillar to cover the hole again using the same technique. The force should cause the water

to spout where the Djinni is and push it down to a lower level. Now fall down the slope second from the left. You should fall down near the Djinni. Jump over to meet it. It has about 164-678 HP.. and will give you 519 EXP and 432 coins. Flower joins your party! You're not done yet though. In any way you want, return to the beginning before you entered this cave. There should be a sapling beside the doorway. Use 'Growth' on it (you should know how to get it by now). Climb up and fall down two slopes and enter the doorway here. You're back in the cave. Keep going through, passing a pillar on the way. There should be another water puzzle. Go through and you should see a little dip in the ground that can be used to fill water with. The problem is, is that you have to use Piers' 'Douse' on it, then immediately his 'Frost' and jump across before the water comes down and melts it up and makes the water disappear. It's important that you assign his 'Frost' and 'Douse' in both your L and R buttons. As soon as the water stops flowing, immediately cast 'Douse', then 'Frost' afterwards. Then right after, climb up the ladder and jump across. Do this quick enough! Slide down the slope afterwards, go to the left, then down the staircase. Go to the right avoiding the rope and into the doorway.

It looks like you're in a volcano.. Go down south and you'll find a shining red magma rock. Use Piers's 'Douse' on it. The rock will freeze. Use Felix's 'Move' and push it over. Jump further down. You should find some water nearby. Avoid the water and go down. Get pushed down into the puzzle. Jump to the left towards another hole where the gas is coming out. It's going to push you down, but as soon as it stops, immediately go up and jump to the right before more gets blown at you. Keep jumping until you reach to solid ground. Go to the left and jump over the lava until you find another shining red rock. Use Piers's 'Douse' on it. Then use Felix's 'Move' and push it up. Go back to the part where the gas was pushing you down. Go south and jump through the whole path until you get to a treasure chest. Inside is a Vial. Go back up again, wait until the gas stops, and quickly go to the right again like last time. Jump down and get onto the real ground and go a little ways to the right. Jump over again so you get right near the red molten rock. Use Piers's 'Douse' on it. Pull it in by using Felix's 'Move'. Use that rock and jump across. Go north to the next screen. Go north again and find a pillar that has a huge rock on it. Go right beside it and use 'Tremor' on it. The rock will fall down revealing another molten rock and will clear the path for you. Go up and around to be near the molten rock. Use Piers's 'Douse' on it. Then push it all the way down. It'll make a little bridge for you. Use that to jump across and go in between the water and lava. This is the new path that was made when you used 'Tremor' on the pillar with the rock. In this room, there's a really shiney molten rock in the middle. Use Pier's 'Douse' on it. The room will get dark. Push the frozen rock down and go down to a new screen. Go northeast and around until you get to a new screen. There's another molten rock here. Use Piers's 'Douse' on it, which will cause the room to go dark again. But- part of the room is stil shining. Use Sheba's 'Reveal' to find something shining in there. Pick it up and use 'Scoop' to get some Star Dust. Well, that's all you need to do here. You got some items that can be forged. Use Felix's 'Retreat' to get out of this cave!

Before you leave, you can use the bubbles to get to a part with a treasure chest. Inside is a Cookie. You should've at least spotted it when you first arrived in Taopo Swamp.

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Overworld
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Head back to Yallam and forge your items.

++++++
Yallam
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It might take some time to get the items you want, so stick around for a while, there's no rush :)

E. GONDOWAN - ANGARA CONTINENT

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[25]. Travel to Champa
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+++++++
Weyard Ocean
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Travel to Champa - Home of Briggs

Our next destination is going to Champa, a small village on the coast of Angara. You've heard me right, the continent that you started in at the beginning of Golden Sun! For its location, if you look at your map, you can see a large desert in the continent of Angara. Right below the desert is a fairly large beach. Keep going right, being right beside the beach, and you'll find Champa at the very end.

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Champa
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Shopping

Sort of looks like Madra, with all the bright lights from the sky. Go north, and check out the shops. If you go inside the shop, the storekeeper has some pretty new artifacts. Watch out, the mace artifact with a red blast from the top is cursed. Cursed weapons cannot be de-equipped unless you go to a sanctum and pay for the fee. Even so, equipping it again will result in the same pattern. Though it is a powerful weapon, you'll be cursed in the battle as well. In battle, you'll be damaged if you use Psynergy. Though a lot of these weapons you can buy here are effective, there's some more powerful on in the next destination. If you're a rich traveler, buy everything here, otherwise, save 10300 to get an awesome weapon for Felix or Piers. Pack up items and anything you'll need. Also stay at the Inn if you didn't at Kibombo.

Your Antagonists are Here

It's surprising that Briggs isn't the antagonist I'm speaking about. You won't meet him yet, until later in the game when you make a second visit to Champa and Alhafra. Once you exit Champa, Alex will catch you from the north and speak with you. Then, eventually, Karst will join from the right. Then, lastly, Agatio appears from the left. Will they fight you? They don't. No fights with them until later in the game. Very important information in their talk here, the lighthouses, what Alex plans to do, what becomes of Babi and the bad guys. Alex starts to make a leave until Kraden gets upset. Sheba gets upset, then Alex leaves. After, Jenna gets upset. They all seem to be angry with Alex. Who wouldn't? Alex seemed like a good person until he suddenly is seen with Agatio and Karst, who are related to Saturos and Menardi! Before you leave yourself, go to the right and use Sheba's 'Reveal' in the circle of stones to find a treasure chest that contains a Viking's Helm. Now, off to the Apojii Islands, which is at the very east, and quite far away from you!

F. I S L A N D S

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[26]. Solve the Puzzles of Aqua Rock
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Weyard Ocean
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To Apojii Islands

It's a long path, but I'll try and make it sound quick. From Champa, go directly east until you can go no further. This means going to the edge of the world map! Then, go south following the falls to find the island. It may seem short, but it will be quite a path to take. Find your beach and go inside.

+++++++
Apojii Islands
+++++++

Douse the Water Droplet

Before you want to do this, you possibly want new weapons and armor. The most expensive weapon is pretty pricy - costing 10,300! It does up the attack a whole bunch for Felix and Piers, and it's also an artifact. There's a Jupiter Djinni here, but you can't get it until Felix has learned 'Sand', a Psynergy that allows you to burrow underground. Now, to the large water droplet statue,

it's found right in the middle of the village, surrounded by water. Use Piers's 'Douse' upon it, and it will cause rain, and a rainbow color in the water surrounding it. You'll see the rainbow go from the river, into the ocean, and to Aqua Rock. The five green statues that would block your way into Aqua Rock is now pushed back. Now exit the Apojii Islands and hop onto your ship, it's time to go to Aqua Rock!

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Weyard Ocean
+++++++

To Aqua Rock

You should know where Aqua Rock is, after seeing the rainbow go towards it. Dock at the beach, and enter Aqua Rock!

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Aqua Rock
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Find Your Way Into the Inside

The green statues spitting water out are now pushed back. You may notice that the very right statue is tipping over towards the edge. You would want to use 'Tremor' to knock it over, but nothing will happen. Go left, down, left, then up. Climb up the mountain, and before you go any further, wait for the water up above to stop for a while. Then quickly run to the left. Climb up, wait for the water to stop, then run to the right and climb up again. There will be two ways to climb, both with water running down. You can't go anywhere by going to the right side, so climb up the left. Wait for the water, then keep going. When you get to the part with two climbing ways, keep going left, towards the pillar. When you reach the top, use Felix's 'Move' to move it down, then push it in front of the mouth of the statue so no water will go down. Climb down and get to the other side of the pillar. Use Felix's 'Move' just one step away from the pillar, so you can move it to the right, pulling it towards yourself. You want to get the pillar to cover the mouth of the right statue. Now that no water is flowing through the right statue, climb all the way down, then take the right path to climb. Once at the top, go to the right and get carried by the rushing water. Then, don't move. Quickly go to the right without being carried off the cliff to get the treasure chest. It's a Nut, it can be useful in battles, instead of using Herbs. Get carried further down. Climb down the cliff, and use Piers's 'Douse' on the grey statue. Go to the left and get swept away. Stop, then quickly go to the right without falling further south. Get swept away by the river you just created earlier using Piers's 'Douse'. Follow the one-way path until you find an identical water droplet statue. Use Piers's 'Douse' to cause rain, and you'll make the water you see here rushing up, instead of rushing down. If you go on top of that water, you'll get carried further into Aqua Rock. From the statue, go down, left, then up, where you'll find another climbing frame with water going down. Climb up the left path to get to a treasure chest, which contains an Elixir. Go to the right path to

continue on. Be careful while climbing, time your movements right to get past the water that rushes down, and stops. Once you've reached the top, climb up and go left. Push the pillar over, then head back to the right. Climb up, and jump on the river. You'll get carried up, closer to the inside of Aqua Rock. Get to the right side of the river, then use Felix's 'Move' on the blue stones to create supports for you when you cross the next river. Go to the bottom stone, then cross. Go to the very top, and cross to get a treasure chest containing an Oil Drop. Climb up, and go to the left, and use Piers's 'Frost' on the water puddle. Go further up and use Piers's 'Frost' on the two puddles up north. Now head back down, go to the right, and climb up, and up again. Go towards the two ice pillars beside each other, and jump across to get this treasure. It's a weapon for Felix, Jenna, or Piers, and it brings your Attack by a whole lot. You can give it to Piers to make his Attack even with Felix and Jenna. Jump back across and head to the single pillar, and jump across this one. Climb down and run to the left. Climb down once and use Piers's 'Douse' on the water droplet statue to cause rain, and a new opening in the water. Climb down, and jump on top of it to enter the inside of Aqua Rock.

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Aqua Rock
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Solve the Puzzles

For Golden Sun plAir's, this looks a lot like the Mercury Lighthouse. Go south to a new screen, then grab the Psynergy Stone right beside you. This is a massive puzzle, and you could get lost very easily. Try going to the right side, jump 1x to the right, 2x to the south, 2x to the right, then 2x to the north. Then go up the next door. Here, go north, and push the first pillar to the right. Go in between the two pillars, and use Felix's 'Move' to move the second pillar towards you. Then use Fellix's 'Move' again, except on the first pillar, and pull it towards you. Then go to the right side of the second pillar and use Felix's 'Move' to move it to the left. Climb up and get to the treasure chest using the two pillars. Inside is a Vial, that could help restore your HP. Continue down, and into the new doorway. Use Felix's 'Move' and move the one pillar to the right so it blocks the water from running down. The water will disappear and you'll be able to climb down. Use Piers's 'Frost' on all three water puddles. Use all three of them to get across and to a new doorway. Go south, then when you meet a two way path, go south first. Jump over the floating platforms and enter the doorway. You'll find a treasure chest which contains some Ice Powder, which can be used to attack with ice in a battle. Exit and return to the two-way path, then go north to the doorway there. Then go to the next doorway. Jump over to the left towards the water droplet statue and use Piers's 'Douse' upon it. It will create a bridge over the water. Walk through until the end. In the next puzzle, go to the left. Jump over all the platforms until you find yourself at the left side of a water spout. Use Felix's 'Move' on the pillar and push it away from you. It should cover the second water spout and should prevent water from leaking out. Go into the water to get pushed out. Go to the pillar that's covering the water, and go past it. Go through the path to reach the doorway. In this next puzzle, you'll find a grey statue and a water droplet. Before you use

anything, climb down and push the furthest north pillar once to the right and once to the south. Then climb back up and use Piers's 'Douse' on the grey statue to fill up the bottom with water. Then use Piers's 'Douse' on water droplet statue to make the bridge across the water. Go through the doorway, then continue the path to another doorway, and the next one after that. You'll enter a purple crystal room, looking almost exactly like the one in Air's Rock, and like Air's Rock, it too, also has a large Psynergy Stone in the middle. You can't get to it yet, but go through the next doorway. Climb down, and run down, jump through the platforms, climb up, and to the next doorway. From where you are, go directly left and fall down the river, make sure you're heading towards the left, too. You should be on the other side of the river, and so continue down. Right before you start climbing down, go up about three steps, then go right a little bit. Get carried down and you'll stop at a rock, right near a pillar. Use Felix's 'Move' on it and move it away from you. Go back to the area where you went up about three steps from the climbing area, and go to the very right, and time yourself so you'll fall on to the top of the pillar you pushed. Then you'll reach the treasure chest, and inside contains another Tear Stone, identical to the one you found in Air's Rock. Slide down the slope and enter the doorway. Jump through all the platforms, and continue to the right. Then jump over.

Go to the left and enter the doorway. Climb down, then go up and climb up. Use Piers's 'Douse' on the grey statue to fill the room with water. It will cause the platforms to rise and you'll be able to cross with them. Get across, climb up, and go through the doorway. Jump on the platform, and keep going left. Through the doorway is another puzzle. First thing we'll do is get the treasure chest. Push the blue rock once to the left. Then use Piers's 'Frost' on the puddle, then use Piers's 'Douse' on the grey statue. Jump through until you reach it, inside is a very valuable Water of Life. It's very rare, and you can get only one in all the shops together, through the artifacts. It revives one character and restores all HP on that character. Felix should have Revive himself, due to all the Venus Djinni he currently has. Just make sure you don't sell this weapon, and you should save it until one of the hardest battles. Now, exit this puzzle and return to reset the whole thing. This time you want to push the blue rock all the way to the left, then use Piers's 'Douse' on the grey statue, then jump across all of the platforms to get to the next doorway. In this next path, jump across on all the platforms on the water, then use Felix's 'Move' on the pillar. Then push it all the way to the right. Continue up and into the doorway. Push the pillar all the way into the grey circle, then climb up and jump on to the pillar. Head north and through the doorway. Walk across the long tightrope and go all the way to the right. Jump on the platforms, then enter the next doorway. This puzzle is the same as the one you have encountered before, except a lot more harder. Here is how the blocks are aligned:

Water Droplet		1. Move #2 up two spaces.
Statue		2. Move #2 right eight spaces.
	9-----End	3. Move #2 up two spaces.
		4. Move #3 left two spaces.
		5. Move #5 down three spaces.
		6. Move #5 left two spaces.
1---2-3-4-5-6		7. Move #5 down one space.


```
|      |
|      |
7      8
```

Your final result should look like this:

Water Droplet

Statue

```
|      9---2--End
|      |  |
|      |  |
|      |  |
1---3---4---6
|  |
|  |
|  |
7---5
```

Now, climb up, use Piers's 'Douse' on the grey statue to cause the water flowing, then use Piers's 'Douse' on the water droplet statue. The bridge should go through #1, #3, #2, #5, #4, #6, #2 to end. Walk across and you're through. Go through the next door and push the pillar down. Jump across and go up. Jump through the platforms and continue through. The treasure chest that you spot is a Mimic. You should have four of each element of Djinn. One blow from Thor and Meteor will take care of this enemy very quickly. You can get quite a lot of EXP and coins for this enemy, since most likely Sheba will attack with Thor first, then Jenna will attack with Meteor, Mimic's weakness, and finish it off. Continue through the path and to the next doorway. You'll be in the purple crystal room with the big Psynergy Stone, touch it to restore your Psynergy. Then continue on. You'll emerge from the waterfall and you'll be right near the next water droplet statue. Use Piers's 'Douse' on it, then it will create a bridge on both sides. Go to the left and grab the treasure chest, which contains some useful Lucky Pepper, that will increase a character's Luck status. Continue down, but don't go left. Jump on the platform at the south of you to get off the bridge. Get to the treasure chest, and receive the Aquarius Stone. Now, go to the left across the bridge and go all the way south. Take the left door other than the right. Here, go to the door that's closest to the green water spitting statue. This should be the door that you haven't been to yet. Place the Aquarius Stone on top of the stone pillar and the water that appears before you will move to the side, revealing a path that leads to a secret door. Run through it, and enter.

You're almost finished. Jump through all the platforms on the water, and get to the tablet. Examine it, and Piers will appear. This procedure should look familiar, as you've done the same thing for Sheba when she learned 'Reveal'. After all the light disappears, Piers will finally learn 'Parch'! It can be used in special spots to make the water disappear. You'll suddenly notice that the water rises to surround you. Now with Piers's 'Parch', you can make the water drain. Just stand right beside it, then use it. The water should disappear, then you should make your leave. There is one thing you need to snag before you entirely leave Aqua Rock. You need to grab a Mercury Djinni that sits nearby. Exit the whole area here, then go to the very right and enter the doorway. Climb up and go north. Out of the two doorways, go to the bottom one. Climb down, go right just

before you walk on the water. Then go up until you meet against the wall. Quickly go right, then climb up. Head north and you'll spot the Djinni, taking a bathe in the water. Use Piers's 'Parch' on the statue spitting out the water, and all of it will disappear. Climb back down and grab your Djinni. This one attacks, unfortunately, make sure you save just in case this one runs away. You'll see many of Piers's Psynergy attacks, so make sure you heal at all times. If all of your Mars Djinni are Set, Jenna should have an ability like Wish and Wish Well, that heals all of your party's HP. Another alternative, but quicker strategy, is to follow the same strategy as you used against the Mimic you might've encountered earlier. Have all of Jenna and Sheba's Mars and Jupiter Djinni on Standby. Then attack with Thor and Meteor. After those turns, the Mercury Djinni is history. It will give you 571 EXP and 457 coins if you defeated it using Meteor. Once that's finished, Steam joins your party, making five Mercury for Piers! Now, head back to the previous room, where you exited from the room that you placed the Aquaria on. Then head south, where you'll find a treasure chest in the water. Use Piers's 'Parch' on it, then climb down and get it. Inside is a Rusty Sword that cannot be equipped. Just keep that for a while so you can do some synthesizing. Now, you can exit by climbing up on the left side and leave. Exit all of Aqua Rock and the Apojii Islands.

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[27]. To Izumo and Gaia Rock
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Weyard Ocean
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Nagivate to Jipan Island

Now that Piers knows 'Parch', it'll become very useful in your travels. Though there is some time before you do use it, there is yet another technique that needs to be learned. Your next destination is to Jipan Island. It is directly north of the Apojii Islands. There are two in a straight line, as you can see in the map by pressing the 'R' button. The smaller one is closest to you, but that's not Jipan Island. It's the one further north, past the small island. Go there, dock your ship, and pay a little visit to Izumo.

+++++
Izumo
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Shopping and Resting

You should really check out the shop they have. You should have a lot of money by now, because of all the monster encounters in Aqua Rock. There is a great sword for either Felix or Piers, that's worth 10,000 coins. There will also be a lot of weapons and armors that you should be able to afford, and it will bring up your stats by a whole lot. Make sure you sell the weapons that you're not using, like the ones you've replaced when you found better ones while traveling. Rest at the Inn for 60 coins. If you use 'Cyclone'

on the large patch of grass, just southeast of the village, near an old woman, you can find yourself two free Antidotes to take. Just northwest of the village, inside the house that has two men guarding the door, is a girl crying, because her love went to slay the dragon in Gaia Rock, and hasn't returned. You can't do anything for her, until you slay the dragon, Breath her love, and complete Gaia Rock, and that's where we're heading to right now.

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Overworld
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Gaia Rock is just northeast of Izumo, it's real easy to see.

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[28]. Slay the Dragon of Gaia Rock
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Gaia Rock
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Climb From the Outside

Go north, right before you enter the large entrance. Then go directly left. Start climbing, then push the pillar over. Climb up further, then go to the right and climb down. Use Felix's 'Move' to move the pillar on top of the grey square. Go to the right, then climb down at the end. Return to the left, climb back up, and jump across using the pillar you pushed. Continue to the right, then climb up two times.

Keep climbing up, then head to the left. Climb down the vine to reach a treasure chest, which contains a health restorable Nut. Otherwise, slide down the slope. Climb up, then continue left. You'll see a demonstration of what you can do to the long vines that you've encountered and climbed. You can use Sheba's 'Whirlwind' near unreachable vines, and swing across like Tarzan. It's really neat, and you can test it out yourself here. Climb down twice, then face the vine. Use Sheba's 'Whirlwind' and it'll cause the vine to move back and forth. Felix should grab hold of it when the vine comes your way, and all you have to do next is press the 'A' button to swing across. Now, use Felix's 'Move' on the pillar and move it to the left. Swing back across, then climb down the nearby vine. Run to the left, then climb back up, and you'll end up right beside the pillar. Push it to the left so it falls. Climb up twice and head to the left, where you'll get to a new screen.

Here, you don't want to swing across, because it'll leave you to a deadend. Climb down the nearby vine, and reach the very bottom. Run towards the left, then climb up the vine. Go right and swing across. Climb up the vine afterwards, and swing to the left. Climb up twice and you'll enter a new screen.

You'll find two very familiar statues. They're the angry faces of the statues in Air's Rock. Go in between them, and climb up. Now, make sure you don't take one movement to the left, then up, or else one of those statues pops out from the wall and knocks you down.

Take the right path, and nothing will bother you. The thing here to remember, is that if there are two paths, take the longer one. Once you're just at the end of the path, next, go to the left. When finished that path, the next one seems a little bit more confusing. Take the left, then left again. When you're done climbing, keep climbing up, higher and higher, until you reach the next screen.

A pillar can be spotted here, and you want to get to it. Once across, go through the twisted path, until you find a chest. Inside is a valuable Apple. It increases a party member's Attack status. Return to the pillar and jump back across. Head south and climb down. Go to the right and climb up. Use Felix's 'Move' on the pillar, and move it down three spaces. Return to the beginning and jump across using that pillar. Then continue and complete the series of climbing up and down, and eventually you'll reach four pillars and a stone platform. Examine it, and your menu will come up. Use Sheba's 'Reveal' and a green doll will appear. You'll grab it and keep it, without it, you won't be able to defeat the Serpent, the dragon that needs to be slayed. Your job outside is done, so use Felix's 'Retreat' to get out quickly.

Solve the Puzzles

You're now back at the entrance. Now enter Gaia Rock! In Gaia Rock, you'll immediately spot the same platform as the one you saw earlier. Examine it, and when the menu appears, use the Dancing Idol. It will jump and appear before you. The two red dragon-like statues will move, revealing two doors. Go to the right one first. Follow the straight path, then up the stairs. From the two paths, choose the southern one, the north path is blocked. At the end of this path, go down the steps, and you'll find yourself near a patch of grass. Use 'Cyclone' right in the center, and once the leaves have cleared out, floating platforms of leaves will appear. This will be your ticket to get to other places inside. Now exit this whole room until you get back to the area with the two dragon heads, unless you want to waste some more PP on 'Retreat'. Now to the left side. This is another long path. At the end is another doorway. You'll end up in the area with the floating leaves. It's time to use them to jump across. Go to the

very bottom. Jump right to the first patch of leaves. When it moves to the south, quickly jump to the next one and so on. This next one moves south again, reaching to the next patch on the right. Then, this one moves to the right. It goes up, meeting with the one on the left. Then when it goes further north, go to the right patch. This last one moves north and it takes you to a new path to walk on. It was really a one-way path on the leaf trail, but let's move on. Head to the new doorway.

Run through the snakey path. At the end you'll find two paths and another platform to use the Dancing Idol on. There are also three shadows and one beam of light coming from the patch of leaves. Your next goal here is to uncover all four beams of light upon the serpent that rests here, formally known as the Orochi. Without doing so, the dragon will become virtually impossible to defeat. The beams will just weaken it which is exactly what you want. First, out of the two paths, choose the the left side of the room. This is a pretty long path afterwards but hurry along. Soon later, you'll find nine patches of grass. If you use 'cyclone' here, you'll meet with an

enemy called the Mad Plant. This enemy is weak against the power of Mars and strong against the power of Mercury. Its HP is around 485-618. It also gives you 630 EXP and 451 coins. What does it drop? It seems like a Nut or a Potion is given. Continuing your way, go south and enter the doorway. Before climbing, go down the stairs and walk across until you meet a doorway. Inside, you'll find a platform to put the Dancing Idol on. Once you have done this, the dragon statue nearby will move, allowing the light to shine into the hole. This is one of the four lights needed to weaken the dragon. Exit out and get back to the entrance where you went down the stairs. This climbing frame is similar to the one you encountered in Air's Rock. You've got to watch out for the stone heads that pop up if you hit a certain area. Climb up and out of the two paths, go down first. Then, there's three paths. Take either the top or the bottom one. Then, this last part is quite wide. Avoid climbing at the very bottom to prevent getting hit by a stone head. After you've reached the ground, use Sheba's 'Whirlwind' to swing across on the vine. Go down the stairs and go north to the doorway. You'll encounter a large spider web with a white platform in the middle. Use 'Cyclone' on the web to send the platform dropping. Then find a slope at the top to slide down on. Amazingly, the three beams are found here. Once you've reached the bottom, use the Dancing Idol on the white platform, which causes the third beam to shoot out. While you're at it, use 'Cyclone' on the leaves to uncover the fourth beam of light. All that leaves is the second one which is at the west. Use the Dancing Idol one more time and that will weaken the monster. Your job is only half done, exit out of this room by going to the right. You're back at the beginning of this whole puzzle dealing with the four beams of light. Head back south to exit this whole entire area. It's a long way back, so if you want, use Felix's 'Retreat' to get out of here. You want to get back to the area before you entered Gaia Rock.

When you're here where the two dragon heads moved over for you, go north. At the next room is a puzzle involving the 'Move' psynergy. Out of the two tree stumps, use Felix's 'Move' to move it up one space. Now get behind it and move it up one more time. Use 'Move' and move it to the right. Now go to the very top and take one step away from the next stump. Carefully use 'Move' and pull it towards you. Now from exactly where you are, take two steps down and go to the left so you are positioned two steps behind the stump. Use 'Move' and push it to the right. Now take a step back behind the stump and start pulling it towards you with 'Move'. After two times, use 'Move' to push it to the left, opening the path. Once you've taken a stroll through this area, enter the doorway. Now the tricky part. This last puzzle can really take away a lot of PP. There are four paths and a green sapling in the middle. Equip Felix with a Mars Djinni or likewise with Jenna. Using 'Growth' on these saplings will show you the right path. The path is totally random so I can't help you there. During the maze, there's a Mimic and a Rusty Mace used for forging a weapon. Once you're done, you'll witness a boy, Susa, feeding liquid to the Serpent. He'll be happy since the beast has had its fill and he could slay him before the next full moon. He's actually serving the Serpent Dragonsbane, it's suppose to weaken it. If you didn't shine light upon this dragon, the boy will ignore you and keep serving the dragon. Since you have weakened the Serpent, he will attempt to kill it with his sword. He leaps but the Serpent acts as if it didn't feel it. The Serpent gets mad and breathes fire on Susa, and he becomes unconscious. Go and help him! What I'd do first is retreat and go to the Izumo Inn, then come right back. Make sure you prepare yourself, this is one tough battle.

Defeat the Serpent

Many people believe that the best way to win is to summon all of your monsters on the first turn. But believe me, this Serpent hits hard, and if you have low defense because all of your Djinni are on standby, you're going to get hit pretty good. Fighting this beast is almost like fighting the Fusion Dragon from the first game of Golden Sun. Be at level 25 at least and you'll do fine as long as you use very good strategy. Put all of the elemental Djinni to their rightful owners and make sure they're on set. Now encounter the dragon and the first thing you should do is summon Piers's Shade. It always goes first and it puts up a great defense for the party. Now, summon each of the Djinni one by one, and when you get the chance, summon the bigger monsters to cause great damage. It's weak against Jupiter but strong against Venus. One deadly attack that the Serpent has is a one-hit KO move. It will poison you, so make sure Piers is ready with his 'restore' or if you have Antidotes ready. He has an overwhelming HP of 3168-3756, giving you 1995 EXP and 2898 coins.

Return to Izumo

The Serpent will be in pain, and Kraden will appear. The boy will also come up and slay the dragon so that Kushinada's life can be spared. Kushinada was that girl who was crying in Izumo. He leaves to meet her. The ground shakes and a tablet appears. It's not a Combo tablet, but it's a tablet that lets Felix learn 'Sand', which allows you to burry in sandy places. Your job is done, so use Felix's 'Retreat' and let's get out of here!

You're out of Gaia Rock.. but Susa has fallen again. He's not dying, he's just tired. He'll want you to find his sister. Return to Izumo and you'll find out that everybody is celebrating because of the defeat of Serpent.

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Izumo
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Enter the huge house beside the one with the two guards, which is found in the top left area of the village. There, you'll talk with a few people, including Kushinada. You'll talk about the Serpent along with Psynergy. A lady will demonstrate the psynergy 'Move', showing that she knows of this kind of magic. Soon later, Susa appears. After a long speech about Psynergy, and how elements are the building blocks of all matter on Weyard, talk to Lady Uzume. Give her the Dancing Idol you recieved in Gaia Rock and she'll give you a Mars Djinni in return. It's Coal and it greatly increases the party's agility. Leave, then Susa will come and meet with you again. He'll tell you that he has left his gift for you where the dragon is.

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[29]. The Hidden Area in Izumo
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Izumo
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There's something you can do while you're still in Izumo. Go through the bridge, down the stairs, and go left a little bit until you're beside the big tree. Now go up so you're walking under the bridge. You'll see six pillars, with one of them not in the right spot. Use Felix's 'Move' and pull it to the right. The man nearby will look in surprise at what you've done. Use Sheba's 'Reveal' to find a hidden entrance in the middle. Below Izumo is a small puzzle, involving the 'Sand' psynergy you just got.

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Izumo Ruins
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First, don't touch the two pillars, not even using 'Pound' on them. Go to the right water puddle and use Piers's 'Frost' on it. Then go to the yellowish spots on the ground and use Felix's 'Sand' to burrow. Go south through the first pillar, then press a button or get off the yellow patch to come back. Then use Piers's 'Frost' on the left puddle, then use Felix's 'Sand' again to get back to the beginning. Go to the right past the first ice pillar and climb the ladder. Jump across all four of the pillars to get across. Go up to the next puzzle.

First, go left. The other paths are a bit blocked for now. Go down the ladder, and use 'Pound' on the pillar to knock it down. Then use Felix's 'Sand' and burrow through. Below the solid pillar, use Felix's 'Move' and push it to the right once. Then use Felix's 'Burrow' and go up the ladder. Now move left all the way, come around, and move on until you reach the pillar you moved. Jump across, climb down, and enter the level below.

To get Phantasmal Mail before you go further on, climb down and climb up the ladder beside you. Then to the left when there's two paths. At the very end, jump over the two pillars and reach the treasure chest. Then return to the beginning of this area. Go down from the ladders and use 'Pound' on one or both of them to get through. Go to the left, but don't go up the first ladder you see. Further on to the left is another one, so take it. Be beside the green water and use Piers's 'Parch' on it. The water should vanish, and an entrance should be available to you. Climb down and enter it.

Well, well, well. At the end of this long path is another combo tablet for you hard work! You'll gain access to Ulysses, a powerful monster summon that requires 2 Mars Djinni and 2 Mercury Djinni (notice the typo while you try and summon it -- 'An legendary wandering mage' instead of 'A legendary wandering mage'). Anyhow, you can use Felix's 'Retreat' to get outta here!

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Weyard Ocean
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One Last Thing

There's a Djinni you can get since you have the 'Burrow'

psynergy. Sail to Apojii Islands, the one near Aqua Rock. Once you arrive to this place, head south to the beach. Use Felix's 'Burrow' and dive underneath the sand. Dig towards the right and through the rocks. Re-appear, then keep running through the water. You'll find yourself very near a waterfall. Go down and slide. Then walk up to find a secret entrance in the waterfall. In this tunnel, avoid all the ivy bushes except for the third one from the left. You'll find an entrance here. You'll re-appear right beside the Jupiter Djinni. It'll stop its rest beside the waterfall to join you without battle. Haze has become your newest member, having the power to make one of your characters invisible during battle! It can be very useful on some fights. Go back in the waterfall and go to the right. Use 'Lash' on the rope and climb up. Everything's set, it's time to embark on a new quest.

G. THE QUEST OF THE THREE TRIDENTS

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[30]. Returning to the Shrine of the Sea God
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Overworld
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Sailing Back

You've been in tough puzzles, battled bosses and won. It's time to engulf on a quest for the three tridents! What do they mean? And what are they used for? A great secret awaits for the time when the three pieces are united.

Remember the Shrine of the Sea God? It was found way way back in the very beginning of this whole story. Sail your ship all the way back to the Indra Continent and park on one of those beaches. The Sea God's Shrine should be the blue dot on the map. But wait! Before you go to the shrine, return to Daila to pick up something you'll need.

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Daila
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Freeze Those Puddles!

Head up to the very north of this village. Go inside the sanctum and you'll spot a whole bunch of puddles. Freeze them using Piers's 'Frost' psynergy and jump on. Get to the platform and grab the Sea God's Tear. Now we can go to the Shrine of the Sea God. Without this little thing, you'll be stuck at a dead end there. Remember to sell any old weapons if your item capacity is a bit full.
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Shrine of the Sea God

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Journey Through

Begin by climbing up the ladder after climbing down the first one. Use 'Lash' psynergy on the ropes up in the north. Then into the doorway here. In this room, cross the two bridges over the water. When you meet the doorway, go south instead. When you see the broken bridge, cross it. You'll fall, but climb up the ladder to continue. When you cross the next bridge, don't fall down the slope. If you do, you'll have to exit this room and come back. Lean against the wall to get through. Run through and enter the doorway here. Go south in either direction to find three entrances to take. Take the one at the very south. In this room, you'll vaguely remember catching the Jupiter Djinni Breath here. Head up northwest, then use Piers's 'Frost' on the puddles. Climb up the ladder, then jump across. Go up to the doorway to continue on. This room is filled with pretty blue water. Go to the very left and hop on. Go up north until you reach the wooden pillar. Push it down, then walk on top of it. Go to the right, and through the doorway. Go up north, then climb down the ladder. Walk across the water down to the south, climb up the ladder, then jump across. Go across the broken bridge until you fall off. It'll take you to a piece of rope. From the beginning of the rope, go down onto the shallow part of the water. Go north and climb up. Inside this treasure chest is a Rusted Staff. It actually lowers your power instead of raising it, but it can be good to sell later on. Return to the rope and climb up. Head up to the north towards the broken bridge. Fall down, and you'll get carried down the river. Climb up the ladder here. In this room, climb down the ladder and push the pillar over using Felix's 'Move' psynergy. Then you'll be able to get to this area without redoing all of those puzzles. Climb back up and enter the doorway.

You're almost there! Step on the stones, go north, then step on them again. You'll eventually reach the middle of the whole room. There'll be a circle of stones blocking your path. Use Sheba's 'Reveal' psynergy to find a hidden stone. Jump across and you'll find an identical statue to the one you saw at Daila, the one behind the Sea God's Tear you recieved. Examine the statue, and it'll ask for the Sea God's Tear. Use it, and the water level will rise. You'll get transported to the highest part of the shrine. Climb up the ladder. Jump your way around to find the final ladder. Climb up and you'll reach the very top where the first tine of trident is! Grab the Right Prong, then use Felix's 'Retreat' to exit this whole place.

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[31]. Puzzles of Ankohl Ruins
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Overworld
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Begin in Ankohl Ruins

You've seen this tower before while visiting Champa on the

coast of Angara. Return to the west with your ship. When you're there, try and find an odd looking tower. Found it yet? It might take a little while.

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Ankohl Ruins
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Solve the Puzzles

If you've ever been here before, you'll quickly notice that you'll be needing the psynergy 'Sand'. Now that you have it, the tower should be completable. At the very top is the second piece of the trident, the first piece was found in the Shrine of the Sea God near the very beginning of the whole game.

This whole place is beginning to look like Gaia Rock all over again. Go up north and enter. Once you're inside, it may seem a bit confusing. To start off, if you jump to the right and use Sheba's 'Whirlwind' near the ivy, you'll find three treasure chests that do not seem to have anything inside. If you chose the left side and used her 'Whirlwind', you'll find three chests with nothing inside as well. Seems kind of strange, doesn't it? That leaves one area to go through, and that's up north. Up north are three bushes of ivy. The left and right ones leads to nothing, while the middle leads you further in the puzzle. In the next room are seven stone heads, while the middle head's face is missing. You can use psynergy to open doorways. There's also two openings in the southwest and southeast part of this room. Out of all the faces, four of them actually have a purpose. Do not go through the middle one yet, but go to the one second from the right. At the end of this hallway, use Felix's 'Move' and move the pillar to the right. Get out and go to the very left head. Use Felix's 'Burrow' to get through. You'll get a Nut for the party. Return to the seven heads. The one second from the left has 210 coins. Back to the seven heads, the very right one has some Ice Powder for combat. That's all the useful heads you should be going through now. From the two doorways in this room, start going to the southwestern doorway first.

You'll see two bushes of ivy immediately. The one on the left has a doorway hidden beneath it. Don't go to it yet, get to the south and ignore the rest of the bushes. At the very end is a staircaise leading to an upper level. Make your way around until you find a piece of sand that is reachable. Use Felix's 'Sand' to get through. Make sure you stay on the line so you can get a treasure chest containing a Thanatos Mace weapon for everyone except Jenna. If you want to boost Sheba's strength up to everybody else's, this is the chance. Use the 'Sand' psynergy again but stop once you meet the corner. Head up north and through the doorway. You'll immediately spot a treasure chest here, but you can't get it until you solve this puzzle. Up the screen is a piece of a stone head. Push it so it connects. The head will then spew sand from its mouth. Head back down and exit this area. Use Felix's 'Sand' to exit this area, too. Make your way around until you find the next doorway. Remember I told you not to go through the doorway that was covered with ivy? Now you should go through it. Go through the doorway after that and you will find yourself in the area with a lot of sand that you created. Climb down and walk over. Make sure you grab the Power Bread from the chest

nearby. Use Felix's 'Sand' and go up north. Climb up and go through the staircase. From here, go to the left, then to the south. Run through until you find a treasure chest containing 365 coins. Return back to where you started. Go south this time and through the entry way. Make your way up until you're at the top. If you'd like to get a Vial for the party, go to the left and use Felix's 'Move' to push the pillar over. If you'd like to get that chest, go back down to the beginning. Go up to the top and to the left again. Go up and you'll be in the same room you were just in before. Use Felix's 'Sand' to get the chest which contains the Vial. Now go back where you pushed that pillar over. Go to the right and through the doorway. This small room is filled with sand with a stone face there too. As soon as you step on the square, the room will begin to fill with sand. Quickly find the identical square to open the door before sand fills it up. When it's opened, go through. Run through this whole hallway, enter the door, then slide down the slope. You'll find yourself beside one half of the stone face and a pillar. First push the pillar over, then the stone face to its proper place. Now, go up the doorway up in the north. Go to the right to the two ivy bushes. The left one leads to nothing while the right one has a doorway. Don't go here yet, go to the pillar further to the right and use Felix's 'Move' to push it over. Get out of this whole area until you're back at the pillar, vines, and the stone face. Climb down the vines and go into the doorway. Make your way through until you find the next doorway. Here, use Felix's 'Sand' to get through. When you appear, you'll find yourself coming out of the middle head of the seven stone heads in the beginning. Now, go to the southeastern path.

Here, there are many bushes of ivy, but don't mind any of these. Avoid all three of them before you start wasting Sheba's psynergy. Make your way through until you see a piece of sand just visible. Use Felix's 'Sand' psynergy to get through. Enter the doorway here. When you make your way around, you'll find three more bushes of ivy. The very first one has a doorway, and inside is a chest with Muni Robe for Jenna or Sheba. The other two bushes are empty. Once finished, go through the next doorway. Here, climb down the vines. Go further up until you meet a big stone face. Jump to the left, climb up the vines, and up the staircase. Go up and you'll find some sand. Use Felix's 'Sand' and burrow through. Go to the first ivy bush and use Sheba's 'Whirlwind'. Go inside and grab your chest which contains a shining pink feather. Return outside and avoid the next bush. Go down and through the doorway. You'll appear in a sand room similar to the one you encountered before. It is the same procedure, press on the switch and hurry to press the second one before the sand covers it. Once you've passed this area, continue through. At the end of this long hallway are a couple of bushes. The first one you meet has a doorway. Inside, push the pillar over and climb down for the treasure chest with a Potion inside. Get back out, avoid the other two bushes and go through the doorway. Enter the next one after that. At the very north, you'll find the missing side of the stone face. Push it over and you'll find out that the stone face has come alive! Now you have to go back a lot of ways. Exit until you're on the left side of the room with the alive stone face. When you've arrived, climb down the vines. The face won't exactly hurt you, nor bite you, but it'll push you down until you're not there no more. That's what the patch of sand is used for. I suggest you assign Felix's 'Sand' on the 'L' or 'R' button for easy access! When you're ready, Jump in front of the face and start running down for your dear life. When you hit the patch of sand, quickly press the button for Felix's 'Sand'. The stone face won't

know where you went, so when it safely passes you, uncover yourself and start running up because the face will come back. You'll find some sand where the head used to be, so press the button for Felix's 'Sand' and get through. Now that you've made it, climb up the vines and through the staircase, then up the next one. Run through this whole path, then stop to use Felix's 'Move' on the pillar here so you can get back here very quickly. Now go down to the next room. You'll find one half of the stone head inside a ring of multicolored blocks. Sheba's 'Reveal' will show a hole in the middle. Use Felix's 'Move' and move the piece of the head on top of the middle block so it falls down to the lower level. Now, go down the staircase and push the piece into the stone head's face. Sand will now freely flow from its mouth. Exit this room and the next one. Use Felix's 'Sand' to get through. Go through this doorway, and to the southwestern doorway. Climb down the vines until you're at the very bottom of the sandfalls where the final area awaits. Use Felix's 'Sand' and climb up the sand. When you reach the top, go to the right and climb on the vines. Run through this hallway and through the doorway. You'll find another sandfall. Climb up using Felix's 'Sand' psynergy until you reach the top. Go to the left and climb up the vines. You've finally found the Left Prong of the Trident! Enjoy the beautiful view for a while, then use Felix's 'Retreat' to get out of this place.

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[32]. Journey South to Tundaria Tower
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Overworld
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Find a Dock

One more trident before this quest is over, and the last one is longer than the last. It should be no problem for you pros! South Island is found in the south, the most southern continent in the whole entire map. It might take a while to reach it since you have to sail around the Osenia continent and also, there aren't many openings to dock your ship at. When arriving to Tundaria Continent, stop by and examine the areas on the right side of the area. The rest of the place is bordered by rocks and more rocks. Once you found the opening, hop out, and continue on towards the west.

Tough Enemies and a Djinni in the Snow

If you've explored this area a lot earlier before you went to the Ankohl Ruins, you'll quickly realize that the enemies are very difficult to overcome. Not to mention a Jupiter Djinni living here! Journey your way around the trees and forests to find a blue tower called the Tundaria Tower. That's your next destination. Remember to keep healing when you get hurt! Also make sure you keep a few Nuts and Vials handy and save often! You'll never know when you'll get knocked out by a gang of monsters. While you're around this area, look out for a Jupiter Djinni around here. The Djinni found here is called Wheese. It has 590-853 HP, gives you 556 EXP and 781 coins. It's weak against Venus and strong against the Jupiter element. Watch out for

its Spark Plasma because it's very powerful. You'll only find this Djinni southwest of the Tundaria Tower.

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[33]. Find the Bust Bit
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Tundaria Tower
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Reach the Top

When you arrive, enter the tower. Inside is a great room with water. There's also stairs going down. If you go north, you'll find the piece of trident, but it doesn't come around that easy. It is encased in a crystal of ice and you need a specific psynergy technique to bust it open. To get around, use Piers's 'Parch' psynergy on each side to evaporate the whole room. You can't do anything if you head to the left door for now, so enter the right. Once there, go directly south, then to the right. Continue until you reach stairs.

Sliding Your Way Through

Head north first. Make sure you go to the very top before stepping on the ice. At the very end are 365 coins. Then slide across. You'll fall, then find a doorway. Enter, then head south. This part can get really tricky if you don't do something right. Climb down the ladder, slide to the right, then up north, to the left, down, then to the right. Then go up north. You have a choice here whether to get the treasure chest or to continue on. If you decide for the chest, go to the right. Inside is a Mint, which increases a selected character's speed permanently. If you decide to do that, after you get the chest, go to the left, down, up, then right. Climb up and enter. Go up north and enter the doorway that you went through earlier. Now slide across again and return to the area where you made your decision. Once you go to the left, climb up the ladder, then into the doorway. Enter the next one after that. Now there's three staircases that you can choose.

If you want to get a Crystal Powder and a Hard Nut, go to the left. You'll find a pillar. Use the 'Pound' psynergy, then continue on. You'll see more of these now. You've got another choice to make, whether to take the chest or not. Inside is a Crystal Powder. With it you can attack enemies with ice. If you want this, use 'Pound' on the pillar and get it. Then exit and return so that the pillar is back. Climb up the ladder and jump across to get the Hard Nut. The Hard Nut raises a selected character's defense permanently.

If you want a chance to nab a Mars Djinni, go to the south doorway. Slide down the path, then fall. You'll spot this Djinni right away. This Djinni can be a pest sometimes, but you'll have to go get it now. Start by going to the left. Slide to the north, then right. Go up, to the right, the back to the left. Go down, then to the right, then up, and you're there! Don't move a muscle yet. You want to heal up and prepare your Djinni for a big fight. Just make

sure you save before you fight in case the Djinni runs off and you have to do the puzzle all over again. When you're ready, slide to the right and smash into the Djinni! So it'll get ticked off at you, but that's no worry. Go to the right and fight! It's weak against Mercury and strong against Mars. It should have about 664-792 HP. It'll give you 794 EXP and 563 coins. This fight is very easy if you stun it with a specific Mars Djinni of your own. Then smash it with everything you've got. It'll fall, and the Djinni called Reflux will join. Find dry land and escape this area.

If you want to continue on to the top, go to the right. Continue through until you meet some ice. Slide across and enter the doorway. Keep running and running, then you'll eventually see two brown pillars. Climb down and go south. Run until you reach the right side of the room. You want to use 'Pound' to smash the middle ice pillar and the right ice pillar. Then go up and find a brown pillar above the triple ice pillars. Use Felix's 'Move' and push it to the south. Then push it to the left. Finally push it to the north. Climb up and hop onto the pillar. Now you can use Felix's 'Move' to push the one brown pillar into its socket. Now climb back down and return to the left side of the room. Stop at this pillar. Use Felix's 'Move' psynergy and push it to the left. Then push it to the north. Finally push it to the left. Climb back up and jump on it to get to the double pillars. Push this one to the right and enter the doorway it was blocking. Keep running and running through the doorways until you reach a wall of ice. The reflection gives away the circle of stones that allows you to realize that you need to use Sheba's 'Reveal'. There'll be a hidden doorway in the middle. Enter and climb up. You're finished the first part of Tundaria Tower! You'll reach the very top where you'll find, not the trident piece, but a jewel called the Burst Brooch. Use Felix's 'Move' to push the pillar away. Get the Bust Bit, then let a character equip it. Go south where an entrance that has a weak wall. Use the 'Burst' psynergy to break it open. You'll fall into the area before the ice wall. Now exit this whole place using Felix's 'Retreat'. But come back though! You still have business to do.

Extras Including the Trident Piece

Once you're at the beginning where Piers used his 'Parch' psynergy, go to the left. Then go south into a doorway. You'll find another wall of ice, this time with a crack in the middle. Use the 'Burst' psynergy to blow it up! Then go through the doorway. Here, go south to get two treasure chests. In them is a feather and a lucky medal. Now return and go up. Continue on and you'll reach two more chests. Inside is a Vial and an awesome sword for Felix or Piers! Exit until you reach the entrance of this place. Go north, use the 'Burst' psynergy on the crystal, and retrieve the final piece to the puzzle, The Center Prong.

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[34]. Briggs At Large
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Overworld
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Sail to Alhafra Once Again

It's time to forge the three pieces of trident together to form the trident weapon. But what is it for? You'll see soon enough. The place to get the job done is at Alhafra, where you locked the pirate Briggs and his minions away. Sail to the top of the Osenia continent and stop at the very top beach which can be found to the left of Alhafra. Then run and cross the bridge to reach it.

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Alhafra
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Remove the Last Weight

Remember where the ship was? There's one more weight that needs to be removed before the ship will be sailable. But don't think that it'll be you who will be sailing it. Since you have the Burst Brooch and the 'Burst' synergy, you can blow a boulder up. Once you arrive on the ship, jump across and climb down the rope. Skip across the rocks and logs until you reach the boulder. Use your 'Burst' synergy to blow it up. Then try to leave the ship. When you do, two men will see you. They'll be happy to know that you freed the ship. Then Chaucha and Eoleo will tell you that Briggs will be happy and so they're off to tell him. When you leave, the mayor will arrive. He'll be happy too. After being happy and offers you to have some rest, you'll arrive in his house. Later, a soldier will arrive telling you that Briggs is escaping with the ship. When the mayor leaves, leave too. Get back to the area where the ship was. You'll see six men including the mayor knocked down and the ship missing. Briggs with Chaucha is sailing far away. He'll make a funny face while they both sail away. You should go help, so exit Alhafra and hop aboard!

+++++++
Overworld
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Chase Briggs Down

Where did Briggs go? He went to Champa, his home town.

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Champa
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Pass the Test

Run all the way to the north of the village. you'll find a few pirates, and Briggs as well. They'll be scared of you so they'll flee. Follow them into the building. Go to where the two pirates are and go through the doorway in front of them. Then go

north into another doorway. Run south, then go into the doorway in the middle of the room. Then continue through this long hall until you reach a very large well. Make sure you save here, you're going to have to fight a boss before you can get the trident swordforged together. Briggs will be with his grandmother, Obaba. His grandmother will bring out something, and threatens you to leave. Say 'No' and she'll toss it into the well. The ground will shake and a great red monster will emerge. This Avimander is a big, red, dragon. It has about 3577-3719 HP and is a fire element. Be warned that this boss will absorb some of your fire psynergy. It's weak against the Mercury element so make sure you summon many gods. Refrain from using any Mars Djinni. It'll attack you with attacks such as Blast, along with many others. Once you defeated it, it'll give you 2176 EXP and 1330 coins. It'll also drop a Potion. The creature will explode, then Obaba will come to see you. After a little talk, Briggs will run around the well with his grandmother chasing him. Chaucha will arrive to stop the chase and both her and Briggs will run away. Obaba will go near the well to wait for you. Talk to her, then offer your three pieces of the legendary trident. She'll toss all three into the well as it shines down below. Lava will erupt from the bottom, but when it clears up, the trident weapon floats in the air. Use Sheba's 'Reveal' to find a bridge towards the weapon. Grab it, then escape this village. You finally have the Trident!

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[35]. Trident Forged! Enter the Sea of Time
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Overworld
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After sailing across the world for some time, you may have noticed a foggy area on the map. If you look on your map, it's the big white cloud in the ocean. That's where you need to go next.

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Sea of Time
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Get to the Guardian

Once you enter, do not move. You want to avoid being thrown out of this part of the seas by the torrents of water. First, guide your ship up into the first whirlpool. Then quickly go up to the second one above. Stop at the small volcano. These things are the trick to get through. Once you circle around them, sparkles will appear. After three times, the water will stop for three seconds so you have to move fast. The trick here is to start at the closest point to where you're heading to. Meaning, if you want to cross towards the right side, dock your ship on the right side of the volcano so when three spins are finished, you'll be close enough with time to spare. If you started on the left side and the water stops, it'll take at least two seconds before you actually reach the stopped water. Since we're going to the right side, stop your ship on the right side of the volcano. Begin going either clockwise or counterclockwise. Make sure you rotate without stopping or else you'll have to start over again. If it begins to sparkle when you

haven't stopped, stop until they disappear and return to your position. Now turn three times until the water stops moving. If you did this right, you'll end up on the whirlpool to the right of the volcano. Now move to the right so you're out of the whirlpool. Make sure you keep your balance or else you can be knocked over easily to the wrong river or whirlpool. Now go up to the next one. Go up three whirlpools until you find another volcano. Position yourself to the north of the volcano, then start spinning. When the water has slowed down, go north. From the star-shaped rock, go to the left whirlpool. Go past three whirlpools on the left side to reach another volcano. Position yourself to the south of the volcano. When the water slows down, go south. When you end up in another whirlpool, go south to a calm area. Then go to the left past one more. You'll find the next volcano here. Start on the south side again. Quickly go to the south. Keep going south until you reach another volcano. Start on the left side and spin. Go left and get onto a calm area. Then go north all the way to the top. You'll find the final volcano. Start on the north side. Spin, then quickly go north before the water returns to normal. Here, go through the one whirlpool. Then shop. Make sure you equip the 3 Trident Sword to any party member. And make sure you save! Go up the final river to meet the guardian of Lemuria, Poseidon!

Defeat Poseidon

Players will quickly find out that this boss will be unharmable without the trident weapon. Quickly prepare your defense using your djinni, and when the character with the 3 Trident Sword comes in, use it. A great sword will appear from the sky and stab Poseidon. It'll harm the merman, but it won't kill him. He'll have a whopping 4836-4958 HP, but he's weak against the fire element. His mercury psynergy is very powerful and will target the whole party at some times. You'll get 2930 EXP and 3762 coins along with a Psycrystal. Poseidon will disappear in a cry of pain while large stones appear from below, blocking the exit. Once you gain control, go north to find yourself right near Lemuria.

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Overworld
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Past the Sea of Time is a more friendlier and more peaceful place. Sail up north to find the great kingdom of Lemuria.

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[36]. The Future of the World
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+++++++
Lemuria
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Just navigate through this long path until you reach a place to dock. You'll also realize that many ships are here too, that are very much identical to yours. Get off the ship, and remember to get that Mist Potion that was in your ship, since Piers should have

'Parch' by now. Run your way through until you find a blue statue. Use Felix's 'Move' and push it to the left. Two Lemurians will see you and notice that you have the power of psynergy. Piers will show up, and the two Lemurians are astonished. They aren't sure whether to let you in, since their king, King Hydros, has strict orders not to let outsiders in. You'll learn a lot about Lemuria and what they're like here. Eventually after gaining your trust, they'll let you pass through since Piers is with you. Go north and you'll find the real inside of Lemuria.

Play a Game at the Fountain

Golden Sun players will know that this game is very identical to the one found in a town called Tolbi. With the Lucky Medals that you saved, you'll have more chances at grabbing a rare item. There's a few things you want to get here so make sure you save in case you waste all of your medals. The point of this game is to hope that the medal will stop moving on the middle of the fountain. For your first time, if you don't hit any animal, the medal will hit the middle. Hopefully you'll get a very rare and valuable Combo tablet! Inside of the tablet is the monster named Eclipse, and it is a very powerful dragon. It'll require three Jupiter Djinni and two Mercury Djinni to summon. Also try to get some new weapons that are excellent for your party. You can't use your coins to get them, and that's the only difference. Not only are they unreliable, but you only get coins if you make it in the circle. Make sure you equip your items you get, but make sure you get the combo tablet here.

Explore Areas, and Visit Piers's Home

Kraden will be very excited to have seen this legendary place. You should go up north, where you'll be talking to the Lemurian guards. Piers will show up and talk to you about a bit of things, about a man named Lord Conservato, how Lemuria wasn't how it used to be. He'll suggest you to look around until Conservato is finished speaking to the king. When you gain control, head to Piers's house, which is found northwest of the fountain. Inside, Piers will find out shocking, terrible news.

Speak to the Lemurian looking at the bird. Piers apologizes to his Uncle for taking so long to come back. Then he reminded by his uncle about his mother. Piers looks around, confused, why this room is so messy since his mother was always neat. Then the shock has come to him. He suspects his mother has fallen ill again. Though it is said that Lemuria has no illness, Piers's mother had a weak heart. His uncle explains that once the tidal wave washed Piers away, his mother was already ill. That shock was too much for her. His uncle tells him that she is now resting in the cemetery, Piers slowly backs up, and runs quickly. Try and leave. Piers's uncle stops you and tells you about Piers, how he's destined to leave Lemuria someday. Then, he mentions Lunpa. He will write a letter so you can speak to him. Wait, did he just say Lunpa?

Lunpa is Here?!

Leave. Hurry to the right side of Lemuria. At the left side is the cemetery. Piers won't join your party for a while so it's best for you to leave him alone. While at the right side, you'll be crossing a bridge and you'll spot a chicken, a rope, and a huge plant sapling. Use 'Growth' on the sapling to cause a large vine to grow. Climb down, run past the cow, and use your 'Cyclone' synergy in that patch of grass. A Hard Nut is hidden here. Climb back up and use the 'Lash' synergy on the rope. Climb up and enter the building. There are three paths to go through, even though you might not notice it, there are two on each side of the door. Go down either of them and you'll find a large library along with a man. He's Lunpa, the Righteous Thief that founded Lunpa in Angara a long time ago. They begin to talk about Lemuria and the advanced civilizations that once lived. Lunpa decides to go talk with King Hydros, until he is told that Conservato is still speaking with him. He decides to go to the king anyways. Now get out and head to the king's room. Piers is already here, along with Lunpa and of course, Conservato.

Talk to King Hydros

After Piers introduces you all, King Hydros announces that the world is heading to a path of destruction. Then, we find out that the Poseidon's return conjured up the tidal wave to send Piers away. Then, Lord Hydros snaps his fingers, and a map appears in front of them. This is the ancient world when Lemuria still traded with people on the many continents. It shows a very large world. A time when the world shined brightly. He snaps his fingers again and the map changed. This is the map Lunpa had with him when he arrived in Lemuria 150 year ago. This was a bit different. Kraden notices that this map's world has shrunk since the golden age. Lord Hydros snaps his fingers once more. He compares the two maps. Lunpa's map's world is clearly smaller than that of the golden age. Conservato arrives. He doesn't like Hydros telling you about these things. Lord Hydros snaps his finger and the display disappears. Piers says that while he traveled with you in the Eastern Sea, the world is even smaller than the one in Lunpa's map. Kraden says the four elements are the nourishment needed to sustain Weyard's life. Ever since Alchemy has been sealed off, it has also sealed off the nourishment Weyard needed. Lord Hydros states that Poseidon returned because Felix has lit the Mercury and Venus Lighthouses. It was dangerous to light it since it could've destroyed the whole world. Hydros fears that there's a possibility Alchemy will destroy the whole world. Piers will agree to go out of Lemuria again, but Conservato pressures him. By the laws, he will be banished from Lemuria forever. Conservato leaves. Hydros would like you to light the remaining lighthouses. Lunpa gives you an item that he found a long time ago. It can only be equipped to an Earth Adept, and it's a very powerful technique. The power, 'Grind', is the ability to clear the rocks in your path so you can sail to the Western Sea. Grab the Grindstone, then say goodbye to Lemuria.

While you sail out, Sheba and Piers begins a little conversation. She asks whether Piers is a lot older than Sheba and the others. They sort of force him into telling. Everybody laughs at Piers because he won't tell. He asks Felix to help, but Felix only replies with '... ...', typically. They're all against Piers and would really like to know how old he is. But to his last words in

Lemuria, 'I will not tell you!'

Wait! There's a Mercury Djinni you can get here. Enter back into Lemuria and find a large stone. You might've seen it while the gang was talking about Piers's age. Go back there, use Felix's new psynergy, 'Grind', and lower the rock. Get to the end and you'll enter Ancient Lemuria.

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Ancient Lemuria
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This place looks a lot like Lemuria itself, except it's deserted and no people live here. Get off your ship and get to an area with a blue statue. Go to the right and you'll end up at a dead end-- but that's good! There should be some weeds on the other side of the pillars, and that's where the Mercury Djinni is. Use the 'Cyclone' psynergy and you'll watch the Djinni run away. It'll be hiding under the blue statue now. Use 'Tremor' right by it and get the Djinni. Rime will join you right away without hesitation. Now you can get out of Ancient Lemuria and head back to the outside.

Leave the Sea of Time by using Felix's 'Grind' on the rock to the left of you and just continue on until you reach the Weyard Sea.

H. H E S P E R I A - A T T E K A C O N T I N E N T

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[37]. Animal Item Exchange!
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Weyard Ocean
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We should start doing the Animal Trading Sequence now. If you've been traveling, you'd have noticed that there are animals out there that are depressed if you used Sheba's 'Mind Read' on them. The first one starts way down south at the E Tundaria Islet! Go to the east of the Tundaria Continent! It'll be a long way there, but it's worth it :) There should be a tiny cold island with a little village. That's where you need to go.

++++
E Tundaria Islet
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Reunite the Penguins

This tiny little village has a couple of penguins that are separated with each other. If you read the male penguin's mind, this is what he says:

"My darling Pengulina hurt her leg on the far shore and can't swim back. Somebody please... Help her!"

Go to the entrance and you'll notice some mini glaciers of ice floating around. Get through this easy puzzle and climb up the ladder. Go over to the log and push it down. Slide down the slope near by. Walk over the log and get to Pengulina.

"Ohh... My leg... I can't get back to my dearest Pengus..."

So, your job is to literally push Pengulina over the log and to Pengus. As soon as she is beside him, they will automatically say something to you.

"Thank you so much for saving my sweet Pengulina. Allow me to give you this in return for your help."

So, you get the Pretty Stone! That's one down, let's go to the SE Angara Islet now! Don't forget to get the Psynergy Stone that used to be near Pengulina, and a Lucky Medal inside a box inside the house.

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Weyard Ocean
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This SE Angara Islet is found.. well, south east of Angara! It's also the island northwest of the Sea of Time.

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SE Angara Islet
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See the Bird

Over to the right you can find a Lucky Medal in the boat. This mini puzzle deals with a puddle and box. First, there's two small boxes. One can be stacked over another. Go to the higher box first and push it down. Push the box over to the left so it's two steps away from the puddle (or just a space in between). In other words, if you were to push the second box down, it would land on top of the box that used to be at a higher level. If that were to happen and you used Piers's 'Frost' on the puddle, it'd create a bridge for you so you can reach the vines! Climb up the vines and seek the nest. The red bird will automatically come and sit in it. Use Sheba's 'Mind Read' and this is what he says:

"Oh my! That stone you have! It's divine! Simply divine! I must have it! MUST! I'll give you my very fancy neckerchief for that fancy stone of yours!"

You automatically get the Red Cloth now. You're done here!

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Weyard Ocean
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Next is the N Osenia Islet. It's north of Osenia, or you can

say, the southwest island from the Sea of Time.

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N Osenia Islet
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A Depressed Cow

In this tiny village, go to the left towards some pots on top of sand. Use Felix's 'Sand' psynergy and dig underneath and through. Go up north and you'll see a cow eating some grass. Use Sheba's 'Mind Read' and this is what she'll say:

"Oh! That red neckerchief is quite nice indeed. That would lift my spirits. This really brightens my mooood! Are you giving that lovely thing to mooooooi? That's so kind of you! I should repay you! Have some milk!"

So you got some milk in exchange. Next is the West Indra Islet! Don't forget to get a Lucky Medal from a barrel inside the house.

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Weyard Ocean
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This place is found right in between Gondowan and Indra. Sail over Indra and you'll find this place.

++++++
West Indra Islet
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Give a Dog a... Milk?

You'll find a puppy in the middle. You can find a Lucky Medal in a barrel near a man at the north. Use Sheba's 'Mind Read' and this is what he'll say:

"Sniff! Sniff! I smell fresh milk! Hah hah hah! Are you going to give me that milk? Are you? Huh? Huh!? I'll trade you this for it! I caught it myself!"

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Weyard Ocean
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Now you got a Li'l Turtle. The final place is the Sea of Time Islet. It's the little island southeast of the Sea of Time.

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Sea of Time Islet
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Turtles Reunited

There's a turtle here that needs a friend. Use Sheba's 'Mind Read' and this is what he'll say:

"I'm so very sad and lonely. I wish I had a friend to call my own... Hey! You've got an itty-bitty turtle tot, don't you? Why don't you set that li'l guy free with me? At long last, I have a friend! Lonesome George I am no more! I'm so happy! I don't have much to offer in return, but I can show you... my secret spot. Hop on my back! And we're off!"

And so you hop on George's back and he takes you to a secret place called the Islet Cave.

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Islet Cave

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Get a Venus Djinni

Run through until you get to a strange marking on the floor. You can't do anything with it now, but you'll need to come back later when you learn a certain technique. To the left you can find some Turtle Boots. Other than that, go to the right and through the doorway. Take the log and go to the right. Then go down by taking the stepping stones and use the horizontal log to go up. You should meet the Venus Djinni now! Save here and fight it. It should have about 687-810 HP. You'll get 729 EXP and 531 coins. Meld joins your party! If you want, you can use the northern logs (the right one beside the Djinni) and get a Rusty Staff. Other than that, you're done! So use Felix's 'Retreat' if you want and get out of the Sea of Time Islet.

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[38]. To the Western Sea!

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Weyard Ocean

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Use 'Grind' and Go Through

From where you are at the opening of the Sea of Time Islet, go to the west. Then go down south a bit so you're near the top of the Indra continent. Remember where the Gondwan Cliffs were? Go to that on the map using your ship. To be more simpler, go to the top of the Intra continent and sail to the south while on the left side of the continent.

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Gondwan Cliffs

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There is a huge rock here that you might remember from

before. Use Felix's 'Grind' and take out the rock.

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Weyard Ocean
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Now that you're through, go south and around the Gondowan continent. You'll realize that the monsters here are a bit tougher. There's a lot of places you could go and explore. Look on your map and look for the Hesperia continent with a large body of water. This continent is called Hesperia. To the northeast of Hesperia is this tiny white island. Head there first.

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Kalt Island
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Djinni alert! This one is easy to get and that's why you're here right now. You can also see an Apple on a tree, but you can't get it until you reunite with Isaac and his party. So, go into the ice and you'll slide to the left. Slide down, right, up, left, up, right, up, left, up, right, up, left, down, then left. Climb up the ladder and use 'Lash' to pull the rope. Climb across and climb down the ladder to reach the Mercury Djinni. Gel will join you right away. You're done here so exit.

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Weyard Ocean
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Go to the west side of Hesperia. There should be a settlement there (or just a house) called the Hesperia Settlement.

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Hesperia Settlement
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Get a Mars Djinni

Go up the staircases and find a little sapling to the left. Get 'Growth' by giving Felix a Mars Djinni or Jenna a Venus Djinni (assuming that you arrange the Djinni by the characters' elements). Use 'Growth' on the sapling and climb up. Pull the box out using Felix's 'Move'. There are three spots where you can push the box down. Push the box all the way to the left opening. Climb back down the vines and push the box to the right so it falls to the very bottom. Climb down the vines again and use Felix's 'Move' to push it to the right. Now you can jump on the box and climb up and get to the Djinni. Tinder will join you right away. You can also climb up the wall more to get a chestful of 166 coins. Your job here is done so exit!

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Weyard Ocean
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Let's get a Venus Djinni since it seems like Felix is running short. Sail to the bottom of the continent and you'll find two large

rivers you can go through. The left takes you to Shaman Village Cave, and the right takes you to the area where the Venus Djinni is. Go to the right first and sail far up. Sail until you're a little above where Shaman Village is. Just above the mountains around Shaman Village, get off and search along the forest just above the mountains on the right. In this little patch you can capture Petra. It has about 744-874 HP and is weak against Jupiter. After you get it, it'll give you 937 EXP and 631 coins. Return to the bottom of the continent and sail up through the right river and keep going north until you find a cave. Jump out and get inside.

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Shaman Village Cave
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Here, go to the left and first use Sheba's 'Whirlwind' on the vines. It will reveal a section to climb up. Run through until you reach the other side. You'll also see a Mercury Djinni along the way. Enter the doorway at the end and you'll find a pillar. Push the pillar over. You can't get the djinni unless you learn 'Lift' and that won't be for a while yet. So just jump over the pillar you pushed and run through. You'll eventually reach the Overworld.

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Overworld
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The Shaman Village is right nearby! Go in and prepare for a fun event.

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[39]. A Challenge of Strength! Trial Road!
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Shaman Village
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There's a lot of things to do here. First, go to the Inn. Heal up, then find a stairway that leads to downstairs. Then go to the left and down. You're outside again, so go up north and find a sapling. Use 'Growth' on it and climb up. If you reach the top you'll find some Spirit Gloves. Now get back to the beginning of the Shaman Village. Now, you'll probably notice that these people don't really like you being here. They won't say anything to you, and if you use Sheba's 'Mind Read' on them, they definitely show their hatred against you. Go north across the first bridge, then go to the left towards some rope. Try and enter this house here. Then suddenly three men show up. The middle's name is Moapa and they don't like you here either. Talk to him and show him the Shaman's Rod. They'll be really surprised. They must give the Hover Jade to the one who brings the Shaman's Rod back to them. But, isn't it Ivan's? 'Tis a mystery. They decide to give you a challenge. Follow Moapa and his men. Go back to the right crossing one bridge, then go north. Keep going north and you'll find Moapa along with the purple tornado statue. He asks you to remove the sand. Go up to the statue and use Sheba's 'Whirlwind' on it. The huge tornado appears and takes all the sand away. Then, they announce that Sheba is the one from Contigo! They'll move up and so you should follow. There is a treasure chest here as well. You can get that later. Here are the

rules Moapa explains.

Trial Road! Beat Moapa

The room is filled with traps and snares. Use the power of Contigo to avoid them. This road has four doors. To open them, you will need to place items in these chests. The door is triggered only when the treasure chests are filled to the correct weight. Try putting heavier items, like weapons and tools, into the chests, or the doors won't open. If you reach the door after your opponents do, you will be at a serious disadvantage. You see, it will take twice the weight to open the doors. Stand on the switch, and the number of chests you need to fill will open. If you are last to each of the four doors, you will lose eight items to the chests! If Trial Road proves too much for you, press this button. This ends the battle, though. A true hero would not surrender so easily. In order to reach the battle at the summit, you cannot fail on Trial Road.

There it is. So, it's almost like Colosso in the first Golden Sun! I think it is a good time to save here. Make sure you go to the left, climb up, and grab the Hard Nut from the chest. There are also some chests that contains Nuts and other things for the battle. Climb up and be the first one to the top. Then fight!

The first part is to run up a sand fall. Once you're up one you can go to the left and get the treasure chest, or go to to the right to continue on. Climb up the vine and walk on the rope. Keep going up and you'll meet your first door. Give up one of your equipped weapon or armor or two if you were too slow.

The second part includes logs. Push the first log up first. Then push the bottom verticle log to the left. Then climb up the vine and climb over to the pillar. Use Felix's 'Move' and push it up. Then just physically push it to the right, then up. Push the horizontal log back down and push this verticle log to the right. Go on top of the log and jump over. The Shaman is quite quick so you can't waste a lot of time getting the treasures. Jump over the log and climb up. You'll reach the second door.

The third part has five pillars. Push the left one to the right, the right one to the left, and the middle one to the south. Climb up and jump across. Just move on! You've got to be quick.

The fourth part has two gysers and a piller. Move the pillar so that it aligns with the gysers. Climb up and jump as soon as the gyster comes up. They disappear quickly so you have to jump immediately. Then keep jumping until you reach the end. If you still have a lot of time, get the treasure which contains a Potion. Otherwise, submit one more weapon or armor and you're at the end. Once you're outside climb up and wait for Moapa to ariive.

Defeating Moapa

This battle is very difficult since you had to get rid of some weapons and items during Trial Road. You still have your djinni with you, but you must be careful about your defense. Any element is

very effective against Moapa and his two Knights. I recommend using Shade on the first turn since it's a great shield and that it acts first. Then don't use any djinni at all. Don't even summon Mercury after you used Shade. After you used Shade, just use your psynergy and your physical attacks, but don't move Shade so you can keep your defense against attacking items such as the Crystal Powder and Briar Seeds Moapa will use against you. Keep attacking, keep healing, and just make sure that Felix has his 'Revive' psynergy just in case. Moapa has about 3000 HP and each Knight has about 1786-1932 HP. When you win, you'll get 3340 EXP and 2870 coins, and also you get the Hover Jade when you're finished.

One Djinni to Get

You'll be at the Inn after taking a rest. Go back outside, and you'll notice everyone is quite impressed with you. Now that shops and places are opened up, there are many things you can do now, including snagging a Jupiter Djinni now that people around Shaman Village will speak to you and open their houses for you. First, go to the right side of the village and enter the two-storey house. Get to the very top so that you appear outside again. Head to the right and to the next screen. Go up and use Felix's 'Move' on the pillar. Push it over to the left and head back to the beginning of Shaman Village. Now, go to where Moapa was when you gave him your Shaman Rod. Enter his home and go to the right side of the building. Go downstairs and south, so that you'll appear outside again. Use 'Lash' on the rope and climb up. Continue through to the second screen again. Now that the pillar is down, you can go get your Jupiter Djinni. Aroma won't fight you. There's one more Djinni at Trial Road but you can't get it yet until Isaac joins you. Now you can exit Shaman Village.

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[40]. The Reunion
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Overworld
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Find a way in!

Now you have the Hover Jade, you can now access long-awaited Jupiter Lighthouse. It's best to transfer your data now if you haven't already because if you do it too late, you can't do it at all. You know where Jupiter Lighthouse is? Not on this continent for sure, but in the Atteka Continent below. So use your ship and sail downwards. To get to Jupiter Lighthouse, you have to go up a river like you did last time. There should be only one river you can get into in the Atteka continent, and that one should be on the right side. If you sail right through, hopefully you'll end up on the left side, coming out of another river. If you're here, you'll be surrounded by rocks, and that's exactly where you need to be. Make your way into the inner part of the Atteka continent and you'll end up in the Atteka Islet.

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Atteka Islet
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Climb down, look around, check things. If you go up you can find enormous wings and people talking about fulfilling a prophecy, attaching the wings to a sacred vessel, waiting until Mt. Jupiter is in flames.. well, we get that part, but what on earth are they talking about? We'll soon find out, hopefully :)

Go left to the next screen. Look around here, check out the empty house if you're bored. Look for a ladder nearby and climb. Get all the way across and you'll find a treasure chest. Inside is a Vial. Return to whence you came and find an exit. You'll end up on the Overworld again.

+++++++
Overworld
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Head to Contigo

Don't forget to train a bit here too ;) Be sure you're well above level 30. Go northeast and you'll find a HUGE crater and a town named Contigo.

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Contigo
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Djinni and Gambling!

This is just like Tolbi from the first Golden Sun. You can play all sorts of games by paying coins and using Game Tickets you got from purchasing weapons and armors (you did keep them, right?). There are a few Djinni around here, but there's one that requires you to transfer data. If you don't, you can't get this one Djinni at all and you'd have to ignore it. We'll come back later to get it, but we'll focus on the other one right now. Go outside of Contigo for a short second and come back so you're at the entrance. Immediately go to the right and you'll find a circle of weeds. Use 'Scoop' on the center. You'll dig out a Venus Djinni! Salt will join you right away. Now you can go buy weapons and armors, and go have some fun gamblin'.

When you're all finished having fun, get out of Contigo and go northwest where you'll find the great Jupiter Lighthouse.

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Jupiter Lighthouse
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Solve the Puzzles

Enter in the lighthouse. You'll quickly find out that there's

a wall that won't let you in. Go to the left and enter the doorway. At the very end, you'll find yourself outside again. Stand on top of the purple swirl and use 'Cyclone' on it. You'll be transported to the underground. Run through, (you can also find a Mad Plant here) and out of the two doorways, the first one takes you to a Psynergy Stone. The second one is the right path to go afterwards. In this next room, climb down a ladder. You'll find some mysterious purple lights. Stand on top of the bigger purple circle and use 'Hover'. You will only get 3 seconds to float in the air, or else you'll fall. Once you're over, get to the end. You'll find another purple swirl. Use 'Cyclone' to get transported to the upper level. You'll end up at the entrance in behind the locked door. Push the pillar to its proper spot to open both doors. Head up north and enter. First go northwest and through the doorway. Avoid the puzzle on the right and enter the next doorway. A 'log puzzle'. Go behind the most northern pillar and push it up. Then go behind the southwestern pillar and push it up. Now go behind the most northern pillar and squeeze through. Push the vertical pillar to the left, then the one that was beside it up. Go to the left of the vertical pillar and push it to the right. Now you can jump over and get a treasure chest. Inside is an Erinyes Tunic, equippable by anyone. Now go south and you'll end up at a higher level. Use 'Cyclone' on the swirl to get up even higher. Enter the doorway here. Be sure to go up north and use Felix's 'Move' to push the pillar down, but don't climb the chain yet. Head back down south and avoid the swirl. Keep going south. You end up outside again, enter the next doorway and the one after that and the one after that (whew!). Go north and you'll find a circle of pillars. Use Sheba's 'Reveal' and jump across. Go north up the staircase. Go to the right and down. Go and get off at the right side. You want to get on the platform with the slope. Jump to it and slide down. Use Felix's 'Move' on the most northern yellow pillar. Move it all the way to the left. Then go to the southern yellow pillar and push it to the left once. Then to go the last pillar and push it all the way up. We're gonna get the treasure chest now, so climb up the ladder and go north. Right by the staircase, go and jump over to the right. Jump through the whole path, there's no second paths because at the end is the treasure. Inside is a weapon called Meditation Rod. Give it to either Jenna or Sheba. Get back to the ladder, then go south. Avoid the switch and push the small pillar on top of the bridge. Then step on the switch to make it fall. This makes it easier for you to come back here now. Head back up and go north to the staircase. Slide down. Go to the right and climb the other ladder. Then go south. Then go left to another staircase, then south until you get outside. It seems like you're at the Jupiter Lighthouse Aerie, but nothing is going to happen yet. The opening to the beacon is locked up. Run through all the way to the left side of the lighthouse, don't step on the floating platforms, just go through the doorway to the inside of the lighthouse again. Go north up the staircase. In this room, go south and slide down the slope. Attempt to climb the ladder. Someone will speak to your soul:

Holder of the star...

Show the power of Anemos!

Climb up the ladder and use the 'Hover' psynergy. This will cause a great effect on the lighthouse. It looks like you revitalized the power of Jupiter Lighthouse! You'll notice that the purple stream will be seen throughout all of the lighthouse now and that you can use 'Hover' on the purple bulbs. With the pillars floating, go to the right side. When you go up north, choose the right staircase. Go up

north again and climb down the ladder. There is one pillar that isn't floating with the rest. Push it all the way up so it floats. Before you climb up the ladder, go south and find a red key on a platform. Use the 'Hover' psynergy on the purple bulb and hurry to the left. When you reach the platform, get the Red Key, and slide down. Now climb back up the ladder and jump across. Go up the staircase. You're back here again. Go down and get back to the outside of Jupiter Lighthouse. Now that the pillar is gone, you can cross the bridge with ease. Cross it and go through the doorway. Go up north and jump a few pillars to get to the other staircase (since there were only two staircases in this room). In this room, you should see nine floating pillars at the right. Use Sheba's 'Reveal' to find a hidden one, jump across, and get the treasure chest. You'll find a Psy Crystal here. Get back across and go to the left to the other nine pillars. Use Sheba's 'Reveal' and jump across. Go down and enter a new room. You'll also spot the red door on the way. Get through all the staircases until you end up outside again. Go up to the next doorway. Use 'Cyclone' on the swirl to reach the higher level. You'll be right at the red door. Use the Red Key you got to get through. After getting through the doorway, you'll be outside. Quickly run to the left. Avoid getting caught by tornados by hiding behind a purple block. Once you pass this area, go south to a doorway and afterwards, go north. Go to the left and get the treasure chest which actually is a Mimic. Fight it for some experience. As always, it's weak against fire and strong against wind. It roughly has about 1000 HP. It'll give 1420 EXP and 700 coins (defeated with a fire technique). You'll also get another Psy Crystal. After you're finished, go to the right of the room and up the staircase. Then go to the left to the next doorway. You'll find yourself in a pillar puzzle.

Go to the right horizontal pillar. Push it down. Go up the staircase. This part makes it tricky since there are cracks around the place. You can choose to get the treasure chest, but you'll end up falling down to the previous level. You can always come back up and do the puzzle again. Be sure to not make a mistake since one bad move can mess up this puzzle. Here are the steps to get the right treasure chest. Skip this part if you don't want to get 360 coins or a Mist Potion. First, go to the right and step over the first crack. Go down one path—the path without a crack—and you'll find a crack before the right treasure chest. Cross over to get 306 coins. Fall down the crack to return to the pillar room. Go up the staircase to return to the beginning of the puzzle. Redo the whole thing and be right behind the crack before the right treasure chest. Go down to enter a new screen. Come back and go towards the yellow pillar. Use Felix's 'Move' and push it to the left. Now head back to the beginning of this puzzle by crossing over the cracks at the right. Don't leave this room, go to the very left when you reach the staircase in this room and go over the crack. You should be able to jump over the pillar and reach the treasure chest. Inside is a Mist Potion.

If you didn't want to get the treasure chests, then follow these directions. Go to the right and step over the first crack. Go down the path without a crack and go down south. Enter a new screen. Go through all the doorways and staircases until you find yourself in a bare room with a single crack in the middle. Go up the staircase. Oh ho, look at this puzzle. It's a room filled with cracks in every direction! First, you see those light-colored cracks over to the left by the purple bulb? Cross all of them and get to the bulb. Use 'Hover' and quickly go southwest to the pillar. Avoid this for now,

since you're going to drop a few levels to get the Blue Key. There should be a clear path of light-colored cracks that leads to the right purple bulb. Get over there carefully and use 'Hover' on it. Get to the southeast and keep going. You'll find a lonely crack that is very close. Jump on it and fall down. Fall down the next one, then the next one... You'll plop down beside the Blue Key in the pillar room. Now, you gotta get back to that puzzle filled with cracks! Go and backtrack through the walkthrough in this chapter if you forgot how to get back up there. Once you're back in the room before you fell down to the Blue Key (the room with A LOT of cracks), get to the yellow pillar again. Use Felix's 'Move' and push the pillar on top of the switch. Then head over to the right purple bulb like last time. Go southeast, then go south. The door is now open because of that switch. Go left and please, avoid that last crack before the door! Careless people might accidentally fall down and will have to do the puzzles again. Get through the doorway. Soon enough you'll end up at the left tower of Jupiter Lighthouse.. go further up to find a statue of an archer. Use the block behind him and push it into the hole. The archer will shoot his arrow at the left angel statue. The angel will lift one part of the beacon's seal. It's time to finish your job and get the other side lifted up. If I were you (which I'm not), I'd use Felix's 'Retreat' to get back to the beginning of Jupiter Lighthouse, since the puzzle to get to the right tower begins there.

Get back to the main room.. this is done by entering into the lighthouse and going north past the doors. This 'main room' is the big room where there was a hole in the middle.. there should be a light going up it now =P You'll know what I'm talking about if you got there. You want to go to the left and through the same doorway that you took at the very beginning. Climb down the ladder and use Felix's 'Move' on the last pillar. Push it onto the purple bulb to make it float. Climb back on the ladder and jump across. Go through the doorway here, and in this room, go down south. In this room, you will be back to the 'main room'. Push the block over to the left to complete the circuit. Now step on that purple bulb that was just brought back and use 'Hover'. Float over to the left and let yourself fall. Go up and use 'Cyclone' on the swirl there. Go through the doorway. Here, go north and find a yellow pillar and a chain. Use Felix's 'Move' and push the yellow pillar to the left. This will allow you to get back to the beginning easier. Head back down, passed the door you first came out of, passed the angel statue, and to a new screen. You'll be outside. Push the block with a rod sticking out into the hole. The screen will turn green again and Felix will peer down to the rod. It's a lightning rod Felix! Lightning strikes down and almost shocks Felix.

I think you should use Felix's 'Retreat' to get to the beginning again, just to make it quick. Get back to that 'main room'. Go to the right and use 'Hover' on the purple bulb. Get to the higher left platform again, but this time, use 'Hover' again on the purple bulb there. Go to the left and let yourself in the beam. It'll carry you up. Go to the right, climb down the ladder, go to the left and use Felix's 'Move' on the left pillar. Push it to the right. Climb back up and jump across to get the treasure chest. Inside is a Potion. Jump back to the right and go down. Go through the doorways until you find a blue door. Use the Blue Key to open it. Get through and you'll eventually be outside once again. Use 'Hover' on the purple bulb and move up. The statue will spout a tornado which will carry you all the way to the right. Go through the doorway on

the right. Another statue of an archer! You know what's coming up next. Go up through the next doorway. Go directly up and ignore the doorway beside it. There's a Jupiter Djinni here... you'll need to solve this simple puzzle to get to it. First, go northeast and use 'Hover' on the purple bulb. Push the block down. Slide down and push it to the left into the most eastern hole out of the three. Go to the newly made purple bulb and use 'Hover' on it. Quickly go northwest to the next block. Use Felix's 'Move' and push it down. Push this block into any hole you wish. This will cause the pillar at the right to rise. Use 'Hover' to get to that pillar. Use 'Pound' to pop out the blocks. Now connect the lines so that the purple extends all the way to the Djinni. You should be able to use 'Hover' on the purple bulb right beside the Djinni. Get to it and fight. This one has about 807-906 HP, weak against venus as always. You'll get 965 EXP and 643 coins along with Whorl. Slide down and return to the pillar. Use the 'Pound' psynergy to reset the puzzle. Now you want to complete the lines by pushing the horizontal one to the top and the other one to the right. This should make it possible for you to hover towards the doorway. Next, a harder puzzle. Use 'Pound' on the pillar to cause a block to pop out. Push it over to the right to make a path for you to jump on. Jump over and climb down the ladder. Now you need to arrange the pillars. To get the treasure chest, follow this diagram.

```

1-000-20      Number represent blocks you can move.
|  |  |||    O's represent the purple bulbs.
| 0-00-|     Lines represent steps away.
| |  | |     (Sorry if this thing is a bit too tiny.. but hey)
0-0--0-0
  |||
  |||
  3456

```

To get the treasure chest, which is on the right side, you need to:

1. Push #6 up three times and right two times.
2. Push #5 up three times and right one time.
3. Push #4 up five times and right two times.
4. Push #3 up five times and right two times.
5. Push #1 right four times.

Your puzzle should now look like this:

```

0-001-20
|  |  ||
| 0-34-|
| |  |
0-0--5-6

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This path should allow you to cross over to the right. You jump onto #2, over to #1, down to #3, to #4, down to #5, and over to #6. Climb up the ladder and push the block from the beginning back to its proper spot to let the purple flow through the lines. At the end is a Water of Life! Get back to the beginning and through the door, then come back so that the puzzle is restarted. Use 'Pound' on the pillar, climb down, get to the puzzle. Now, follow these to get to the left side.

1. Push #1 right two times
2. Push #6 up seven times and left one time.

3. Push #5 up five times and left two times.
4. Push #4 up three times and left one time.
5. Push #3 left one time, up three times, left once

Your puzzle should now look like this:

```

O-106-20
|  | |||
| 5-00-|
|  |  | |
3-4--0-0

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You should be going from #2 to #6, to #1, to #5, to #4, then to #3 and reach the end. Climb back up the ladder and push the block in. Jump across and get to the end. In this room, push the yellow pillar onto the switch. The bridge should go up. Don't cross it, but go through the doorway right beside the one you came out of. Here, get through the zigzaggy path until you reach a doorway. Now, make sure you don't move yet. You have to be cautious about the statue head over to the southeast. It'll blow a tornado as soon as you get in its path and that could cause you to start from the very beginning again. First, go to the left and step over the crack. Go through the short path without walking over the other cracks and run down straight through avoiding a tornado the head blows. Stop before you hit any more cracks. There is a large square hole that the face is pointing towards and one crack underneath it that you can cross to get to the left side towards the second head. Cross it and get blown by the tornado the left head blows. Right when you stop, go up and then right, crossing another crack. You're done, so go through the doorway. This next puzzle might cause some difficulty. All around you you are surrounded by purple bulbs. Don't move, but right where you are, use 'Hover' and go to the left to get a really good weapon. You will be constantly floating because of the numerous hover bulbs. You must be extremely careful of these two heads. If they send you flying towards the wall, you'll end up at the level below and would need to start the puzzle over again. So, be right close beside the cracks but still be on the bulbs to remain hovering. Go up a little (watch your shadow so you know how far up to go) to cause the head to blow a tornado, then quickly go back down. Right after the tornado goes passed you, immediatly go up before the head shoots another tornado at you. This second head is a lot more harder since there isn't much room between you and the head. What you need to do is go over the cracks and back into the purple field. You still want to go up a little to cause a tornado to come out, go back down, and when the tornado goes past you, immediatly go up and left over the cracks and quickly back to the right to remain floating. If you're successful, you'll remain floating and you'll be past the head. Go over to the treasure chest and claim your Phaeton's Blade! Now get back to the beginning of this puzzle. This time you want to go to the right. You basically follow the same strategy, except the last part is a little different. This time it'll be harder to get past the second head on the right side. Quickly go to the right towards all the cracks and lean against the wall while you're still going up. The tornado will come but if you're fast enough you'll be able to get back to the left without being blown away or falling down. Once you're successful, go up and through the doorway. Go through the hallway until you appear outside on the right tower. Go up and push the block into the hole. The archer statue will shoot another arrow and hit the right angel. Now the seal has been open and the beacon is revealed. Remember that yellow pillar you pushed on the switch that caused the bridge to go

up? Fall down a few levels until you get back there. Cross the bridge and go through the doorway. In this room, go down south and south again past the archer statue. Outside again, cross the big bridge and find a rope. Use 'Lash' and climb down, and go into the doorway. Run through this path and get to the chains. Use Sheba's 'Whirlwind' and swing across both of them. Go south, past the doorway here, past the purple swirl and through the very, very bottom doorway. You'll appear outside, and you'll hear some familiar voices...

Isaac in Trouble

Garet? Mia? Isaac? Ivan? They sound like they're in trouble. You and the gang go further outside towards the voices. Garet is hanging along the edge with one arm! Mia's trying to help, but she's not strong enough. Mia calls out to Isaac asking him and Ivan to help. Then, Agatio comes in... he and Karst introduces themselves to Isaac and Ivan and explains about the frozen land of Prox, home of the Mars Clan. Garet and Mia falling down was part of their plan so they can take on Isaac and Ivan two on two. Karst announces that they will be fighting three on two, but where's Alex? It seems like he has disappeared and that both her and Agatio has lost trust in him. Then, they attack Isaac and Ivan. Down below, it's settled that you are going to help before it's too late. Enter the doorway here and keep going until you reach the area with the circle of pillars. Use Sheba's 'Reveal' and jump over, then go up. Complete this puzzle quickly by going to the right again, towards the platform with the slope, then sliding down. Go to the left and climb up the ladder. Alex finally finds you... he'll talk about your loyalty to Isaac and will heal you before you fight. Before you go down, you'd better save here. Also, transfer your data NOW if you haven't, because this is your last chance.

When you're outside, Ivan collapses. Agatio finishes Isaac off with a mighty blow. You arrive and agree that if Agatio and Karst leave now, you have to light the beacon because they were going to kill Isaac. Kraden will take care of Garet while you go and light the lighthouse. Isaac allows Felix to take the Mars Star from him. Piers comes and says that he'll follow Felix in case Agatio and Karst don't keep their promise. Go up and through the staircase. Jump across the floating platforms and go south to get to the next screen. Then go to the staircase beside you. Finally, go south to get to the Jupiter Lighthouse Aerie. Agatio and Karst are waiting for you. You and Piers take the Jupiter Star out and light it. After it was lit, Agatio and Karst decides they don't need you anymore because the Mars Lighthouse is in Prox. Karst jumps at Felix and steals the Mars Star. Piers asks what will happen to Felix's parents.. are they still alive? Agatio tells him that once all the lighthouses are lit, they will release them. Now it's on! It's time to fight!

Defeat Agatio and Karst

For the beginning of the fight, only you and Piers will take on Agatio and Karst. Then later, Jenna will come. After a few turns, Sheba will arrive. It's time to defeat them now! Karst has a special ability called Djinnfest that will put one Djinni on each character to recovery mode. This can make it difficult for you to summon Djinn.

Agatio has many powerful fire attacks that damages the whole party. Have Piers summon Shade for some great defense for a few turns. Have Jenna to use Healing Aura every turn since fire attacks won't be doing a lot of damage to Agatio and Karst. Each character is best to have their own elemental Djinni so that characters like Felix will have Revive and Potent Cure to use. Piers will be the strongest one in this fight so you should use him wisely. Keep Felix alive since he's most likely going to be the 'reviver' in the team. Definently be careful with Sheba and watch over her. Slowly cast up to four Djinni on each character EXCEPT for Jenna. Jenna uses Healing Aura or Aura every single turn. When the four Djinni become set after summoning, summon Judgment, Boreas, and Thor. Then when those Djinni are in the recovery mode, use the other Djinni and get up to four again to summon some more. Always aim the larger arrow on Agatio because Karst is almost useless if she's by herself. Always use Piers's Shade whenever Shade comes back from recovery mode. If you keep this up, they're gone in no time! I didn't calculate their Hit Points, but they're pretty much high like every other tough bosses. They'll give you 5813 EXP, 9020 coins, and Dark Matter used for forging.

Aftermath

They're both down. Before you go and finish them off, Alex appears and tells you to stop. Alex quickly goes up to Agatio and Karst and heals them completely. Even if they were revived, Agatio and Karst aren't very happy with Alex. They quickly leave before Isaac arrives. Isaac seems angry towards Felix. Before they got into a fight, Ivan suggests they should all rest at Contigo. Agree to that suggestion and Isaac leaves. Felix will automatically head for the elevator. Exit Jupiter Lighthouse and head southeast to Contigo.

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Contigo
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The Secret

Go north of Contigo and find a house. Inside you should find Isaac and the gang waiting for you. Everything is now explained, why Felix betrayed Vale, why he intended on lighting the beacons, and why he's been avoiding Isaac all this time. Jenna explains that their parents' lives were at stake. Kraden tells them all what happened and why they're still alive. Kraden says nobody was killed that day three years ago. Isaac believes that his father is still alive. Now they talk about the lighthouses being lit. They say King Hydros have told them that if Felix didn't light the lighthouses, Weyard will slowly die. There's some conflict in this situation. It was always said that if the lighthouses were lit, Weyard would be destroyed. If nothing is done though, it will definently be destroyed. They're not too sure what will happen but they will try to save Weyard. Then, a mysterious voice speaks to you all..

It's Hamma! She tells you that she's a decendant of the Anemos and she was born in Contigo. Then, the secret is revealed that Ivan was born in Contigo and that his sister is no other than Hamma herself. She gave some hints about it when Ivan and her first met.

Master Hamma tells you to go to the land of Prox and light the Mars Lighthouse before all of Weyard freezes. Even if Agatio and Karst are going to light it, Hamma says there is a mighty force that doesn't want Mars to be rekindled, and that if you all try, you'll all fail too unless they work as one. Hamma has given you a gift for you so you can get to Mars Lighthouse. When she leaves, Isaac announces that this is Felix's quest.. but why? Anyhow, it's your duty to save the world now, and with Isaac with you, you all should be a force to be reckoned with!

I. P R E P A R A T I O N S

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[41]. Djinni & Tablet Hunt All Around Weyard
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Contigo
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Notice the new Overworld Theme and the new option during battle to change a party member :) You can only change one per turn. If the four people fighting are all defeated, the next four will take their place, almost like an extra life. Be aware that there are some Djinni you can't get without transferring your data. If you transferred data and you have the Orb of Force with you, equip it. Go behind the Inn in Contigo and use 'Force' on the stump. A Mars Djinni will pop out! Shine will join you right away. You're finished here, let's go get the others!

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Overworld
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Go southwest and into the Atteka Inlet.

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Atteka Inlet
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Fly as One

First, go south until you find a boulder. Use 'Lift' on it and 'Cyclone' on the weeds. A Venus Djinni should appear! Geode will join you right away. Then go over to the right into a new screen. Check out your new boat! It was upgraded and wings were added - the Wings of Anemos. Climb up the ladder and speak with Hamma. Psynergy is used to make the ship fly. Before you get on the ship, a man arrives and gives you a gift from Master Hamet. This is only possible if you transferred your data! Inside is a Orihalcon used for forging. So, get on your ship, and use the power of Hover to fly as one!

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Overworld
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Use the 'B' button to fly, but be aware -- it consumes the whole party's psynergy. Fly over the flat rocks down south. Sheba is a little unhappy though. She still doesn't know who she is, and she thought that if she went to Jupiter Lighthouse she would learn. Kraden cheers her up. Let's continue on! Fly over the second set of flat rocks.

Find the Coatlicue Stone Tablet

Now that you're leaving Atteka, head towards Atteka Cavern by going to the right of the Atteka Continent. Remember that river you took to get to the Atteka Inlet? Take the same one. At the start, go to the left, out of the two paths, go down. Out of the next two paths, go down again. Out of the two paths, go to the right. When you spot a large grey mountain, stay there. You can see another river on the right side, correct? It looks as if the mountain was placed right on top of the river you're on to block you way. Fly around the mountain and get in the river on the right side. Now, don't move. Fly again, but this time over the land and continue until you find another river. Land your ship and jump out, you should be able to see a cave!

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Atteka Cavern
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Go over to the right side and lean against the rocks that are closest to the water. Use Piers's 'Parch' to clear the water. Climb up the ladder and down the other to get the stone tablet. Summoning Coatlicue is now available! You need 3 Jupiter and 3 Mercury Djinni to summon her. Now let's get out of here and out of Atteka!

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Overworld
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Remember where Shaman Village was in Hesperia? Go to the big continent above Atteka, go through the large body of water inside, and through a cave.

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Shaman Village Cave
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Colossal Warriors Appear

If you transferred your data, you're about to enter an event. The three Colossal warriors from the first Golden Sun will come to see Isaac. Isaac doesn't seem to overjoyed by the sight of them. They tell him that they think Isaac didn't fight fair when he won. All three of the fighters will attack you! They're not difficult. At the end you'll get 1131 EXP and 748 coins. Forgive them and they'll leave treasure for you to have. It's a Golden Shirt!

A Mercury Djinni to Trap

Go up through the middle doorway. Use 'Lift' on the first rock from the left. Go up and use 'Frost' on the puddle. Then go further up and use either Sheba's or Ivan's 'Whirlwind' on the ivy. Climb up and exit this screen by going to the left and down. Now go through the middle doorway again. The ivy should still be gone and the puddle should still be frozen. Out of all the rocks, go to the very right one and use 'Lift'. Go up, jump across, and come down and use 'Lift' on the rock beside it. Go back to the beginning but don't leave the screen. Use 'Lift' on the first rock from the left and go up passed the ice pillar. Climb up where the ivy used to be and jump over the ice pillar. Get closer to the Mercury Djinni. When it tries to run away, it'll see that its path was blocked because of the two rocks you lifted earlier. After the fight, Eddy joins your party. Find the exit of the Shaman Village Cave so you can get into Shaman Village.

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Shaman Village
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Go to the north where Trial Road was. Run through the obstacle course again until you reach the top where you fought Moapa. You should've noticed some purple things near the top and that's where you need to go. When you get there, use 'Hover' on the large purple bulb. Hover over to the left and enter the doorway. Use 'Lift' on the boulder. Get through the end of this cave until you get outside. By the water, there should be a Jupiter Djinni avoiding any contact with you. It should be doing the complete opposite of you. Use Sheba's or Ivan's 'Reveal' to find a stepping platform in the water. Since you're going into the center, the Djinni will also go to the center, resulting both of you to clash into each other. The Djinni will fall over to the right dizzy. It'll still fight though! All Djinn should be easy to defeat now. It has about 763-912 HP and will give you 1000 EXP and 660 coins. Gasp will join your party! Don't forget to get an Elixir at the chest towards the north. Now you can leave Shaman Village.

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Weyard Ocean
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Do you remember where Kalt Island was? It was that little white island just northeast of Hesperia. Well, you can go back there and use 'Catch' to get the Apple. It boosts up a character's Attack permanently so these items are always good. After you're done, from Kalt Island, go a bit south. Look on your map and you should see a little beach just a bit south of you. Well, a bit southeast anyhow. If you sail over there and dock your ship, there should be a bridge going up. Cross it, go north, and you should find Angara Cave.

+++++++
Angara Cave
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Get a Stone Tablet

This place is basically a one-path way.. so you can't get lost. At the end you'll see a stone tablet on top of a ledge and two blocks. You need 'Carry' to solve this puzzle. Push the block on the ground once to the right. Use 'Carry' and move it up. Get up the ladder towards the higher block and push it to the left. Then use 'Carry' and bring it over to the left. The two blocks should be right beside each other now. Climb back down and use 'Carry' on the right block. Bring it on top of the left one so they stack on top of each other. Climb up and jump across. You've got your stone tablet! Now you can summon Haures! You need three Venus and 2 Mars to summon it. Now you can exit this place. Remember this area because to the south of the beach where you docked your ship, there is a place called Loho that you'll need to visit later. Not now, but later.

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Weyard Ocean
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You're practically done getting Djinni on this side of the world. Well, if you missed a Jupiter Djinni from the first game, you can always go to the SW Atteka Islet to get a random one. If you got all of them by transferring data, there won't be any Djinni. Anyhow, go back to the eastern sea by going through the Gondowan Cliffs again (or your own method of going back).

Go back to Yallam. Go to the northeast end of Osenia to find an easy route to get there. There should be some flat rocks you can fly over. Directly south from the beach is Yallam.

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Yallam
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Forging and the Masamune

Go back to Sunshine's house again. You see that half-broken wooden pillar? If you transferred your data, use 'Force' on it to break it. If you didn't.. you can't get one of the best weapons. Once you broke it, jump over it and get to the left side where all the weeds are growing. There is a hidden ladder. Get to the end so you end up outside. Get the treasure chest and inside is the great Masamune. You're practically done here unless you want to wait a long time to get an Excalibur from Sunshine using the Orihalcon you got after leaving Hamma. It's extremely rare to get it, so save before you give items to him. You save, give him the items, go to a sanctum or leave or use the Inn, then come back and talk to his wife to see what item you got. If you're not satisfied or didn't get an item such as the Excalibur, then turn off your game and do it over again since the items he forges it totally random. Getting the Excalibur might be a huge pain (like getting the Kikuichimonji from Fenrirs in the first game) but lucky ones might get it in their first try. When you're all finished, go back to your ship and leave.

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Weyard Ocean
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There's going to be one more place to check out before you

head back to the western sea. Way up northeast is a small island surrounded by numerous rocks. It's northeast of Angara. Check it out right now.

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Treasure Isle
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You won't be able to defeat the boss here yet, but you're here to get some treasures and a Jupiter Djinni before you progress farther in the game. The enemies shouldn't be too difficult since you already had lots of training. You might've been here a lot earlier ever since you learned 'Grind' in Lemuria. You'll be finding a lot of treasure chests on the first floor which have nothing in them. This is normal. Go north and you'll find yourself surrounded by lots of water along with more treasure chests. These will also have nothing in them. Jump onto the red switch and giant rocks will rise. To bring them down, simply use Felix's 'Grind' technique. Don't use it on the northern rock but use it on the eastern rock. Jump across and enter a new screen. Jump down, avoid climbing the wall, and be near a pillar beside a red switch. But, go around it and go up and around to be even closer to it. Don't push the pillar onto the switch yet however. Push it down once and to the right once. Go back up and around and go right below the pillar. Use Felix's 'Move' and push it up so it hits the switch. Go to the right and climb up the wall and walk the tightrope. Jump over the rock that just rose up. Climb down and enter a new screen. Step over the red switch. All three rocks will rise. Go to the very right one and use Felix's 'Grind' on it. Jump over and head up north. Climb up the wall and walk the tightrope. At the end, jump over the other two rocks to reach the treasure chest. Inside is a Jester's Armllet. Now return to the part before you climbed up the wall. Go to the left towards the pillar and use Felix's 'Move' to push it forward to the left. Then go down and use Felix's 'Grind' to pull the rock down. Go over to the left rock and use Felix's 'Grind' again. The path should now be cleared. Go up to the pillar and use Felix's 'Move' to push it to the left. Jump through and enter the new screen.

Out of the two paths, take the top one. This will lead you to a doorway. Don't mind the treasure chest for now. Here, use 'Lift' on the mini boulder. Avoid the pillar and go to the left. You can get a treasure chest here which contains an Iris Robe. Otherwise go down south. At the end of the path is a small boulder. Use 'Lift' to bring it up. Go through the doorway. Here's a puzzle to solve to get the Jupiter Djinni. Go to the very right and use 'Lift' on that boulder. Go up north and jump over to the left. Next, climb up the wall. Go to the left and jump on top of the tightrope. Don't walk it though, but go to the left and jump towards the wall. Walk down this tightrope and you should be right beside the Jupiter Djinni. Save, then fight it. It'll have about 860-1205 HP and will give you 1197 EXP and 756 coins. At the end, Gale will join your party! Walk back up the tightrope, go to the right. From where the climbing frame is, go to the right. Walk down the tightrope to reach a treasure chest. Inside is a Fire Brand. Return to the beginning of the whole puzzle and exit. Come back so that the puzzle resets itself. Now, starting from the beginning again, we have to use 'Lift' on different boulders in order to proceed in Treasure Isle. Go to the left and use 'Lift'. Go further up north and use 'Lift' on this boulder too. Jump over the ledge twice while going to the right. Use 'Lift' on this boulder to get through. Then jump to the left so you're at the climbing frame

again. Climb up and go to the left. Walk down the tightrope and go to the right. Keep going until you reach the end. Climb down and go south. Push the pillar over to the left into its socket so that you can return here easily. Go back up and up again through the other doorway. At the end of the path, if you didn't transfer your data, or you missed a Djinni from the first game, a Venus Djinni will be right in front of the doorway. If not, then it won't be there. If you'd like, you can take on the Star Magician. He is defeatable at this level, but it is extremely difficult to take him on now unless you use a very advanced and flawless strategy. Save before the door if you want to check him out. If not, return to the part where you pushed the pillar to the left for easy accessing. Go down and use 'Lift' on the boulder. Go through and go to the right. Go up into the doorway. Go to the right until you end up choosing between two paths. Go south. Then there'll be two more paths to take. Take either one, but if you go left, then up, you'll find a Mimic to fight. If you defeat it, you can get a Power Bread in return. Otherwise, go down to a new screen. Go down and use Felix's 'Move' and push the pillar to the left. Jump towards it and push it to the left so it's out of the way. Jump through, climb up the wall, jump over the rock and down to find six treasure chests. Unlike the ones earlier, these ones have something in them. You can get a Star Dust, a Rusty Axe, a Sylph Feather, 911 coins, a Psy Crystal, and a Cookie. Climb back to the other side and get behind the rock. You can now use Felix's 'Grind' to bring it down. Jump down and exit all of Treasure Isle. We'll have to come back here when we're stronger so we can take down the Star Magician once and for all ;)

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Weyard Ocean
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To Magma Rock!

It looks like we're done preparing. Well, almost. Have you noticed that it seemed strange to have an Air's Rock, Gaia Rock, and an Aqua Rock, but nothing dealing with fire? And that Sheba inherits 'Reveal', Felix inherits 'Sand', Piers inherits 'Parch', but Jenna doesn't inherit anything? Well, it's finally the time to visit the last of the four elemental rocks, Magma Rock!

Exit the Treasure Isle area and use the Gondowan Cliffs or any other path you choose to get to the western sea. To get to Magma Rock, these steps might be a little bit confusing, but hey, it works! Look on your map. See the very bottom tip of the Atteka continent? Well, if you look directly east from it, you can find a little beach on the left side of the Gondowan continent. Well, it isn't directly east of that bottom tip, but a little bit up. Do you see it? If you see it.. sail to it. Go up through the river. Keep going up through it until.. you get stopped by some rocks in the river? Fly around it using your ship. Once you're behind the rocks, go towards the bridge. Dock there and head north. Magma Rock is here!

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[42]. Last of the Rocks - Magma Rock
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Magma Rock

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Solve the Puzzles

Go up and use 'Lift' on the boulder. You should have it since Isaac's party joined you! Go straight ahead. Climb up, and go through the doorway if you want to fight a Mimic. If you defeat it, you'll get an Apple. Otherwise you can't do anything in that room yet. Continue climbing up Magma Rock. You'll see a tiki head and two pillars. Go to the right and climb up so you're beside the tiki facing the left. Use 'Burst' on it to cause it to blow fire. This will cause the half-broken pillar to fall and crumble. Then climb up the wall towards the left where the broken pillar used to be. If you go to the left you can push the pillar over so it's out of your way. Climb up, then go to the left. Slide down the slope. Use 'Burst' on the tiki, then immediately climb up and jump on top of it before it blows and leaves you behind. You'll rise to a higher level. When it takes you up, jump to the left before the platform goes back down. Climb down and around until you find a pillar. You can push this to the right to open up the indents in the wall leading up. If you climb up, you'll reach a new screen.

Nice! It's a sapling. Do you remember how to get 'Growth' for your party? If you don't remember, here's how to do it. If each adept owns their respective djinni (earth to Felix, fire to Jenna, etc.), all you have to do is swap one earth djinni for a fire one. Doing this with Felix and Jenna will give you 'Growth' for both characters! But wait a sec, there's a treasure chest you can get. From this screen, go to the very right part of the area. There should be some indents leading south. This chest gives you an Oil Drop that can be used in battle. Head back up if you went for this treasure. Wait! Don't bother with the sapling yet. There's going to be a pillar stopping you, so let's destroy it. Being at the right side of the area again, climb up the indents just near the ones going down leading to the Oil Drop. If you climb up, you'll find two saplings and a tiki head pointing to the left. Use 'Burst' to blow up a pillar. Then out of the two saplings to your right, use 'Growth' on the right one. Climb up and slide down to find yet another tiki head. Use 'Burst' again to blow up a pillar. Now slide down and you're back at the beginning. Finally, use 'Growth' on this little sapling. Climb up and use 'Burst' on the tiki head with a smirk on its face. You have to be quick again, because you have to climb up and jump on its head before the platform leaves you behind. When you're up, jump to the left. Push this pillar all the way to the left, opening three paths. Climbing down leads to back to the beginning, climbing up leads to a dead end because of a pillar, so that leaves only one spot - the left! Go to the left to enter a new screen.

There are four slopes here. First, we'll get a treasure chest. If you take the slope second from the right, it'll take you 383 coins. If you do get it, you can use the tiki over to the right to take you back to the top. The slope second from the left is the only one that takes you anywhere. Take it, and you fall right by some ropes. Use 'Last' and climb across. This next part is a little tricky. Light the tiki by using 'Burst', then quickly go down the LEFT slope. Then go a bit to the right and climb up to reach the tiki's top quickly. When you make it, jump to the left after you've been lifted. Now climb up and go to the right to reach the pillar. Push it to the right to move

it out of the way. Being right beside the pillar (on the left side), climb up, but not all the way to the next screen. Go around so you end up on the right side of the pillar. Take the new indents and climb up.

While you're climbing up, you'll find two paths. Going up north leads you to a deadend because of a pillar. Go to the left and jump across a tiny gap. After here, there's only one part to climb on. If you go underneath the rope you can find it. Climb up and use Felix's or Isaac's 'Move' on the pillar and move it to the right. Now come back down and around, and jump over the tiny gap again back to the right. Go up and climb up twice. You should now be horizontally aligned with all three pillars. Jump across all three of them until you're at the end. Then come back to the middle and you should drop. Before going across the ropes, use 'Burst' on the tiki to destroy a pillar. Go across the ropes and drop down using the slope. Jump over the little gap again. Go to the right and climb down a little. Now that the pillar is gone, you can go up. Make sure you move this pillar to the right so you can go right and enter a new screen.

Here, climb up. Go to the right and climb down twice so you're down a screen. If you go to the left, you can push a pillar over so a way back down is created. Head back up to the screen you were on before. When you're up here, go climb the left indents, and climb up the ones just to the left of it. When you climb up here, you must avoid the fireballs that the tiki heads are spitting out. If you get hit, you'll fall back to the bottom. Basically, you have to wait and move right after a fireball flies across your head. Take the path that seems shortest to you until you reach the top. Wow! You're already at a new screen!

Go to the very right of the mountain and climb until you reach a huge fireball statue. If you continue going to the right, you'll find a tiki head that will trigger an event. Use 'Burst' to cause the fireball to explode, creating an opening to the interior of Magma Rock.

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Inside Magma Rock  
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Playing with Lava  
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Go north into the door, then go up again. While you continue going north, you'll eventually have to make a u-turn. Start going south to return to the last room you were in. You'll find a huge tiki and a little one. Jump across to reach the tiki closest to you and use 'Burst'. This will send a fireball to the big tiki, causing it to be awake and spew lava. You've got a room full of lava now.. but it'll prove to be very useful. If you go further south, you'll be able to spot a Mars Djinni that you may have missed from the first game. If you already have the 28 djinni from the first game, you don't have to worry. Go north to enter the room. Looks like this room is filled with lava, too. You should be able to find a moving platform floating on the lava, and a blue triangle-like.. thing on the wall. Just below that is the door. You'll eventually have to get rid of the lava later on. Use the moving platform to get to the next room. Here, go left, down, right, then down to enter a new room. To

get a Lucky Medal, continue going south to reach a chest in the last room. Otherwise, go right, then south to reach a switch. This switch will let the lava flow out. Go back up and you should find some indents you could use to go down a bit. You should see 3 pillars on the left, 3 pillars on the right, and a yellow pillar in the middle. Push the middle one up so it aligns with the rest. Now go northeast into a new room. See? I told you there was a door under the blue.. thing! Go through it.

Come! Let's grab a Mars Djinni before we do anything drastic. Climb down to the bottom. Now, go southwest a bit. Run underneath the ropes and enter a new screen. Go south and southwest again. In this room, you should be able to go directly west. Doing so will lead you to the Mars Djinni. This one will definitely fight. It has some pretty strong fire Psynergy such as Supernova, so if your party is still on the weak side, it is recommended that you use Jenna to cast one of the "Aura" psynergy each turn. It should have about 871-944 HP before it falls and becomes yours. You will also gain 1041 EXP and 681 coins for your efforts. After calculating your gains, Fury joins your party. It will call forth wandering souls to attack! A nice addition to your party. Leave this room and go north to the other door you didn't take. In this room, you should spot an unreachable chest. Further to the left is a yellow pillar. Push it down so it matches with the indent. Return to the previous room. Go to the north where the large tiki resides. Climb up to place yourself near the smaller tiki. Use 'Burst' to cause lava to spill out. Go to the right and follow the slim path. Avoid hitting the switch because it'll cause the lava to disappear. Walk across the ropes and go south to continue your path. This moving platform will be able to take you to the chest you saw earlier. Inside is a handy Mist Potion. Otherwise, continue going south to reach a new screen. If you hurry to the right, you can beat the platform. It'll be moving pretty slow, but if you can manage, jump on it when it connects with you on your first try. If you fail, you'll have to go back to the last room and come back to try again. After jumping on it, it will immediately continue to the right and stop. Jump off and enter a new screen. There will be a few moving platforms along with a broken pillar. First, go towards the pillar and use 'Burst' to break it. Also, go to the left platform so you can use 'Burst' on the tiki. It'll break the other broken pillar. Now, jump on the right moving platform and jump off. Head back north to the main room and press on the switch to get rid of the lava. Go either left or north, any way to climb down to the lower level where the lava was covering. Run underneath the ropes again to enter a new screen. Go south and climb up the first indents you see on the right. Go to the left and climb down. Go southeast and you'll find your hidden doorway.

Climb down here, then go south. You'll find a yellow pillar, but you have to continue through the next door. Go north through another door. When you go up north, jump to the left and continue to the left. You'll find another tiki head. Use 'Burst' and lava will fill the room once more. There will be many moving platforms floating on the lava now. Start on the right side and keep jumping across as soon as the next one comes in. When you reach land, go south. Keep going down south until you find a chain hanging on the right. Don't bother using 'Whirlwind' on them yet, because you'll end up stranded. Continue to the south to a new room. Press on the switch to get rid of the lava. Return to the room before. Now you can use 'Whirlwind' on the chains to get across. After jumping twice, climb down. You do see that huge, black, tall 'doorway' right beside you, don't you? Go inside. Here, go to the right and get your treasure chest. It's a rare

Salamander Tail you could use for forging. Keep that for a while. Go back to the left and head north. You should immediately see three crooked aligned yellow pillars. Push them to their proper spots (there's little circular indents). Go to the right and when you reach the end, go northeast. Grab the chest that contains a Golem Core, another vital raw item. Return to the room before, and go south to enter a different room. In this room, you can push the yellow pillar to the right. Climb up the revealed indents and enter the door closest to you. Being back in this room, go north, jump over the gap, and continue until you see a tiki head. Use 'Burst' to fill the room with lava. Now you can use the floating platforms to jump to the yellow pillars you moved earlier. After doing so, enter the new room. If you go to the right, you can see the treasure chest again. Ah, well, if you missed it the first time, you can get the Salamander Tail here. After going across, then down, you enter another new room. Here, go left and down (this is the room with the two chains if you don't remember). In the next room, use the floating platforms to get across.

Go up and push the yellow pillar to the left two times. Jump on it, but go up. You've got to get rid of this lava now, remember? Take the door on the left. Continue going up. Go up and jump over the gap again, and take the door right beside you. Here, you can release the gates so the lava can flow out. After the lava's all gone, return to the room with the yellow pillar, the one stated at the beginning of this paragraph. Now from the yellow pillar, you can go to the left. Enter the room below the blue.. thing (what is that thing anyways?). Ah, you're back at the first room of Magma Rock, where a Mimic used to be, or still is depending if you fought it or not. Push the yellow pillar all the way to the left so it's out of the way. Climb down and use the pillar's top as a bridge. Enter this room.

You're at the final room!! When you first jump on top of a path on the lava, the center will blow up and throw some rocks to make your path even harder. Don't worry, touching the fire won't do anything. Jump until you reach the door at the end. Continue going up and you find that one special door that tells you one thing - one of your characters are going to learn an exclusive psynergy. When you jump to the very end, each floating platform will disintegrate, but at the end is the special tablet. Jenna finally learns her own psynergy, Blaze. Cool name, isn't it?

Go to the right and jump over all the platforms. At the end you find a flame and a pillar. Stand on the LEFT side of the flame and use Jenna's 'Blaze'. See its effects so you remember what it does. The pillar drops and open the way back to the outside. So now, return to the main room, which is the part where the flying rocks and fire came at you. Be at the very beginning of this room. You know, there's a flame that's closest to the green blocks.. do you see it? If so, stand on the right side of it and use Jenna's 'Blaze'. Then stand on the right side of the new flame and use her 'Blaze' again. The pillar drops revealing a new doorway. At the very end, you'll find the shining, glowing rock. Examine it and you'll get the Magma Ball!! The rock will turn into ice afterwards (don't ask why, it's a mystery to me too). Now you can get out of this place once and for all! Use Felix's 'Retreat' and say, good-bye! (and use it again if you need to!)

J. FINAL SHOWDOWN

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[43]. To the Mars Clan of the North, Prox!
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Overworld
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Heading to Loho

All right, now we're getting somewhere. We're almost done the game, and we've got one more 'dungeon' left. I'll save the name for later, really! D'you remember where Loho was? Following this walkthrough, you shoulda been close to it since you were getting a multi-elemental tablet. So.. I'm not gonna go into a lot of detail on how to get there. Use the Search option and look for 'Loho' in this walkthrough for instructions on how to get there.

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Loho
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If you've been here earlier, the people here were in great need of destroying the wall, but didn't have any ammo to destroy it with. They had a cannon, but that wasn't enough. Now, you can present the Magma Ball to them. After destroying the wall, you're open to many things. You can use 'Lift' on the boulder and use 'Scoop' right after to get a Golem Core. Then you can climb up the vines and get the Jupiter Djinni Lull.. I was just thinking right now. It sounded so much like a Djinni from the first Golden Sun, but it isn't. Ignore me. =3

Heheh. You're pretty much done here. The main point of going here was to get the cannon from these people. They would fork it over after blowing up the wall. So now that's finished, you can stare at your ship in awe because it's got a new shiny cannon now...

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Overworld
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To the Northern Reaches We Go!

If you look at your map, Kalt Island is the tiny white island way up to the north. If you can go directly north of that place, you'll reach the area that remained a mystery to you ever since you've acquired the Lemurian ship... Well, you know what I mean! Haven't you ever been to the Northern Reaches but never knew what purpose it had? I sure did when I first played! The Northern Reaches are way up to the north, north of little Kalt Island. It'll take some time to sail up there, but there's no rush at all.

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Northern Reaches
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Open the Way!

After reaching the end, Kraden will mention that the glacier in front of you can be broken by the new cannon you got. Align yourself between the two rocks and you'll get the option of using the Magma Ball. After blowing the glacier up, you're on your way to the last few final places essential to the storyline!

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Overworld
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After traveling a little on the water, you'll soon realize that the water freezes, preventing any other ordinary ship from progressing further. Fly over and go directly north and you'll spot the only town on the map, Prox.

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Prox
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Agree to Help

Prox is a cold, dark, sad town. The people can handle the cold, but the blizzard is getting worse. Talk to the townspeople if you'd like to learn about the current situation. Get all your shopping done, because you're heading to a lot of tough battles. When you're all set to go, save, then go to the north part of town. After almost passing through town, you'll find a group of Proxians waiting for Agatio and Karst to return from the Mars Lighthouse. Puella, the leader of the group is willing to go to the Mars Lighthouse to look for them before it's too late. Go up to speak with them. They're glad that you've returned (if you've played the first game, remember when Saturos and Menardi rescued Felix from the accident? They went to Prox with him until three years passed by). Isaac and Kraden also appear to introduce themselves.. except the group of Proxians aren't very happy to see him, because he was the one that killed Saturos and Menardi. After sorting out their reasons, agree to help and save Weyard before it's too late. Your first task is to find Agatio and Karst, they are the ones that hold the Mars Star. Exit Prox and you return to the overworld.

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Overworld
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Head up north. It's the final place. The music here is most suitable, it's the final showdown after all! And the location.. geez. Camelot is awesome. Not being sarcastic here! ;) What, a black sky with purple lightning while there's a blizzard isn't good enough for yeh?

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[44]. Revitalize the Mars Lighthouse
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Mars Lighthouse
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Unlock the Mysteries

Once you enter the actual building, you'll find that this room is full of ice. But.. it's strange since the lighthouse is THE Mars Lighthouse, the lighthouse of fire. Your job is to venture through the lighthouse and see what the problem is. Supposingly, Agatio and Karst are already here, but they have been inside so long, the people of Prox are getting worried.

If you'd like, you can go directly right to find a treasure chest. You have to use 'Pound' on the icicle first. The treasure chest is actually a Mimic, and it can be a decent fighter depending how low your levels are. After defeating it, if you choose to fight it, you will gain 1668 EXP and 772 coins. One item you should take interest in is the Cookie. It permanently increases a character's max PP. After you're finished, go back to the entrance. Now, go north instead of east if you chose to take on the Mimic. There should be three doorways. Step up close to the middle one, but don't enter it. You can't do anything in that room until you complete something later on. If you're about 1 or 2 steps in front of the middle doorway, go to the right just behind the ice and enter the right doorway. Don't mind the huge block of ice for now. Continue to the left. In this room, make your way to the south and enter the doorway there. Again, it's a nice clean path, no split paths. Go to the piece of ice and use 'Pound' on it to get through the pipes. Keep going through the lighthouse until you notice a Mars Djinni to the right and a big block of ice blocking your path. Use Felix's 'Grind' psynergy to get rid of the ice and create a little crack on the big block of ice you saw even earlier. Now that's done, you have to move backwards and head back to that exact same area. Once you're in front of the huge crack, use Jenna's 'Burst' psynergy. Enter afterwards.

You'll immediately see your first magic Teleport circle. Keep an eye out for these, as it is necessary to use them to teleport from place to place, which usually leads to new exciting places. First, you should go left but skip the closest doorway you see. Keep going to the very left and go up the little stairs. Here's a puzzle you should be careful of, because you could recieve a lot of damage if you foolishly make mistakes. There should be one dragon statue that doesn't spew out fire. Stand in front of it, avoiding the flames from the very right, and use Felix's or Isaac's 'Move' and push it to the right. By doing so, you're blocking out flames. OK, so the thing is, if you get hit by the flames, they will push you down and you'll have to exit and re-enter to try again right from the start. Stand right in the top left hand corner where the statue used to be. Make sure you don't physically push it, unless you want to hurt yourself. Use 'Move' instead and push it one step closer to the moving flames. Now, stand in front of the statue you just pushed and use 'Move' to push it to the right. This should block out just a little bit of the flame when it moves to the left side. This is where it gets a little tricky. When the flame is at the very right, physically push the statue to the right one once. The moving flame will quickly return to the left side so make sure you hide in front of the statue so you don't get burned. Keep this process going. It's okay to take a few hits from

the flame only if you're above one of the two squares that are slightly longer than the rest. Strategically use 'Move' to go a little faster if you desire. Once the statue is in between the first and second moving flame, things get a little tougher. You're limited to one square that prevents you from restarting again (the first part had two squares, you can see for yourself), the flame moves much quicker and it moves a shorter distance. First, you should use 'Move' on the statue so that it is one step away from the space between the first and second's flame's distance... ok, maybe that's a little too confusing.

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                This is where the
                statue should be
                    |
                    v

o-----Flame-----o   o---Flame---o   X
                    ^               ^
                    |               |
                This square       Your
                is the extra       goal!
                space ^_^;

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Ok! Hopefully you got it where I think you got it. Step on the "extra space" and use 'Move' since you can make contact with items one square away from you. By this time, the statue should be above the one extra square near the bottom, which prevents you from falling down if you get hit. Each time you use psynergy, everything around you freezes until you complete what you do. So, when the coast is clear, place yourself just to the left of your goal. When the flame is out of the way, quickly run one square to the left and quickly pull out your 'Move' psynergy and bring the statue to you. In order for this to happen, there has to be one square in between you and the statue. After that, you can safely bring the statue to your goal so it blocks out the last flame... holy, that took two paragraphs to explain! Maybe I'm losing my touch..?

Now it's an ice puzzle. You should be familiar with some of these that you encountered in the Tundaria Tower. Enter the ice puzzle. You should slide to the very left. Go up, right, down, then left. Enter the next screen. When you go down, you'll find a torch and a dragon head. Stand behind the torch and use Jenna's 'Blaze' so that the flame lights the unlit torch connected to the dragon. The dragon then throws a huge fire ball that almost breaks the large piece of ice. Head back up and back to the beginning of the ice puzzle. Go down instead. After, go down and meet with the half broken ice block. Use 'Burst' and blow up the rest of it... you don't have to check what's in the doorway because you can't do anything yet. Instead, go to the right and enter. You'll find another dragon head and two torches. Again, stand to the right of the flame and use Jenna's 'Blaze' to ignite the dragon. The dragon will clear all the icicles that block your path. Go to the newly opened path. In this hallway, go to the right and enter the first doorway you see. You'll find a treasure chest containing a valuable Orihalcon. Return, and continue going right. Enter here.

If you stand still for a few seconds, you'll realize that a huge fireball nearly misses you. First, go directly up and use 'Pound' on all the icicles. Come back down and cross right after the fireball hits the wall. Do the same on the right side, too. Once you're

finished, stand by the area where the flames cross. Those icicles you broke act like safe spots you must take in order to dodge the huge flame. So, quickly move from spot to spot until you reach the very top. You approximately have 2.5 seconds to move from each spot. Don't worry, this is quite easy. Enter the doorway after you're finished. Run through the hallway and at the end, you'll find yourself in front of a bigger ice puzzle. The prizes for completing this properly are great, you may get to own a new mercury djinni! Wait, don't move yet. Turn to the left and use Felix's 'Move' on the statue. Move it to the left once. Many people miss this part and are left trying really hard to complete this. Follow this: Go down, left, down, left, up, right, up, left, down, left, down. This should take you directly to the djinni. It will fight, so be prepared. It should have about 747-981 HP. You will gain 1112 EXP and 720 coins afterwards. After, Balm joins! Balm can revive ALL downed allies! After, go up and you're done the puzzle. Here, slide down and get the treasure chest. Inside is a Teleport Lapis, which is a very important field psynergy. This is your key to complete the Mars Lighthouse and enter some secret places around Weyard! Stand on the magic circle and use 'Teleport'. You'll be sent to the south a bit. Go to the left and walk through the fire/statue puzzle since the statue should still be present at the end. Once you're at the first ice puzzle, go south again. Return to that doorway I told you not to go to before. Inside should be a ring of blocks. Use Sheba's 'Reveal' and it should uncover a secret magic circle. After seeing it, be sure to use 'Teleport' on it while you're still in 'Reveal'-mode.

After de-materializing, you'll end up in the room where you got the Orihalcon. Don't slide down, go up instead. OK, here we have a face-paced puzzle. You're sort of almost timed. Be slow and you'll have to start over.. But wait, let's start going down first and get an artifact for the team. Behind the dragon head to the left is a treasure chest containing a Valkyrie Mail. Return and get your 'Pound' psynergy on one of your shoulder buttons (L or R) so it'll always be ready to use. After you're ready, slide down to press on the switch. You must race the flaming dragon to the end before it lights the larger dragon head, which will send you to a level below, which will mean starting over again. Quickly take out the icicles that block your path and make sure you don't get confused. Make sure you feel familiar with the path. Don't worry if you mess up a few times. As soon as you reach the end, enter the doorway. You'll find another magic circle. Before you use 'Teleport' on it, go up and run through the hallway. You'll soon find yourself in a room near another magic circle (where you would end up if you chose to teleport before doing this ;)) and a dragon head blowing fire constantly on the magic circle. Use 'Move' on the dragon statue and move to the statue to the right so you block the source of the fire. Return to the last magic circle and use 'Teleport' on it. When you reappear, go up the ladder and continue. After the hallway, you'll end up near a treasure chest. You are soon going to obtain the strongest weapon in the game (ok.. maybe the Dark Sword has a slightly higher attack rate, but hey, it's cursed), and the secret weapon that never showed up in the first Golden Sun (because it was only found by gameshark, do remember that ^^), but don't start jumping to the chest yet or else you'll slide right off, hehe. Instead, go to the left and jump down from there. Jump three times south, then immediately go to the right. and jump up. This way, you won't slide off (you would if you took the bottom route), so watch out for that. Once you make it through, open the chest... and inside is the mighty Sol Blade! This little baby has 200 attack points and unleashes one of the greatest unleashes in the game, if not, the

greatest unleash in the game, Meggido. Well, if you ask me, I like Excalibur's unleash better ^_^ . You can slide off the ice now, if you'd like, lol. It's probably the only way to restart this puzzle so you can continue on. Go south now once you're at the beginning of the room containing the Sol Blade. Go through the next 4 rooms. When you're in the room that has a path going straight up, with icicles left and right, take this time to prepare yourselves. Some say that this fight is extremely hard, so please, please watch out =D It seems that Mars Lighthouse has two guardians, but they're frozen right now. Go up to meet them and save. SAVE! Oh, please SAVE! When you're ready, use Jenna's 'Blaze' on the flames to light the other flame.. the ice will be partially broken. Take a deep breath and finally use 'Burst' to blow it open. 'Tis a shame that the dragons wouldn't die because of the blast... but you know.. they are of some significance.

Defeat the Two Flame Dragons

OK, so I will quote from the last paragraph that many people found this quite difficult. But then again, there are some... *cough* pro players *cough* out there that will laugh at what I just said. I'll just let you know, that these dragons are like flies if your party is level 70 8)

There are two dragons, but 1 is slightly larger than the other. Both dragons have about 5482-5600 HP. They are of the fire element so use Piers or maybe Mia also if her data was transferred.. if you use them as level 28 or so, I don't think they'll make it. Each turn, the dragons regain 4 PP and strangely, when my Sheba's weapon unleashed Nirvana, they restored an extra 20 PP afterwards... hm.. Their moves also include Cool Aura, Rising Dragon, Fiery Blast, Cage, Djinn Fest, Flame Breath, Supernova, and Rolling Flame. You may recognize these moves from an earlier encounter. Cool Aura is their way of restoring HP, Djinn Fest puts 1 djinni from each party member in "tired" mode, Cage has a low chance of happening (I never got hit with it), and the rest are just damage dealing attacks. Jenna would definitely play a major role in this battle because of two reasons. First, her fire synergy would be completely useless against these dragons, and her Aura spells are really great to use every turn in order to keep your party in good shape. So if you're a bit concerned, throw an Aura once every turn if you feel that you have enough PP. Don't be afraid to use any of those Psy Crystals you may have if you start to lose your PP very quickly. The two dragons can be fairly hard hitters, but with party healing, it should be OK. Also, some Djinni like Shade and Torch should be of some help, don't forget them. You will be able to earn 5004 EXP and 3393 coins afterwards.

When the dragons disappear, you'll find shocking news. They take the shape of the fallen Agatio and Karst. After waking up from their unconsciousness, they tell you that they were almost at the beacon of the Mars Lighthouse. But Agatio and Karst are feeling cold.. and Proxians are immune to the cold. They speak of the "eye" that made their minds go blank, telling them they did not have the will to go any further. They beg you to take the Mars Star and light the beacon, they want to see it once so they know they didn't die in vain. So walk up to Agatio and take the Mars Star. The dragon head will then speak to you...

You who hold the star,

open your heart and listen...
If you wish to reach the heavens,
give your star to me.

Go up to the dragon head and place the Mars Star in. It's in the Mythril Bag, many people miss it. Suddenly the whole lighthouse beings to rupture, turning all that is ice to molting lava. The dragon spits the Mars Star back out so claim it again. Congratulations, you've revived the Mars Lighthouse! But you're not done yet, your quest is notover. It's time to reach the top of the lighthouse and settle this once and for all!

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[45]. Free the Future of Weyard
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+++++++
Mars Lighthouse
+++++++

Reach the Heavens

Say goodbye to Agatio and Karst if you feel you need to. Otherwise leave this area by going south. I can't guarentee that it will work, but try using 'Retreat' to return to the beginning of the lighthouse, that's where you need to go. If not, go through the rooms one-by-one until you reach the very beginning. So, be in the very first room of the lighthouse. You remember.. the one with the Mimic there. Anyways, you want to take the middle door out of the three. Jump over all the platforms until you reach the end. When you're in the big room, go north and the dragon will once again speak to you.

You who hold the star,
open your heart and listen...
If you wish to scale the heavens,
set the four spirits aflame!

You can do this in any order, so feel free to skip ahead to do the others if you feel like it.

Light the Spirit of Water

Fish... With cold courage,
they ruled the water.

Enter the chamber. Run through this hallway, dodging the icicles that block your path. In the next room, you'll end up being outside. Continue running and running until you enter the room with a large ice puzzle. Starting at the right side, follow this: left, down, right, up, left, up. You should end up on the left side of the dragon head. Enter the next room and you'll notice some pipes in there. There are two puddles, one at the top right and one at the bottom left. We'll just refer those as left and right puddles. First, freeze the right puddle with 'Frost'. Afterwards, push the pipe to the left of it over so it connects. Next, go up near the door you

came in. Hug the left wall and go down. Place yourself in between the two pipes. Push the one above you up. You'll notice the flame appear elsewhere. Make sure you use 'Frost' on the left puddle so that both puddles are frozen now. Head back to the door and go a little to the right, then down the middle again. Push the pillar you just pushed down so it hits the ice pillar. Go back to hug the wall again and meet with the most southern pipe. Go behind it and push it up. OK, so now the pipe should be all fixed now. Exit this and return to the ice puzzle. Just restart the puzzle by falling off. Now, follow this: left, down, right, up, right, up. You should now be at the right side of the dragon head. Go up the ladder and use Jenna's 'Blaze' on the torch to light it up. Lots of the ice should now be gone. Get back down and start at the left side again. Follow this: left, down, right, down, left. You should now be at the end. After a room or two, you'll end up outside again. Go to the very north and you'll find a blue flame. Stand behind it and use Jenna's 'Blaze' on it. It will uncover the fish. Now you can exit the water chamber.

Light the Spirit of Earth

Mankind... With the power of wisdom,
they ruled the earth.

Enter the chamber. Walk through the rooms until you're inside a small room with three statues. The left and middle one should contain dragon heads spewing fire, so use 'Move' on the right statue to reveal a door. Inside, you'll find 4 more statues and another door. Don't enter the door, because that will be the door you come out of if you screw up on a puzzle. The first door on the very left is the only one containing something significant. Use 'Move' on it and enter. After a few rooms, you'll find three grey blocks. Jump over the edge to meet with the two grey blocks. Push the left block to the left once, then up once. Whoever has the Carry Stone should equip it. Use 'Carry' on the block and move it up. Go to the right block and push it to the right once, then up once. Use 'Carry' and move it up. Now you can climb up the ladder and push the remaining block over since you've created a bridge. Block the flames and go on the rope. When you've reached the end, push the statue over to the right. Get Felix's 'Sand' psynergy attached to one of your shoulder buttons. As soon as the fire moves to the left, use 'Sand' on the sand square and reappear when the flame passes to the right. Do the same for the remaining part of this puzzle. Don't slide down the slope at the end, or you'll have to do it again. Climb down the ladder and reach the end of the room. Once you're outside, use Jenna's 'Blaze' on the orange (or yellow...) torch. The image of a human will appear. Now exit this area and finally, enter the wind chamber.

Light the Spirit of Wind

Bird... On the wings of truth,
they ruled the winds.

Walk through a couple of rooms until you are left with

a choice: left or right cyclone teleport circle. Go to the left one and use 'Cyclone' to be transported. Go up and take the left teleport circle, do not take the right one! Afterwards, use Felix's 'Move' on the statue and push it to the right. Now slide down the slope, go to the right, and redo this puzzle. Once you're at the beginning of this whole puzzle, take the left teleport circle again. Now, instead of going to the left like you just did before moving the statue, go to the right. Now you'll end up where the flames used to be. Continue going up and go down the ladder. Walk around until you find a ring of stones. Use Sheba's 'Reveal' to uncover a hidden teleport circle. Use 'Cyclone' while in 'Reveal' to get transported. Now, your fingers have to be quick on this one. Might be better to have 'Move' on a shoulder button. As soon as the flame moves to the VERY left end (follow it as it goes), then quickly use 'Move' on the platform on the left and push it into the hole. Now you can get hit by the flames so you get pushed down. Go back to the left, go up the ladder, then use 'Hover' on the purple hover circle right before the flames touch you when they move to the left. Hover over the flames and continue going to the right. Then use 'Cyclone' on the last teleport circle. When you reappear, quickly move to the left side before you get roasted by the big dragon head right behind you. Grab the chest that contains a Psy Crystal. OK, so now be prepared. Right after the dragon spits out a fireball, start following it down. As soon as you meet the edge, quickly use Sheba's 'Reveal' to find a middle platform. As fast as you can, jump on it, then jump to the right and off. After doing this, you'll find yourself outside. Use Jenna's 'Blaze' on the purple flame and the image of a bird will appear. Exit this chamber and return to the main room.

Light the Spirit of Fire

Dragons... Burning with might,
they ruled the fires.

The first few rooms are quite easy, just run through them until you reach the door to the interior. But just wait, go further to the right and you can find the Alastor's Hood, an artifact. Once recieved, enter. You'll find yourself in a room filled with lava and two cracked walls. Go to the left first and use 'Burst' on the wall to break it. This part is quite simple as well, just keep jumping on the platforms on the lava and you'll eventually reach the switch. Press it and the dragon head above you will ignite the torch at the right side. Get back to the beginning of the room and go to the left wall. Use 'Burst' and again, jump through until you reach the end. Use Jenna's 'Blaze' on the newly lit torch and the dragon will nearly break the middle wall. Return to the beginning of the room and use 'Burst' on the wall. Jump through, going from ladder to ladder until you reach the next room. It's another pipe puzzle. Go down and push the pipe up. Continue on, going down across the fenced floor, going down underneath and up again until you're very near a dragon statue. Use 'Move' on it and push it so it is one step closer to blocking the flames. Now return to the area where you pushed the pipe up. Go right instead, down the steps and up the steps again. Now you should be able to use 'Move'

on it one more time and push it to the left so it completely blocks the flames. Return to that area now that the flames are blocked. Go up and dodge the flames for now, then go to the very top right. Go down the steps and back up. Go back to the first pipe that you moved in this room and push it back down. Squeeze through to the right, go down a little, then meet with the dragon statue you pushed twice. Meet with the flames you dodged earlier. Now that the fire is out, squeeze to the top of it so you're right above its head. Continue going down, down the steps and up the steps again. Then make a sharp counterclockwise turn and you'll be at the end of this puzzle! You're outside again, and you know what to do. Use Jenna's 'Blaze' on the red flame and the figure of a dragon will appear. After that's finished, exit the fire chamber.

The Final Showdown

Once you leave the last chamber, the dragon speaks again.

You have proven your worth!
The heavens await you!

The dragon spews a large fireball, uncovering a magic teleport circle. Save, get your party rested, everything you need before this final encounter. Please save ^_^..... so get yourself ready... and save... yup. Very important. ^_^

When you reappear after using 'Teleport' on the magic circle, jump across the floating platforms and take yourself closer to the lighthouse's beacon. Then, a mysterious voice speaks to you. Everyone then appears, wondering what it was. Before wasting any time, Piers suggests that Felix should cast the Mars Star in quickly. But, a strange invisible force prevents him from doing so. All of a sudden..... oops! I shouldn't be telling you this, silly me =D I will let you experience this without me spoiling it to you. So, the final battle commences!!

Fight for the Future of Weyard

Ah, yes... the final boss. Now, if you thought that the Flame Dragons were very difficult, this will hurt you. Of course.. I've read review from some.. *cough* pro players *cough* saying that it was so easy. Well then.. we'll let you decide whether it's easy or not! (maybe you should be at... level 40-50? 60 to be safe, eheh. Well, maybe that's a little much..)

There are a few stages to this last boss, and after each stage, it uses different and stronger attacks. At its first stage, it can use the following synergy:

- Djinn Blast (makes one character's djinn completely exhausted)
- Fiery Blast
- Cure
- Earthquake

- Blast Breath
- Haunt
- Psy Boost (restores 20 PP)
- Curse
- Flare Storm
- Thorn
- Earth Force
- Gravel Blow
- Quake Sphere

This boss gets to have many, many turns after your party makes a move, so you must be prepared to take the damage when it comes to you. After a long and gruesome battle with the first stage (first stage has A LOT of HP, probably around 6000) the second stage awaits.

The boss gets a couple of more turns in between, and is also able to use these psynergy as well as the ones above:

- Desert Gasp
- Clay Spire
- Spire
- Cruel Ruin (This is the one you HAVE TO BE WORRIED ABOUT!!!)
- Guard Aura (acts like Shade, Granite, Torch, except better)
- Serpent Fume
- Briar

Most likely, Cruel Ruin will be used almost every turn, so please be careful. Put that Sol Blade in good use. Megiddo will be very much needed here. Also be careful of Djinn Blast, it's even worse than the previous Djinnfest. The protective defense djinn will add to your party's defense, making them live longer and easier for a couple of turns. Rotate them around so they will always be ready. Resort to Wind psynergy to deal some damage. There isn't a real good strategy for this one, so try your best. And if the second stage wasn't good enough for you, you're just going to love the third stage.

Cruel Ruin is used every single turn, since the boss takes a couple of more turns each time. That's almost 6 attacks it could fit in before you get to choose what to do! My level 70 Sheba went down after a few Cruel Ruins (well.. consider the defense, and the fact I wasn't watching the fight, just tapping A, eheh) so watch out. No strong moves should be performed while the boss has casted Guard Aura, you should wait a couple of turns by using some intermediate psynergy and saving your advanced for later when the shield goes down. Umm.. well, I'm sorry for the bad strategy on this, it's more of explaining about it, so if you beat it with this data and nothing else, you're considered to be an Expert Golden Sun player ^_^

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 [46]. Aftermath and the Golden Sun
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+++++++
 Mars Lighthouse
 +++++++

The Destruction

Once the battle is over, you'll find out the rest of the story, along with some answers you've been waiting for all this time. Of course, I can't speak any of this for spoiler purposes, so you'll have to discover it. Gah... yeah, there's a lot that happens, 'tis a shame that this chapter isn't that long.

So, after the main part happens, you'll be at Prox. And.. something happens, and, I cannot tell. Well, if you're that into knowing what happens, feel free to search around the website until you find it. I'll try and make the pages for your spoiling needs.

I think that's all I can say. It is true that there are many secrets to be uncovered and not explained in the game at all. Many players are wishing for a third installment to Golden Sun, but it has been many years since then. And yes, the Golden Sun exists ;) You'll learn about that, too. Congratulations! You have finally beaten Golden Sun: The Lost Age and proven yourself as a worthy alchemist.

Is there any more to Golden Sun: The Lost Age? Why, sure there is! There are also secrets too! Might just be covered in the next version ;) Hopefully it won't be too long.

The End!... or is it?

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To be Continued... haha!

5. The Adepts

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FELIX / GARCIA
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Element: Earth (Venus)
Home Town: Vale
English Name: Felix
Japanese Name: Garcia

Information: He is the main character in The Lost Age. In Golden Sun, while he was very young, he was swept away in a terrible storm, then saved by two antagonists named Saturos and Menardi. Now he owes them their life, and follows them to light the four elemental Lighthouses. Now that the Mercury and Venus Lighthouses were lit, and the enemies were defeated by the main characters of Golden Sun, he now journeys with his sister Jenna, a hostage kept by Saturos and Menardi named Sheba, an Alchemy sage named Kraden, and an imprisoned man named Piers.

=====
JENNA / JASMINE
=====

Element: Fire (Mars)
Home Town: Vale
English Name: Jenna
Japanese Name: Jasmine

Information: Jenna is Felix's sister. She had thought Felix and her parents died in the storm three years ago in the village of Vale. Jenna lived in Vale in the care of the villagers until the day she and Kraden were held hostage by two fiends named Saturos and Menardi. Her friends were two of the main characters in Golden Sun named Isaac and Garet. When the Venus Lighthouse was lit, she and three more were swept away on the island of Idejima, lost at sea, until now.

=====
SHEBA
=====

Element: Wind (Jupiter)
Home Town: Lalivero
English Name: Sheba
Japanese Name: Sheba

Information: This young adept was taken hostage by the ruler of Tolbi, then taken by Saturos and Menardi to gain access to the Jupiter Lighthouse. It was told that she fell from the sky into the hands of the villagers of Lalivero. She possesses the same Jupiter powers as Ivan.

=====
PIERS / PICARD
=====

Element: Water (Mercury)
Home Town: Lemuria
English Name: Piers
Japanese Name: Picard

Information: The blue-haired Mercury Adept who was locked away in the town of Madra. He joins your party much later in the game when you reach the third continent. Upset about hurting an innocent being with his Psynergy, he is locked away. His identity becomes confused with pirates from Champa. But, he possesses great powers in the form of ice and water.

=====
ALEX
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Element: Water (Mercury)
Home Town: Imil
English Name: Alex
Japanese Name: Alex

Information: Alex is Mia's apprentice to guard the Mercury Lighthouse near the village of Imil. Suddenly his feelings have

changed, and decided to follow Saturos and Menardi to light the lighthouses for power. Alex had then protected Jenna and Kraden when they were going to Idejima, but when he suddenly disappears, he has somewhat joined Karst and Agatio in their quest to stop those preventing the lighting of the lighthouse. Is he one of the good people? Or another of the evil side? Alex is very unknown.

=====
KARST
=====

Element: Fire (Mars)
Home Town: Prox
English Name: Karst
Japanese Name: Karst

Information: One of the antagonists of The Lost Age, she is Menardi's younger sister. She is seeking revenge for her sister's defeat by Isaac. Karst appears even later in the game than when Piers joins your party.

=====
AGATIO
=====

Element: Fire (Mars)
Home Town: Prox
English Name: Karst
Japanese Name: Agatio

Information: The second of the antagonists. He is the most strongest from Saturos's tribe of the north. Seeing that Saturos was defeated, he races Felix and company to the remaining lighthouses.

=====
ISAAC / ROBIN
=====

Element: Earth (Venus)
Home Town: Vale
English Name: Isaac
Japanese Name: Robin

Information: Isaac was the leader and the hero of Golden Sun. He is just as good in both defense and Psynergy as Felix is. His father, Kyle, had died in the storm that was conjured by the enemies, Saturos and Menardi, three years ago. Isaac is accompanied by his friends Garet, Ivan, and Mia.

=====
GARET / GERALD
=====

Element: Fire (Mars)
Home Town: Vale
English Name: Garet
Japanese Name: Gerald

Information: Garet is Isaac's childhood friend. He has always had faith in Isaac's decisions, and would be at his side for as long as

life takes them. Sometimes Garet would speak without thinking, thus causing some very strange replies from him. Most of the time, Garet relies on Isaac's decisions.

=====
IVAN
=====

Element: Wind (Jupiter)
Home Town: Contigo
English Name: Ivan
Japanese Name: Ivan

Information: Ivan is the youngest out of the party in Golden Sun. His Jupiter powers are very useful, whether it be to read a person's mind, or to reveal hidden truths. Ivan was stuck in the town of Vault, due to the disappearance of the Shaman's Rod - a staff that Master Hammet, a person Ivan looks up to, owned. When Isaac and Garet helped him out, he decided to follow to help them on their quest, and freeing Master Hammet from his capture in the process, and he had succeeded. In The Lost Age, he discovers his true hometown, and his long-loved sister named Master Hama.

=====
MIA / MARY
=====

Element: Water (Mercury)
Home Town: Imil
English Name: Mia
Japanese Name: Mary

Information: Mia is part of the Mercury Clan, protecting the Mercury Lighthouse from any enemy who wishes to light it, but she failed once Alex, Mia's apprentice, suddenly turned evil. The lighthouses require an adept of the same element to open up the entrance. Nobody would've been able to get in, but under Saturos and Menardi's influences, they used Alex to get in, and they successfully lit the lighthouse with the Mercury Star. Mia now journeys with Isaac for helping her through many troubles.

=====
SATUROS / SATYROS
=====

Element: Fire (Mars)
Home Town: Prox
English Name: Saturos
Japanese Name: Satyros

Information: Saturos was part of the Fire Clan of the North. He, with Menardi, travelled and attempted to light the four elemental lighthouses. They so far have succeeded in lighting two of them, but has been defeated at the top of the Venus Lighthouse by Isaac and his party. Now Agatio has appeared, and is taking over Saturos's role.

=====
MENARDI / MENADI
=====

Element: Fire (Mars)
Home Town: Prox
English Name: Menardi
Japanese Name: Menadi

Information: Menardi was the second of the antagonists in Golden Sun. She, too, is with Saturos to light all four lighthouses. So far, two are now lit, but was defeated along with Saturos by Isaac and his party. Now Karst, her younger sister, appears and attempts to light the lighthouses with Agatio, and get revenge for her sister's defeat as well.

6. Djinn Guide

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What is a Djinni?
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Djinn are creatures that grant new and powerful types of Psynergy. They can do a lot of damage, and can summon monsters to help you in battle. While some Djinni can be in plain sight, the others are found by solving puzzles or locating hidden areas. Djinn will join your party right away, but if they have their doubts, you'll have to take them on a battle. Win and the Djinni will join your party. If they run away during a battle, leave the area and come back, they'll be waiting in the same spot. There are a total of 72 Djinn in the game, 9 for each character, 18 of each element -- Earth, Fire, Wind and Water. Once all of them are gathered, something mysterious happens...

=====
Monster Summons
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If you have more than 1 Djinn of a certain element, they can summon gigantic monsters that do a ton of damage. This chart shows the 16 monsters you can summon using 1-4 Djinni of a certain element, including some mixes using the combo tablets found in the game.

Regular Summons

=# of Standbys=	=Earth=	=Fire=	=Wind=	=Water=
1	Venus	Mars	Jupiter	Mercury
2	Ramses	Kirin	Atlanta	Nereid
3	Cybele	Tiamat	Procne	Neptune
4	Judgment	Meteor	Thor	Boreas

For pictures, check out this page:
<http://planetnintendo.com/goldensun/screenshots/djinn>

Stone Tablets

=Standby Djinn Needed=	=Name=	=Description=
1 Venus, 1 Mars	Zagan	This beast appears in a blast and smashes the enemies using its large axe-hammer
1 Mars, 1 Jupiter	Megaera	Two swords stabs the enemies from the sky, and explodes revealing an angel-like woman afterwards
1 Venus, 2 Jupiter	Flora	In the sky, flower pedals appear to reveal a beautiful mistress, and she gathers the pedals to form a circle and attacks the enemies with them
1 Jupiter, 2 Mercury	Moloch	Snow falls from the sky, revealing a dog-like beast, a snow blast is then shot out of its mouth at the enemies
2 Mercury, 2 Mars	Ulysses	A red paper falls from the sky, transforms into a beautiful mistress, who then sends the flaming papers to claws that smash into the enemy
3 Venus, 2 Mercury	Haures	A blue fiend rises, and dashes towards the foes. With its orange claws, it slashes its victims with great speed.
2 Mercury, 3 Jupiter	Eclipse	A large dragon appears in the night sky, and prepares for a large blast, the blast is very similar to Judgment's
3 Jupiter, 3 Mercury	Coatlilcue	In the sea, forms of blue rings appear. A woman with bells appears and showers bubbles upon your party to heal HP.
3 Venus, 4 Mars	Daedalus	The Master Craftsmen, a robot-machine-like monster appears, blasting missiles and a large one towards the enemies.
3 Venus, 4 Mercury	Azul	A leviathan, it crushes the screen and takes the

enemies into the ocean,
and blasts them with its
power.

4 Mars, 5 Jupiter	Catastrophe	A huge monstrosity appears in the red, thunderous sky, and sends a purple dragon of lightning to the foes and attacks with heavily force.
8 Venus, 2 Jupiter	Charon	A black monster appears, uses its power, and sends a black orb towards the foes; the power of death.
9 Mars, 4 Mercury	Iris	The most powerful summon, this mistress appears in the sky and sends raining blasts of energy to the foes, brings them up and sends them into the sun. She heals all 8 of your characters and revives them if needed.

For pictures, check out this page:
<http://planetnintendo.com/goldensun/lostage/screenshots/summons>

=====
Set and Standby
=====

There are 2 settings linked Djinn could be in, Set and Standby. Each Djinn have a special power. A Set Djinni is when it is ready to use its power in battle. Once you've used that power, it automatically goes into Standby. Djinn in Standby mode can summon monsters, but when you do, you'll lose some of your stats, attacks, and maybe change to another class, until the Djinn is Set again. Djinn work best with characters of the same elements, like the Earth Djinn working best with Felix. On the Djinn screen, Djinn in red text means that they are in Standby mode, white text means that they are Set, and yellow text means that they are recovering from summoning monsters. You can press 'R' on the Djinni to Set or Standby, except for recovering Djinni.

=====
Djinn Locations
=====

Venus Djinn

- Echo - Appears on the World Map after you go through Daila.
- Iron - Appears in a random battle at the west of Madra.
- Steel - Found inside the Gabomba statue.
- Mud - Found in the Gabomba Catacombs.
- Petra - Found in a forest a little northeast of Shaman Village.

Mercury Djinn

Fog - Found in the Kandorean Temple, 'Lash' is needed.
Sour - Found Northeast of Mikasalla in a little forest.
Spring - Piers carries this Djinni when he joins your party.
Shade - Piers carries this Djinni when he joins your party.
Balm - In the Mars Lighthouse after solving the ice puzzle.

Mars Djinn

Cannon - Found in the Dehkan Plateau after a series of puzzles.
Char - Found in Madra after giving the elder the Healing Mushroom.
Spark - Found in Mikasalla after using 'Scoop' near the sheep.
Kindle - Found near the end of the Gondowan Cliffs.
Reflux - Found inside the Tundaria Tower.

Jupiter Djinn

Breath - Found in the Shrine of the Sea God after trapping it.
Blitz - Found in the Yampi Desert after completing a puzzle.
Ether - Given to you by the Lycanthropes in Garoh.
Waft - Found in the Kibombo Mountains, Piers's 'Frost' needed.
Steam - Found in Aqua Rock.
Haze - Found near a waterfall in Apojii Islands.
Virus - Found southwest from Tundaria Tower.

=====
Djinn Powers
=====

Venus - Echo - Attack with double strike
Venus - Iron - Boister the party's Defense
Venus - Mold - Strike a foe
Venus - Crystal - Restore HP to all allies
Venus - Steel - Siphon a foe's HP with a kiss
Venus - Mud - Slow a foe with sticky mud
Venus - Flower - Refresh allies and restore HP
Venus - Meld - Launch a powerful team strike
Venus - Petra - Turn a foe to stone
Venus - Salt - Restore allies' status to normal
Venus - Geode - Strike with a clod of earth
Mars - Cannon - Strike with the power of Mars
Mars - Spark - Revive an ally with cheers of support
Mars - Fury - Call wandering souls to attack
Mars - Fugue - Drop enemies' PP with fatigue
Mars - Kindle - Increase all allies' Attack
Mars - Char - Paralyze foes with a strong blow
Mars - Coal - Boosts everyone's Agility
Mars - Reflux - Counter an enemy's attack
Mars - Core - Strike through an enemy's defense
Mars - Tinder - Revive a downed ally
Mars - Corona - Boost party Defense
Jupiter - Breath - Restore HP quickly

Jupiter - Blitz - Numb a foe with a lightning strike
Jupiter - Lull - Negotiate a temporary cease-fire
Jupiter - Gale - Blast enemies with wind strike
Jupiter - Ether - Focus will to restore PP
Jupiter - Waft - Calm a foe with soothing scents
Jupiter - Haze - Hide away to avoid damage
Jupiter - Wheeze - Poison a foe as you strike
Jupiter - Aroma - Restore everyone's PP
Jupiter - Whorl - Take a deep breath and strike
Jupiter - Gasp - Call the grim reaper on your foes
Mercury - Fog - Blind an enemy with fog
Mercury - Sour - Reduce foe's elemental resistance
Mercury - Balm - Restore HP with calming water
Mercury - Serac - Absolute zero kill attack
Mercury - Spring - Restore HP with healing herbs
Mercury - Cascade - Create a watery shield
Mercury - Chill - Reduce foe's Defense with strike
Mercury - Steam - Increase allies' elemental strength
Mercury - Rime - Seal a foe's Psynergy
Mercury - Gel - Weaken foe's Attack
Mercury - Eddy - Speed up Djinn recovery time

=====
Join or Attack
=====

Joins

- Venus - Echo
- Mars - Spark
- Mars - Char
- Jupiter - Ether
- Jupiter - Haze
- Jupiter - Aroma
- Mercury - Spring
- Mercury - Shade

Attacks

- Venus - Iron
- Venus - Steel
- Venus - Mud
- venus - Petra
- Mars - Cannon
- Mars - Kindle
- Mars - Reflux
- Jupiter - Breath
- Jupiter - Blitz
- Jupiter - Waft
- Jupiter - Wheeze
- Mercury - Fog
- Mercury - Sour
- Mercury - Steam

7. Boss Guide

=====
Chestbeater x3
=====

HP - ????
Type - Earth
Weakness - Fire
Resistance - Wind

Use your party's Psynergy to attack and inflict a large amount of damage. If your HP is running low, use Felix's Cure, or any Herbs that are equipped on your party members if you haven't already. Don't forget about the Earth Djinni Echo. You can unleash its power upon the middle ape, or if you have done that already, unleash Venus upon all three. After a few turns, you will be able to do it again. These apes are resistant to Sheba's Jupiter Psynergy, but are weak against Jenna's Mars Psynergy. For her, use the last Psynergy she has. One thing you should note, is that these apes know how to use items! They will use Herbs on each other whenever HP becomes low. Continue these tactics, and the apes will be defeated.

=====
King Scorpion
=====

HP - 1024-1071
Type - Earth
Weakness - Fire
Resistance - Wind

Unleash a fury of Djinni and summons, they will do lots of damage. Sheba attacks first, and Felix attacks last, yet he has curative Psynergy, and the scorpion attacks before Felix makes a move. If Sheba is hurt, let her use her own Herb if she has them, and let Felix heal himself. Just make sure that none of your party members fall, you won't be able to revive them until you reach a sanctum that is found in villages and in towns. The battle shouldn't take you long, keep slashing it with your Djinni and it should be finished quick.

=====
Briggs and Sea Pirates
=====

HP - ????
Type - Human (Non-elemental)
Weakness - Earth/Fire/Wind/Water
Resistance - None

This battle is a little tricky, because Briggs has a special technique that calls more pirate members to join the battle. The thing you should do is knock him out first. They are weak against all elementals, so unleash anything you have, whether it be Psynergy, Djinni, or summons, they will do a lot of damage. Make sure when attacking all the enemy's party, that you have the larger arrow on Briggs, or single Psynergy works well. The battle starts with one

pirate member, but in the battle, Briggs will eventually call more members. Prevent a whole army of them by wiping Briggs, like I stated before. You will be glad when you defeat him.

=====
Aqua Hydra
=====

HP - 2633-2794
Type - Water
Weakness - Fire
Resistance - Wind

This is one tough cookie, with an unbelievable amount of HP! For a start, attack it using all your Djinni, but make sure you use the Mercury Djinni Shade, as it creates a great protection and it is the very first to act, no matter the speed of the enemy or the party. Once all of the Djinni of an elemental group are on Standby, unleash your attacks! When they're resting to be set again, attack using Felix's Ragnarok and with your best Psynergy moves. Using a level three or four summon creates so much leathal damage, you wonder when the Aqua Hydra will go down. Its attacks include Douse, poison inflicting attacks, lowering your party's Defense status, and even tsunami waves. It's weak against fire, just like the Aqua Jelly. It has a whopping 2633-2794 HP. It'll give you 1251 EXP and 2095 coins only if you defeated it using a Mars Djinni (I defeated it using Mars Djinni Cannon). You'll recieve less if you didn't. It'll possibly give you a Vial when defeated.

=====
Avimamander
=====

HP = 3577-3719
Type - Fire
Weakness - Water
Resistance - Fire

This Avisalamander is a big, red, dragon. It has about 3577-3719 HP and is a fire element. Be warned that this boss will absorb some of your fire psynergy. It's weak against the Mercury element so make sure you summon many gods. Refrain from using any Mars Djinni. It'll attack you with attacks such as Blast, along with many others. Once you defeated it, it'll give you 2176 EXP and 1330 coins. It'll also drop an item.

=====
Poseidon
=====

HP - 4835-4958
Type - Water
Weakness - Fire
Resistance - Wind

Players will quickly find out that this boss will be unharmable without the trident weapon. Quickly prepare your defense using your djinni, and when the character with the 3 Trident Sword comes in, use it. A great sword will appear from the sky and stab Poseidon. It'll harm the merman, but it won't kill him. He'll have

a whopping 4836-4958 HP, but he's weak against the fire element. His mercury psynergy is very powerful and will target the whole party at some times. You'll get 2930 EXP and 3762 coins.

=====
Moapa and Knight x2
=====

HP - 3000
Type - Human (Non-elemental)
Weakness - Earth/Fire/Wind/Water
Resistance - None

This battle is very difficult since you had to get rid of some weapons and items during Trial Road. You still have your djinni with you, but you must be careful about your defense. Any element is very effective against Moapa and his two Knights. I recommend using Shade on the first turn since it's a great shield and that it acts first. Then don't use any djinni at all. Don't even summon Mercury after you used Shade. After you used Shade, just use your psynergy and your physical attacks, but don't move Shade so you can keep your defense against attacking items such as the Crystal Powder and Briar Seeds Moapa will use against you. Keep attacking, keep healing, and just make sure that Felix has his 'Revive' psynergy just in case. Moapa has about 3000 HP and each Knight has about 1786-1932 HP. When you win, you'll get 3340 EXP and 2870 coins, and also you get the Hover Jade when you're finished.

=====
Agatio and Karst
=====

HP - ??? (pretty high)
Type - Fire
Weakness - Water
Resistance - Fire

For the beginning of the fight, only you and Piers will take on Agatio and Karst. Then later, Jenna will come. After a few turns, Sheba will arrive. It's time to defeat them now! Karst has a special ability called Djinnfest that will put one Djinni on each character to recovery mode. This can make it difficult for you to summon Djinn. Agatio has many powerful fire attacks that damages the whole party. Have Piers summon Shade for some great defense for a few turns. Have Jenna to use Healing Aura every turn since fire attacks won't be doing a lot of damage to Agatio and Karst. Each character is best to have their own elemental Djinni so that characters like Felix will have Revive and Potent Cure to use. Piers will be the strongest one in this fight so you should use him wisely. Keep Felix alive since he's most likely going to be the 'reviver' in the team. Definently be careful with Sheba and watch over her. Slowly cast up to four Djinni on each character EXCEPT for Jenna. Jenna uses Healing Aura or Aura every single turn. When the four Djinni become set after summoning, summon Judgment, Boreas, and Thor. Then when those Djinni are in the recovery mode, use the other Djinni and get up to four again to summon some more. Always aim the larger arrow on Agatio because Karst is almost useless if she's by herself. Always use Piers's Shade whenever Shade comes back from recovery mode. If you keep this up, they're gone in no time! I didn't calculate their Hit Points, but they're pretty much high like every other tough bosses. They'll give

you 5813 EXP, 9020 coins, and Dark Matter used for forging.

=====
Flame Dragon x2
=====

HP - 5482-5600
Type - Fire
Weakness - Water
Resistance - Fire

There are two dragons, but 1 is slightly larger than the other. Both dragons have about 5482-5600 HP. They are of the fire element so use Piers or maybe Mia also if her data was transferred.. if you use them as level 28 or so, I don't think they'll make it. Each turn, the dragons regain 4 PP and strangely, when my Sheba's weapon unleashed Nirvana, they restored an extra 20 PP afterwards... hm.. Their moves also include Cool Aura, Rising Dragon, Fiery Blast, Cage, Djinn Fest, Flame Breath, Supernova, and Rolling Flame. You may recognize these moves from an earlier encounter. Cool Aura is their way of restoring HP, Djinn Fest puts 1 djinni from each party member in "tired" mode, Cage has a low chance of happening (I never got hit with it), and the rest are just damage dealing attacks. Jenna would definitely play a major role in this battle because of two reasons. First, her fire psynergy would be completely useless against these dragons, and her Aura spells are really great to use every turn in order to keep your party in good shape. So if you're a bit concerned, throw an Aura once every turn if you feel that you have enough PP. Don't be afraid to use any of those Psy Crystals you may have if you start to lose your PP very quickly. The two dragons can be fairly hard hitters, but with party healing, it should be OK. Also, some Djinni like Shade and Torch should be of some help, don't forget them. You will be able to earn 5004 EXP and 3393 coins afterwards.

=====
Doom Dragon
=====

HP - N/A
Type - N/A
Weakness - Wind
Resistance - Earth

There are a few stages to this last boss, and after each stage, it uses different and stronger attacks. At its first stage, it can use the following psynergy:

- Djinn Blast (makes one character's djinn completely exhausted)
- Fiery Blast
- Cure
- Earthquake
- Blast Breath
- Haunt
- Psy Boost (restores 20 PP)
- Curse
- Flare Storm
- Thorn
- Earth Force
- Gravel Blow
- Quake Sphere

This boss gets to have many, many turns after your party makes a move, so you must be prepared to take the damage when it comes to you. After a long and gruesome battle with the first stage (first stage has A LOT of HP, probably around 6000) the second stage awaits.

The boss gets a couple of more turns in between, and is also able to use these psynergy as well as the ones above:

- Desert Gasp
- Clay Spire
- Spire
- Cruel Ruin (This is the one you HAVE TO BE WORRIED ABOUT!!!)
- Guard Aura (acts like Shade, Granite, Torch, except better)
- Serpent Fume
- Briar

Most likely, Cruel Ruin will be used almost every turn, so please be careful. Put that Sol Blade in good use. Megiddo will be very much needed here. Also be careful of Djinn Blast, it's even worse than the previous Djinnfest. The protective defense djinn will add to your party's defense, making them live longer and easier for a couple of turns. Rotate them around so they will always be ready. Resort to Wind psynergy to deal some damage. There isn't a real good strategy for this one, so try your best. And if the second stage wasn't good enough for you, you're just going to love the third stage.

Cruel Ruin is used every single turn, since the boss takes a couple of more turns each time. That's almost 6 attacks it could fit in before you get to choose what to do! My level 70 Sheba went down after a few Cruel Ruins (well.. consider the defense, and the fact I wasn't watching the fight, just tapping A, eheh) so watch out. No strong moves should be performed while the boss has casted Guard Aura, you should wait a couple of turns by using some intermediate psynergy and saving your advanced for later when the shield goes down. Umm.. well, I'm sorry for the bad strategy on this, it's more of explaining about it, so if you beat it with this data and nothing else, you're considered to be an Expert Golden Sun player ^_^

8. Psynergy Guide

=====
-Psynergy Gems-
=====

Gem	Psynergy	What it Does	Found In	PP
Scoop Gem	Scoop	Shovels up sand to reveal hidden holes and items	Yampi Desert	1
Lash Pebble	Lash	Picks up the rope and extends it to the nail	Kandorean Temple	1

Pound Cube	Pound	Pounds down a pointed pillar down	Dehkan Plateau	2
No Gem	Reveal	Reveal hidden truths	Sheba learns at Air's Rock	1
Hover Jade	Hover	Levitate into the air	Shaman Village	2
No Gem	Burrow	Burrow underneath sand	Felix learns at Gaia Rock	2
Lift Gem	Lift	Lift up boulders	Garet has it	2
Catch Beads	Catch	Pick up items from afar	Ivan has it	1
Freeze Gem	Freeze	Freeze water puddles into ice pillars	Piers learns, Mia has it	5
Douse Gem	Douse	Make rain pour from above	Piers learns, Mia has it	5
No Gem	Parch	Make water pools dry	Piers learns at Aqua Rock	2
Tremor Bit	Tremor	Shake items to make them fall	Madra Catacomb	1
Cyclone Chip	Cyclone	Use a whirlwind to blow away grass	Madra	2
Burst Brooch	Brooch	Blow up walls	Tundaria Tower	2
Grindstone	Grind	Pull down large rocks into water	Felix learns at Lemuria	2
Teleport Lapis	Teleport	Transport you from place to place	Mars Lighthouse	?
Carry Stone	Carry	Lift and move obstacles	Isaac has it	2

=====
What are Stone Tablets?
=====

Stone Tablets are found all over the the world in The Lost Age. They are not easily found, but they can provide you new and powerful monster summons when used with Djinn. They can mix two elements together making a stunning display of power and new strategies of attacking the enemies!

=====
Stone Tablet Locations
=====

- ..Zagan - Found in the Indra Cavern
- ..Megaera - Found in the cave northeast of Mikasalla ('Scoop' needed)
- ..Flora - Found inside Air's Rock
- ..Moloch - Found in the ruins underneath Madra ('Tremor' needed)
- ..Ulysses - Found in the cave underneath Izumo. Move the rock in Stonehenge and use 'Reveal'
- ..Horace - Found in the North Angara Continent Cave (north of Roho)
- ..Eclipse - Won in the coin-tossing game at the fountain in Lemuria
- ..Coatllicue - Found in the Southeast Ateca Continent Cave ('Parch' needed)
- ..Daedalus - Found in Yampi Desert. Use 'Sand' to climb up the sand falls and then use 'Teleport'
- ..Azul - Found in the Eastern Sea North Treasure Island after defeating the Star Magician
- ..Catastrophe - Found in Small Island Cave after defeating Sentinel
- ..Charon - Found inside Anemone Temple at the entrance
- ..Iris - Found inside Anemone Temple after defeating Dullahan

10. Secrets

Hopefully be released in the next version!!

11. FAQ

Q. How many players are available in The Lost Age?
A. 8

Q. How many Djinn are in the game?

A. A whopping 72!

Q. Are there really Light, Dark, and Psy Djinni?

A. No! They were just rumors.

Q. What happens when you transfer data from Golden Sun?

A. Weapons, characters, and much more are sent to the Lost Age, they can then be used for special parts of the game.

Q. Are there transportation Djinni?

A. Nope, they were just rumors.

Q. Why aren't the Japanese names for the characters used?

A. Sadly, you can only input a maximum of 5 characters for each of your own player characters (PC). That's why Garret has been changed to Garet, Jasmine has been changed to Jenna, etc.. Piers couldn't be Picard. Now maybe Mary was still okay, but perhaps Mia sounded a bit better. I don't know, ask the Taka Brothers ^_^

Q. Where is Piers? He escaped from jail but now I can't find him!

A. That part can be found in the walkthrough. If you can't find it, here are the steps to reach him!

1. Go west of Madra, and through the Continental Crossing. 'Scoop' is needed to get through. Make sure you get the Djinni here!

2. Once through, go north to find a native village. You can buy weapons and all of the sort, but once you're done, head further north.

3. There is a mountain pass here. Sneak in without the guards noticing to reach the end.

4. Now you're on the other side. Go further north, until the sky gets dark. Enter the village, and sneak in.

5. You'll find out there is a ceremony in place. Piers can be spotted here.

Q. How can you transfer data to Golden Sun: The Lost Age?

A. Two ways, by password or by link cable. On the black screen in Golden Sun, hold L, R, Directional Left, then press 'B'. It will bring up a new 'Send' option, by clicking there, you'll be asked if you want to transfer by password or link cable. If you have a link cable handy, and another GBA, just link them up and the data will be transferred easily. By clicking on Password, you'll be asked if you want to choose Gold, Silver, or Bronze. Gold will transfer the most data, but requires a six-paged password. Bronze transfers the least data, but only requires a few pages. Capitals count, copy down the code, then when you start a new game on Golden Sun: The Lost Age, input the password to transfer your data.

Q. Is Isaac playable?

A. Yes, when you reached the top of the Jupiter Lighthouse and have completed it.

Q. Is the Mars Lighthouse accessible?

A. Yes

Q. I don't know where to get/learn Lift!!

A. Don't worry, Garet carries it with him when he joins your party.

Q. How come you can't get 'Force'?

A. You can only get 'Force' if you transferred your clear data in Golden Sun. If not, Ivan won't even know the technique. It is not used for any importance, but it is used to get the remaining Djinn.

Q. How accurate are the Japanese towns, names, etc.?

A. Hmm.. In katakana, for example, the letter 'l' can be 'r' or vice-versa, so Madra can easily be Madola. Matthew can read Japanese and I bet he chose the best translation for them. Most likely Camelot will change the names when the English version is released.

Q. Your djinni name are a big mixed up...

A. Yes, well, I'll get that fixed after the English one arrives.

Q. Did you know that you missed the Cloud Brand?

A. Hey, hey, you don't know how many e-mails I got about this! I already have it in the walkthrough! Maybe search for it? I'm sure I put it in there.. hm..

Q. Why is Sheba missing her 'Whirlwind'? I really need it!

A. Be sure to check the Djinn combination she has. They should all be Jupiter. If that's not possible, put the other elementals on Standby. Or, if that doesn't work, check if she's equipped to one of the 3 class-changing items, the Mysterious Card, the Trainer's Whip, or the Tomegathericon.

Q. Where exactly is the Islet Cave? There are many Islets around.

A. The only Islet Cave with that name is found after completing what I like to call, the "Animal Trading Sequence". At the final stage, the turtle will take you to the secret Islet Cave.

Q. Why aren't you e-mailing me back?

A. One, how I organize e-mails is really bad. I read through them, and if I don't have the answer to them yet, I leave them alone and read the next ones. Then I try and remember and set those ones unanswered to "Mark As Unread". I get mixed up often. Two, it's a rom question. Three, if I'm just not getting to you, try out the phpBB forums at the website. There are many friendly GS players there that'll gladly help you out :)

Q. I got a password at the end of The Lost Age!

A. This can be used for secrets, like unlocking 99 pieces of music in the lobby where you can battle your friends with the link cable.

Q. What does the ending mean?

A. That, I cannot say, you need to think about it for a while :)
I usually get in trouble for telling spoilers.

Q. Is there going to be a Golden Sun 3?

No news, trust me. The idea is still 'up in the air'. Camelot needs to finish up the Mario Tennis/Golf games for the Gamecube, and after that's finished, we might hear news.

Q. E3 has gone by... Golden Sun 3 a no-show?

Well, Mario Golf: Advance Tour was shown, but no news at all.

It's a shame, since many Golden Sun sites (including mine) are slowly down because of the lack of inspiration and fans. It is truly difficult, but there absolutely is no news of Golden Sun 3..

Q. Do you think Golden Sun 3 will be on the Gamecube if there was one?

Many people do not like the idea of it being on the Gamecube, and it should be on the GBA. Consoles are changing all the time, so Golden Sun may be featured on the new console after the Gamecube, or maybe it could be on the DS. Hey, you did know about the next next gen console, right? That's what Zelda: Wind Waker 2's gonna be on, sweet graphics! ^_^ Oops, going off topic now...

Q. Can you send me your passwords for the games?

A. O_O.....

Actually, I honestly don't have any with me. You're better off to ask the people at the forums.

Q. Sol Blade DOES exist, how come you didn't put it in the weapon guide?

A. This refers to the Weapon Guide at the website. I did get a couple of e-mails regarding this. Please make sure you're reading the Lost Age Weapon Guide and not the Golden Sun Weapon Guide ^_^

Q. My password doesn't work.

A. Check over your password because there's always a typo that you made. They will always work if you inputted it correctly.

Q. My question is not here.

A. Go to the phpBB forums! They can be found here:
<http://boards.goldensunrealm.com>

Q. When are you going to update your Walkthrough??

A. Please, be patient, my friends!

Have a question? My e-mail is listed further towards the end of the walkthrough.

12. Special Thanks and Credits

- Matthew Whitehead for the best help of translating Japanese Djinn, Weapons, Towns, Villages, Temples, and everything that is translated in the Walkthrough! The Walkthrough wouldn't have been made if it weren't for his help. Thank you for being Editor, helping me learn Katakana and giving translations on the story line. You are the BEST! :)

E-mail: mwhead2@prodigy.net

- Gekigangar3 and Poigny for noticing that the "Douse Bubble look-a-likes" are actually Vials!

E-mail: baka_007@hotmail.com

E-mail: poigny25@hotmail.com

- Camelot and the Takahashi Brothers for making two of the best RPGs for the GBA!

URL: <http://camelot.co.jp>

- Planet Nintendo for hosting my site and encouraging me to put a lot of effort into it! ^_^

URL: <http://www.planetnintendo.com>

- And to everyone who is viewing my walkthrough :)

If I am missing anybody, please contact me right away!

You like reading this, dontcha? That's why you're in this section.

Gee, ^_^

13. Version History

Version 1.0 - Finished 5.26.2004

Version 0.9 - Finished 5.19.2003

Version 0.8b - Finished 4.12.2003 (Translating Process - Part 2)

Version 0.8a - Finished 3.30.2003 (Translating Process - Part 1)

Version 0.7 - Finished 1.25.2003

Version 0.6 - Finished 1.19.2003

Version 0.5 - Finished 8.24.2002

Version 0.4 - Finished 8.15.2002

Version 0.3 - Finished 8.03.2002

Version 0.2 - Finished 7.27.2002

Version 0.1 - Finished 7.17.2002

14. About the Author

Hello to all that is reading this. My alias in the internet can be seen as either Cinder or Cinderquil. (mostly it's Cinder nowadays).

I have had Golden Sun Realm since the middle of January 2002. I am really proud of it! Sometimes I have to ask for help, and that's when all the e-mails start to flow in. Friends that I know so well, I recieve help that really makes me feel much more better. I have quite a few projects to finish, so I'm always busy. Hey, why're your reading this? ^_^

15. Copyright Information

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All of this information comes from the playing The Lost Age, my Golden Sun website, and tons of translations by Matthew Whitehead. The only place(s) that the walkthrough is found are:

GameFaqs - <http://www.gamefaqs.com>

Golden Sun Realm - <http://www.planetnintendo.com>

Cheat Happens - <http://www.cheathappens.com>

IGN FAQs - <http://faqs.ign.com>

Neoseeker - <https://www.neoseeker.com>

GBA World - <http://www.gba-world.com>
Gamespot - <http://www.gamespot.com>
Cheat CC - <http://www.cheatcc.com>

These sites will be notified of new versions as soon as they are ready, so you don't have to visit the site everytime to get them.

If there is a website that's using any portion of the guide, e-mail me right away.

Thank you, feel free to e-mail me. I'm truly sorry if you do not receive a reply. You can contact me through:

- goldensun@planetnintendo.com

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