

Golden Sun: The Lost Age Boss FAQ

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Section 1- What is this FAQ for?

This FAQ is to help people with the bosses for Golden Sun: The Lost Age. A lot of people have a hard time with some bosses, so I am giving a few strategies for each boss. Enjoy this FAQ! This is my third FAQ.

Section 2- How to read this FAQ.

This FAQ is organized like this:

Difficulty:

Best Djinn to have:

Djinn Settings:

Character Levels:

Strategy #1:

Strategy #2:

That's how it is organized!

Section 3- Djinn in boss battles.

Unless noted, all Djinn should be SET. Flash, Shade, and Granite are 3 of the most useful Djinn in this game. Use these Djinn wisely. Once you get Piers, the game is a lot easier. If you transferred Flash from the original Golden Sun, I'll have an easier strategy for you under the first strategy for the bosses after Jupiter Lighthouse. Same with Shade.

Section 4- Major Bosses

a- Chestbeaters

Difficulty: Too easy to be true.
Best Djinn: You only have Echo.
Djinn setting: SET
Character Levels: 6+

Strategy #1:

Attack them with everything that you got. Have Jenna cast Flare Wall, Felix cast any Psyenergy that he has and Sheba attack them at a time with whirlwind. They will eventually die.

b- King Scorpion

Difficulty: Very easy.
Best Djinn: All of the ones that you have.
Djinn setting: All SET
Character Levels: 9+

Strategy #1:

Attack him with your Djinn and when they are all on standby, summon their moves! After this, just attack him until he is felled.

c- Briggs

Difficulty: Easy.
Best Djinn: All of the ones that you have.
Djinn setting: All SET
Character Levels: 12+

Strategy #1:

Attack him and only him. Use summons when you use all of your Djinn on him. Beat Briggs first so that he can't call more people when you beat his "guards". Just keep attacking and healing when you need to. When you beat Briggs, keep attacking his sailors until his party is defeated.

d- Aqua Hydro

Difficulty: Easy.
Best Djinn: All of the ones that you have.
Djinn setting: All SET
Character Levels: 15+

Strategy #1:

Attack him with all of your Djinn, then use summons, except for Mercury ones. You want Piers to use shade, then next turn set him again, then use him again. After this, have Felix attack, Jenna heals and Sheba use Plasma. When all of your Djinn are set again, use their attacks again. Just keep repeating the above strategy until he is felled.

e- Serpent

Difficulty: Easy if you used the mirrors, hard if you didn't.
Best Djinn: Shade.
Djinn setting: All SET
Character Levels: 17+

Strategy #1 (used mirrors):

During this battle, attack him with all of the attacks that you have. Have Felix attack, Jenna cast her most powerful party healing attacks, Sheba attack him with Psyenergy and Djinn, and have Piers use Shade each turn. When you get the chance to use Summons, use the most powerful ones that you have.

Strategy #2 (did not use mirrors):

Why did you not use the mirrors? You HAVE to follow the above strategy exactly and make sure you use Shade every turn. Use less summons here. Keep your party as close to full health as possible.

f- Avimander

Difficulty: Medium
Best Djinn: Shade.
Djinn setting: All SET for Strategy #2, All but Shade on Standby for #1.
Character Levels: 20+

Strategy #1:

Have Felix use his powerful Venus type summons. He should be able to use Judgement by now. Have Jenna use her healing psyenergy every turn, have Sheba attack every turn with Jupiter type summons, and have Piers use Shade every turn. After this have Felix and Sheba cast any other possible summons then attack until he is dead.

Strategy #2:

Use Shade every single turn. It is VERY important here. Use Raganorak if possible here too. Follow the above strategy, except DO NOT use Djinn.

g- Poseidon

Difficulty: Medium-Hard

Best Djinn: Shade.

Djinn setting: Set all Djinn.

Items Needed: Completed Trident

Character Levels: 22+

Strategy #1:

This guy does a lot of damage. USE FLASH EVERY TURN. On the first turn, have the person that has the highest agility use the Trident, and the others attack and/or use Shade. Use Raganorak on him a lot and do not use Djinn except for Shade every turn. Eventually he will be felled.

h- Moapa

Difficulty: Hard

Best Djinn: Shade.

Djinn setting: Standby all Djinn except for Shade (yet again).

Character Levels: 23+

Strategy #1:

As usual, use Shade. Use a lot of Psyenergy that hurts his whole party in this battle. Have Jenna heal, Piers use Shade, Sheba use her Jupiter type summons or other attacks, and Felix attack with his Venus type summons. Focus the big arrow for the summons on one of the two guards. Kill both guards before you kill Moapa. I had a lot of trouble with this guy. Here's a tip:

BEAT HIM IN THE RACE TO THE TOP IN EVERY ROOM. You don't want to give up too many weapons and armor.

i- Agatio and Karst

Difficulty: Medium

Best Djinn: Shade.

Djinn setting: Standby all Djinn except for Shade (Wow. Shade is popular today).

Character Levels: 23+

Strategy #1:

You start with only Piers and Felix in this battle. Jenna won't join for 2 whole turns. Have Piers use Shade every turn and Felix attack or summon. Once Jenna joins, the battle has become much easier. Have her heal every turn and keep up what you were doing before. When Sheba joins in 2 more turns, unleash your Eclipse summon. I love this summon. It does a huge amount of damage for such a small cost. You might be able to use this one twice too! Once one of them are felled, attack the other one with all you got, still keeping mind of the above strategy.

j- Doom Dragon

Difficulty: Medium (Hard for #2)

Best Djinn: Shade.

Djinn setting (Strategy #1): Standby ALL Djinn except for Flash

of Djinn: 72 for strategy #1

Summons needed: Charon, Iris, Eclipse, and Catastrophe for Strategy #1

Djinn setting (strategy #2): Standby all Djinn except for Flash

of Djinn needed: < 72

Summons needed: Eclipse and Catastrophe

Character Levels: 28+ (37 or higher recommended for strategy #2)

Strategy #1:

If you collected all of the Djinn, this battle is very easy to win if you transferred your Djinn from Golden Sun. Use Flash, which is, in my opinion, the best Djinn in the game. Use it every turn. This is how I had my party set up with Djinn:

1st party:

Isaac: Flint, Granite, Quartz, Vine, Sap, Ground, Bane, Flower, Meld

Jenna: Ember, FLASH, Cannon, Char, Coal, Core, Tinder, Shine, Fury

Ivan: Gust, Breeze, Zephyr, Smog, Kite, Squall, Luff, Wheeze, Gasp

Mia: Fizz, Sleet, Mist, Spritz, Hail, Tonic, Dew, Eddy, Serac

2nd party:

Felix: Echo, Iron, Steel, Mud, Petra, Salt, Geode, Mold, Crystal

Garet: Forge, Fever, Scorch, Corona, Torch, Spark, Kindle, Reflux, Fugue

Sheba: Breath, Blitz, Ether, Waft, Haze, Aroma, Whorl, Lull, Gale

Piers: Fog, Sour, Spring, Shade, Chill, Steam, Rime, Gel, Balm

Flash is the only set Djinn on any person. Here's the strategy to beat him like this:

First Turn (hopefully he doesn't use Guard Aura):

Isaac: Charon

Jenna: Meteor

Ivan: Catastrophe

Mia: Boreas

You should have caused him a large amount of damage here. Here's the next turn:

Second Turn +:

Isaac: Normal Attack with Sol Blade (hopefully unleashing Megiddo)

Jenna: Flash

Ivan: Shine Plasma (or Destruct Ray if you have it.)

Mia: Ply Well (or Pure Ply) on herself or anyone low on health.

Do the Second turn plus until your first party is downed. You should fell at least one head and hopefully two.

Second Party First Turn:

Felix: Charon

Garet: Iris (deals damage and revives your other party!)

Sheba: Eclipse

Piers: Eclipse

If your lucky, he won't cast guard aura. Either way, you just revived your first party again! If you get killed here, you can bring out your first party! If he didn't use guard aura, and you killed two heads with your first party, he should be felled or close to it. If you killed only one head or used Guard Aura, follow the next strategy:

Rest of second party's life:

Felix: Attack

Garet: Attack

Sheba: Attack

Piers: Shade or heal when needed.

If this party is felled, bring up your first party again and attack like a mad dog. He will be felled soon.

Section 5- Summon Tablet Bosses

a- Star Magician

Difficulty: Hard

Best Djinn: Flash (What's new?).

Djinn setting: All Djinn SET.

Character Levels: 21+

Party setup: 1st Party: Isaac, Jenna (with Flash), Ivan, and Mia.

Strategy #1:

I never liked this guy. There is only one easy way to beat him. Attack his Guardian Balls, Refresh Balls, and Anger Balls until they die. If your lucky he will only bring back the Thunder Balls. If he doesn't, just keep attacking the balls until there are 4 Thunder Balls. Have Jenna use Flash every turn, Mia heal every turn, and the other two attack Star Magician with Djinn or normal attacks. Do not kill the Thunder Balls until he dies. If your first party dies, attack with your second party until they all die.

b- Sentinal

Difficulty: Medium

Best Djinn: Flash (Again?).

Djinn setting: All Djinn on standby except for Flash.

Character Levels: 23+

Party setup: 1st Party: Isaac, Jenna (with Flash), Ivan, and Mia.

Strategy #1:

Have Jenna cast Flash every turn. Have Mia heal every turn (probably not with wish well or higher right away). Have Isaac attack with any weapon he has (you should really get the Sol Blade if you haven't already) and have Ivan use any Jupiter Summons that you have. Then have Isaac use any Venus Summons up. After this just attack with Psyenergy and/or the Sol Blade and he should be dead in no time at all. When/If this party dies, use Summons and attacks with your second party.

c- Bullrog

Difficulty: Medium

Best Djinn: Flash (Come on you people, Flash Rules!).

Djinn setting: All Djinn on standby except for Flash.

Character Levels: 27+

Party setup: 1st Party: Isaac, Jenna (with Flash), Ivan, and Mia.

Strategy #1:

The strategy for this boss is the same as the one above. Have Jenna use Flash, Mia heal, Isaac cast any Summons, the same with Ivan. If/When this party dies, use Summons and attacks with your second party. He should die soon.

d- Dullahan

Difficulty: Medium-Hard

Best Djinn: Shade.

Djinn setting: Standby ALL Djinn except for Flash

Summons needed: Charon, Eclipse, and Catastrophe for Strategy #1

Character Levels: 31+

Items Needed: Sol Blade on Isaac

Strategy #1:

Have all of your Djinn on standby except for FLASH. Have your party set up like this. All Djinn, unless noted must be on standby. Have all of the characters' Djinn match their type (ex. Felix = Venus Djinn). Have the same Djinn on each character as you did in the battle with Doom Dragon (see above).

1st Team:

Isaac (Has Sol Blade)

Jenna (Has Flash SET)

Ivan

Mia

2nd Team:

Garet

Felix

Sheba

Piers

1st Turn:

Have Isaac Summon Charon, Jenna Summon Meteor, Ivan Summon Catastrophe, and Mia summon Boreas.

2nd Turn +:

Isaac attacks with Sol Blade, Jenna uses Flash, Ivan Uses Destruct Ray, and Mia heal Isaac or Jenna with Ply Well or Pure Ply. Keep doing this and keep having Jenna use Flash every other turn and the other turns set it. When this party is downed, your second party will come forward.

??? Turn +:

Garet summons Meteor, Felix Summon Charon, Sheba Summon Eclipse, and Piers summon Eclipse again. After this turn, use any leftover summons. Attack normally until he is felled.

Section 6- Contact Me

You can contact me if you have questions or comments at:
goldmario4@ignmail.com. Please sent additions and boss strategies here
too!

Section 7- Who can use this FAQ?

www.gamerom.com/goldmario

www.gamefaqs.com

Section 8- Who helped in the FAQ?

goldmario

Steve St-Martin

Carlos Correa

Ray Soto

Bombspy

Holo-mike

Section 8- Version History

Version 1.3- Added the last two bosses.

Version 1.2- Added Star Magician.

Version 1.1- Added Briggs section.

Version 1.0- Base FAQ is made.

Section 10- Legal Information

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