

# Golden Sun FAQ/Walkthrough

by goldensun000

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Golden Sun

FAQ and Walkthrough by goldensun000 or (goldensun00000)

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## Version History

1.03 March 29,2002

- Corrected more mistakes

1.02 March 26,2002

- Corrected misspelled words
- Added new chapter (Chapter 10)

1.01 March 23,2002

- Walkthrough to end of Vault
- Boss strategies in
- Corrected a few spelling mistakes

1.0 February 17, 2002

- I started on this FAQ/Walkthrough
- Up to end of Sol Sanctum
- FAQ started, barely anything else.

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My real name is Mohiuddin Quadri. You can contact me on Gamefaqs ([www.gamefaqs.com](http://www.gamefaqs.com)) (goldensun000). When I finish my walkthrough, I may make some new topics on the message board, so you just ask questions, and I will contact you ASAP. I will update my FAQ whenever I have the time. Also, I'm only 12 years old, and my dad does not let me on the internet all the time. You can also e-mail me at [goldensun0@hotmail.com](mailto:goldensun0@hotmail.com).

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## Chapter 1: Introduction

I made this FAQ, because if there are other people who need help, they can

look at this FAQ for help. It is only for the GBA game, Golden Sun. I really like this game too. As I said earlier, my e-mail is goldensun0@hotmail.com. You can e-mail me if your not a member of Gamefaqs (www.gamefaqs.com). If you are a member of Gamefaqs, I will create a few message posts, so you can help me with my FAQ (you WILL get credit) or you can give me suggestions.

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## Chapter 2: Frequently Asked Questions

Q) What is the most powerful weapon you can get without a cheat device?

A) As far as I know it is the Gaia Blade. You can get it near the end of the game.

Q) What are Lucky Medals for?

A) When you get to Tolbi, there is a fountain game in the middle of town.

Q) How do you pronounce Djinn and Psynergy

A) I think Djinn=Gin and Psynergy=Sign-ergy

Q) I forgot a Djinn in Fuchin Falls, can I still get it?

A) You can get it after you cross Lamakan Desert. You can go back to any village you forgot something.

Q) I heard about a K-Sword. Is it real?

A) It is called the Kikuichimonji. You can find it in the 2nd part of Venus Lighthouse. But it's rarely dropped by Fenrirs. I found one in 6 hours.

Q) Sometimes when I use mind read, whenever I press A, I just talk to the person. How can I read that persons mind?

A) If you press select, the in-game menu will pop up. You can also use the shortcut key (L or R).

Q) How do you get to Crossbone Island with the ship from Tolbi?

A) First of all you do not want to, because you may be too weak. Choose the people to row in this order: The warrior guy, the bald guy  
(not the old man), the chef, and the old man. You will not get far either, since you don't have "cloak" psynergy.

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## Chapter 3 Game Controls

These are the basic controls in Golden Sun. E-mail me if I may have skipped a section.

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In a Village, Dungeon

D-Pad: Move in direction you press

A: In-game menu, or talk to somebody.

B: When pressing D-pad, you can run if you keep B pressed. On menu, it is back to the game from the menu.

Select: In-game Menu

Start: Pause Menu

L, R: Use preset Psynergy

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World Map

It is same as village controls, except that there are not any people to talk to, and you cannot explore a village.

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Battle

D-Pad: Highlight a command (Fight, Attack, Summon, etc.), or choose enemies or allies to affect.

A: Select a battle command

B: Cancel a Selection, or go back to previous player.

Select: NA

Start: NA

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Conversation

B: No

A: Yes

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#### Chapter 4: Walkthrough

Remember, if you want to see how to change the names of players, refer to Chapter 10.

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#### The Beginning-Vale

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Isaac is sleeping in his bed during a bad storm. Dora (his mother) wakes him up, and she gets his tunic. Dora asks Isaac if he forgot anything. Then they go downstairs. Isaac's father comes in, and tells Dora and Isaac to hurry up. When you get outside Dora goes and helps Isaac's father. Now you get to control Isaac!

If you try to go down the steps, a small boulder will fall, and it will block your way. So go up until you see another stairs, and go up it. Keep going up around the house, until you see a boy (Garet). He will join you after a small conversation. If you just go straight up and don't talk to Garet, he will come to you and join. Go left across the bridge, and if you try to go down, you will see these Psydudes trying to keep the huge boulder from falling. Go down the next stairs and exit left.

Go down a little bit, and go left. When you see a tree go northwest. There's a guy who's faking an injury, so just talk to him and head down until you reach the stairs. Go down the stars. Now the monster battles start. Keep going right until you see dirt. Exit right.

Head down until you reach some stairs. Go down the stairs and the big stairs also. Some people talk for a while. After they're done keep going down under the bridge. Go up the stairs and across the bride. Exit right. Go down a little bit and head down the stairs. Head down the next stairs as well. Go down a little bit, and then go down the next stairs. Go down around the river, until you see an old man with some other people. Go near them. After the conversation, go back to where Felix was drowning.

After another conversation the boulder will fall. Go back across the bridge and exit right. Garet will follow you. Two bad guys will come and they'll start talking about the boulder. Garet will yell and the bad guys catch you. You'll go in a battle that you can't win in, unless you have gameshark. After you lose, Isaac and Garet are fainted, and the bad guys run away.

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3 years later...

Jenna starts walking up to Isaac's house. When she stops, Isaac is

fixing

the roof. Then she goes to see Gareth. Jenna and Gareth talk about what happened 3 years ago. They go back to Isaac's house while he's fixing the roof. His mother comes up to see his work. Isaac and his mother talk for a while Jenna and Gareth come up. All of them (except Isaac... of course) talk about Alchemy for a while. Gareth and Jenna will join your party. Isaac automatically climbs down by himself. When you hear a waterfall you can move now.

Go up a little bit and go up the stairs. Go around the house and across the bridge. Go down the stairs and ext left. Keep going on the dirt, and The bad guys are back! They'll see you and then they will let you go to Kraden. Go up the stairs and up a little bit. Kraden will be talking to himself. When he's done, you need to go up to talk to him. Now they'll talk about Alchemy... again.

Kraden goes inside and gets something. I recommend that you go to the plaza and buy supplies. To get to Sol Sanctum ( from Kraden's House), go back to the place with the bridge. You should see a stairs that's different from the other ones. Go up the stairs and up to the tree. A guy should pop out. He will start to go around the building near you. When he's on the right side of the sanctum (that healing place), you have to run past the tree, and go up the next stairs.

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Sol Sanctum

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Go up the tiny path, and enter the door. Kraden will say something. After that, head up the next door. Go to the far right block and hop until you reach the other side. Go into the next door. The next room is just a path, which is easy to follow.

After you enter the next room, hop onto the middle block. Then go this way: right, up x4. Go up, and in the treasure chest there is a small jewel. Now hop on the block and go: down x2, right, up x3. Follow the path to the flashing bull. After the description, the in-game menu should pop up. Select item, then select whoever has the small jewel. Select the small jewel and select use. There should have been a rumbling sound. Go back to the first part of the room (where there are 3 hopping stones), and hop on the far left one. Follow the path until you reach the door.

Kraden will think you've reached a dead end. Get to the middle of the room and head right. There will be a statue with dotted lines around it (the dotted lines mean you can move the statue or object). Push the statue either left or right. Head up the door, and in the next room head up the staircase. Take the path on the right and head up, until you reach a path that divides in 4 ways. Follow the left path to get another small jewel, which you will need. Go back to the 4 way intersection. Head up, then take the left path. You'll see a door. Well, go in!

Kraden will blab again, so now you have to move the correct statue, in order to get into the next room. Use the "Move" psynergy with Isaac or Gareth, and move the FIRST statue left or right. Now put the small jewel in

the eye, the same way you did to the other one. Use "Move" on the LAST statue. Go through the door.

Go up and take the left path to find a chest with an herb. Go back down and go right, then up. Kraden will talk about the symbol of the sun for a while. If you move to the right a little bit, you'll see a path that goes right. Well, go! Kraden will talk about this room now. After he's done, head down, and into the staircase.

Go south and into the door to find a Psynergy Stone ( it recovers the party's whole PP). Exit this room and take the north path. Ignore the room with the moon. Head left. You will see 5 statues. Push the top 2 (the ones that look the same) onto the small squares. Go between the bottom 2 statues and jump onto the sun. Stand right in front of the hole and use "Move" on the statue. Pull it towards you. Something will click. So go back to the room (at the top) with the moon. Push 1 of the statues on the small squares. Kraden will come where you are. Now push the other 3 statues on the tiny squares, and go back where Kraden is. He will be all excited and talk. Go to the area where the moon is now. Press A where the beam of light is shining. A warp hole will open.

You'll be in a dark room with platforms. Kraden will appear and talk about the elemental stars. Kraden will give you 4 Mythril Bags. Jump on the platform northeast of you. This is the direction to go- Venus star- right, up, right x5, down x2, left, down x3, left. From Venus to Mercury- right, up x3, right, up x2, left x5, up x2, right x2. From Mercury to Jupiter- left x2, down x3, left, down (you should be on the platform with Kraden and Jenna on it). Jump on the platform below Kraden. Now go- left x2, down, left x3. On the platform with Kraden and Jenna, the bad guys are back again! A guy with a mask will come to. Gareth will take the elemental stars to the bad guys when, Alex appears. After Gareth gives the stars to Alex, you can control Isaac again.

To the Mars star- right x3, up, right x2, up, around the people to the left, jump on the top platform, right, up x5, left x5, down x2, left x2, down, and left. Get the Mars Star. The Wise One will try to stop the eruption. He will warp you to the Luna room. Use the psynergy "Retreat".

Exit the door and leave Sol Sanctum. When you leave the villagers will talk. You'll be in the Vale Sanctum after you've been spotted. After a looooooong conversation, you finally get to leave. Right before you leave you get an Herb and Catch Beads.

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World Map ( to Vault)  
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When you're on the world map, you'll see something glowing. Walk up to it, and you'll find out it's a Djinn. The Earth Djinn Flint will guide you through a tutorial. After you get him, go down across the bridge, down a bit more until you see a town. Enter it. There will be a small scene with Lord Hammet and his wagons. After the scene, you'll be in Vault.

=====  
Vault  
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Head to the Northwest part of town. Go up the steps and into the house.

Talk to the boy (Ivan), and he'll keep mind-reading you. You have to say yes to his first question. After the scene Ivan will join your party.

Head inside the inn and go upstairs. Walk up to the guys. When they start running away from you go to the exit of the beds. You'll talk for a while and then Isaac and Ivan will go back. The next part is like a mini-game. You have to trap one of the guys between you and Ivan. Ivan will mind-read the one of the thieves mind. Exit the inn.

The guy by the ladder should be gone. Head up the ladder and go inside the hole. Use "move" and move the box left. The carpenter will be in a chair. Talk to him. After a while, the thieves will appear. You'll be in a boss fight. After you win, there will be another short talk. Ivan will leave for now. Exit the inn, and get ready for...

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World Map (to Bilibin)  
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To be continued...

#### CHAPTER 5: Monster List

These are from my old file (the one which I beat the game).  
E-mail me or on the Gamefaqs message board, make a topic saying goldensun000 look here. If there is one I don't have (you will get credit), so sent in those e-mails! For boss item drops see boss section.

Monster	Location	Item	Coins
Vermin	World Map (to Vault)	Herb	1
Tornado Lizard	Suhalla Desert	Weasel Claw	???
Fenrir	2nd part of Venus Lth.	Kikuichimonji	???
Grand Golem	2nd part of Venus Lth.	Zodiac Wand	???

More to Come...

#### CHAPTER 6: Item List

These are from my new file.

Weapon	Effect of Equip	Other (cursed, howl, etc.)
Short Sword	Attack +8	
Mace	Attack +6	
Long Sword	Attack +15	
Wooden Stick	Attack +4	
Battle Axe	Attack +24	
Magic Rod	Attack +14	Howl- Murk (chance of sleeping)

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Armor	Effect of Equip	Other
Cotton Shirt	Defense +3	
Travel Vest	Defense +7	

Wooden Shield	Defense +6
Leather Cap	Defense +3
Padded Gloves	Defense +2
One-Piece Dress	Defense +4
Circlet	Defense +6
Leather Armlet	Defense +7

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Healing Items                Effect
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Herb                          Restores 50 HP
Antidote                       Cures Poison

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Psynergy Items              Effect
-----
Catch Beads                   Bestows Catch

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In-Battle Items            Effect
-----
Oil Drop                      Cause damage w/flames
Smoke Bomb                    Delude an Enemy

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## CHAPTER 7: Boss Strategies and Stats

These are the bosses for the whole game

- 1st boss  
(Vault) Middle Thief :244HP 0PP 36EXP  
End thieves:110HP 0PP 15EXP
- 2nd boss  
(Kolima Forest) Evil Tret: 710HP 36PP 226EXP
- 3rd boss  
(Mercury Lighthouse) Saturos: 1200HP 160PP 331EXP
- 4th boss  
(Mogall Forest) Killer Ape: 1000HP 45PP 460EXP\*
- 5th boss  
(Altin Peak or Mines whatever you want to call it)  
Hydros Statue: 1300HP 80PP 496EXP
- 6th boss  
(Lamakan Desert) Manticore:1700HP 83PP 590EXP
- 7th boss  
(Tolbi-bound Ship) Kraken: 2400HP 46PP 711EXP
- 8th boss  
(Lunpa) Toadonpa: 2800HP 0PP 999EXP
- 9th boss  
(Suhalla Desert) Storm Lizard: 3000HP 45PP 1360EXP
- 10th boss

(Crossbone Isle) Deadbeard: ??? please e-mail

11th boss

(Suhalla Desert) Tempest Lizard : please e-mail

12th boss

(Venus Lighthouse) Saturos + Menardi

both have this states: 3000HP 260PP 3000EXP

13th boss

(Venus's Lighthouse) Fusion Dragon States: unknown

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CHAPTER 8: Djinn

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Summons

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EARTH

Level 1 Venus

Level 2 Ramses

Level 3 Cybele

Level 4 Judgment

FIRE

Level 1 Mars

Level 2 Kirin

Level 3 Tiamat

Level 4 Meteor

WATER

Level 1 Mercury

Level 2 Nereid

Level 3 Neptune

Level 4 Boreas

WIND

Level 1 Jupiter

Level 2 Atalanta

Level 3 Procne

Level 4 Thor

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Unleashes

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Venus Unleashing Effect

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Flint Attack with cleave of stone

More to come...

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CHAPTER 9: Character Classes

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## Chapter 10: New Attacks Learned

These are attacks learned at the starting class ( Squire, Guard, Wind Seer, and Water Seer)

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Isaac  
Psynergy known- Cure  
lvl 2- Quake

-----  
Garet  
Psynergy known- Flare

-----  
Ivan  
Psynergy known- Whirlwind, Ray

-----  
Mia  
  
2 B Continued...

## CHAPTER 11: Tips and Codes

### Change Names

-----  
At the screen where you select Isaac's name, press select 3 times. You'll hear a beep if you did it right. You can now name Isaac, Garet, Ivan, and Mia. AFTER naming Isaac and BEFORE naming Mia, press up, down, up, down, left, right, left, right, up, right, down, left, up, select. You'll hear another beep if you did it right. Now you can name Felix, Sheba, and Jenna.

E-mail me if you have any REAL codes.  
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## CHAPTER 12: Credits/Copyright Information

This FAQ is Copyright 2002 by Mohiuddin Quadri (goldensun000). If you want to use my stuff on any other site, e-mail me first, because I must approve. This FAQ cannot be used to make money. You can use it for personal use ONLY.

### CREDITS:

aaronbro- gave all the bosses stats

Goldensun000- started the FAQ

Well, I just started so sent in those e-mails!  
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Oh Ya, I will be updating at least once in 14 days.