

Golden Sun Save Game Hacking Guide

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GOLDEN SUN SAVE GAME HACK GUIDE

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Always remember: Back up your data!

Table of Contents

- A.0 Version History
- A.1 About This Guide
- A.2 The Save File
- A.3 Hacking
- A.4 A Few More Notes

- 1.0 Libraries
 - 1.1 CheckSum
 - 1.2 Character Stats
 - 1.21 Issac
 - 1.22 Garet
 - 1.23 Ivan
 - 1.24 Mia
 - 1.3 Psyenergy
 - 1.31 Character Psyenergy Addresses
 - 1.32 The Moves
 - 1.4 Item Hacking
 - 1.41 Item Addresses
 - 1.42 Weapons
 - 1.43 Armor
 - 1.44 Key Items
 - 1.45 Psyenergy Items
 - 1.46 Minor Items
 - 1.5 Djinn Hacking
 - 1.51 Djinn Hacking Addresses
 - 1.52 Djinn Values
 - 1.53 One more time
 - 1.6 Class Hacking
 - 1.61 Class Addresses
 - 1.62 The Classes
 - 1.7 Gil Hacking
 - 1.8 Theoretical Hacking
 - 1.81 Characters in Party
 - 1.82 Storyline Data
 - 1.83 **Location!**
 - 1.84 Treasure Chests/Character Status
 - 1.85 Helpful Hints for Hopeful Hackers
 - 1.86 A Good Place to Start

- A.5 Frequently Asked Questions
- A.6 Legal Stuff
- A.7 Contact Info

A.8 Credits

A.9 Coming Soon

A.0 Version History

10/24/06 Version 1.71

Fixed something in Libraries. Added my favorite section, my Theoretical Hacking section. If you have felt the urge to do some hacking of your own, now's your chance!

10/23/06 Version 1.70

Added a few people to credits, fixed a typo, added a new item and added the Gil Hacking section.

9/17/06 Version 1.66

Wow, either I'm a horrible typer or a horrible speller. I just fixed a billion and a half typos. Also I added the section explaining the different types of save states.

7/8/06 Version 1.65

I just had to add a very important piece of information concerning the CheckSum. Also added items + 01.

7/6/06 Version 1.6

I've been working my butt off and have a massively huge update for you. I've added a bunch of notes I've discovered about hacking. Also added a table of contents, psyenergy 01 + 02 modifiers, Djinn hacking :), item hacking, class hacking, fixed a bunch of typos and put a bunch of things into columns so you can save some paper.

There should be two or three more entries in here, but they haven't accepted my guide yet :)

7/4/06 Version .5

Finished Ivan and Mia's addresses.

7/3/06 Version Number .25

Here's my explanation of save game hacking as well as the addresses for Issac and Garet's stats + all the 00 psyenergies.

A.1 About this guide

Welcome to my first guide :) Since you are reading this guide I can assume we both have a huge respect for Camelot's Golden Sun. The first time I ever played this game I fell in love with it, as many others have before and after me.

The story of Golden Sun is split into two parts; Golden Sun which is played with Issac, Garet, Ivan, and Mia is part one; Golden Sun 2: The Lost Age played with Felix, Jenna, Sheba and Piers is part 2. This guide covers ONLY Golden Sun, not Golden Sun 2. Use any of the addresses listed here in Golden Sun 2 and you will have unpleasant consequences.

A.2 The Save File

In terms of getting/playing your game on your computer, there are three main types of game saves: battery saves, emulator save states and imported game saves. The battery save is a mimicry of what the GBA cart does. Whenever you're playing a GBA game and you save it, it saves the game as a battery save. The emulator save states are what you get if you use your emulator to save your game. Imported saves are what you get when you use a special device to copy the game onto your pc.

All of the hacking done in this guide can only be done on a battery save with the extension .sav. I use Visual Boy Advanced to play my games and if you do the same then any battery save will automatically be a .sav file and ready to be hacked. It cannot be done with either a save state or an imported file. However...

If however you transferred your data directly to your pc, there might be a chance. I've never transferred my data from my games directly before. All I have to go on is speculation and what others have told me. I can't guarantee that this method described will work.

From what I've read imported game saves are saved as a .sps file. If yours isn't a .sps or .sav file, sorry you're outta luck. On Visual Boy Advanced it is possible to both import and export these saves. The only other thing you need is a ROM for the game you want. ROMs aren't that hard to find, just Google them. However it's worth noting that downloading ROMs is 100% illegal even if you own a copy of the game.

So once you've got your ROM, use Visual Boy Advanced to open it. As soon as it opens go to File-> Import-> Gameshark Snapshot. This will automatically take a .sps file and convert it into the .sav file you need to play the game and hack it. If you want to try this out, you can download save games from Gamefaqs.com that are all .sps files.

So once you've got your game save hacked, we run into another problem. How do you get the save back onto your game pack. Well in VBA go to File-> Export-> Gameshark Snapshot. This will convert your game back into a .sps file to be transferred back to your game pack. But again, I DO NOT KNOW if this works. For all I know, exporting a .sps file to your pack will render it corrupted and totally useless. Although I'm fairly certain it should work, I CANNOT make any guarantees. Try at your own risk.

If you don't transfer any data and just use a ROM to play the game, then you should not have any difficulty in hacking it. I should also point out that those who would rather transfer their game save, you also need a ROM to get it into the right file type.

A.3 Hacking

So now that you are past my intro, you may be asking yourself "I've never heard of save game hacking. It must be difficult." Fear not! Hacking a save can be incredibly simple. All you have to do is understand the basics.

On your game, there is the game itself saved, and some RAM that holds all of your game saves. Save game hacking deals directly with the hacking of

those save files. Unlike a Gameshark which bypasses code, hacking your save physically (or electronically) alters your data permanently.

So how does one go about hacking a save game file? Well in order to do it you need a Hex Editor, preferably (almost mandatory) one that can calculate Hash/Checksums. I personally like using WinHex the best (saves you a lot of clicking and dragging) These programs are free software and are available at www.download.com. They're not that big. Just search for them.

So anyway fire up that editor and open up your Golden Sun .sav file. You will be greeted with what appears to be a long matrix of numbers; a long string of numbers at the top and a long list of numbers at the side.

First off, let me explain the numbers. Golden Sun uses what's called a hexadecimal system. Every computer in the world is built off a system of on and off switches. They can either be on or off, which leads to a two number binary system. As humans we count everything as a decimal system, which uses ten numbers. So these two numbers are very difficult to convert from one to another.

But fear not. Enter the hexadecimal system. It uses sixteen digits, 0-9 and A-F. Since sixteen is a power of 2, hex and binary numbers can be easily swapped. That's the job of the hex editor.

Notice how the hex numbers are grouped into pairs? Each group of two is one byte of data. It is important you realize this because all of the information is saved on one byte, even if it is only a single digit number.

Of course it would be immensely difficult to just spew all the data out into one continuous line. Enter the address: also known as the offset. On your left, you have a long column of hex numbers like this:

```
00000000
00000010
00000020
00000030
```

and continues on...

```
00003AD0
00003AE0
00003AF0
00003B00
```

And so on, all the way to the end of your data. If your left column doesn't contain any letters, click on it until it does. All the addresses in this guide are written in hex form, and it would be difficult (if not impossible) to find them otherwise.

Now each row contains the all of the possible locations for you data in that address. They are written like:

```
00 01 02 03 04 05 06 07 08 09 0A 0B 0C 0D 0E 0F
```

Since hex is a base of sixteen, the next number after 0F (which is 15 in decimal) is 10. (which is 16 in decimal)

Each of those addresses has a value stored there, which are all of the numbers you see in front of you.

So reading a address is quite simple. You read it exactly like you do a grid

on a map.

```
          00 01 02 03 04 05 06 07 08 09 0A 0B 0C 0D 0E 0F
0000A060          **
0000A070
0000A080
0000A090
```

If the address you are looking for is A067, then you would go down to A060, and over to A067, which is indicated by the stars.

So when you wish to change a value for something, all you do is travel to the correct address, and then the correct byte.

Now if all you had to do to hack was load up your game, change some numbers and load up your game, then life would be great. Unfortunately for you Golden Sun includes two ways to stop the game save hacker: Libraries and Checksums.

The comprehension of Libraries is crucial to be able to hack. Golden Sun contains a multitude of different libraries where your data could be located. Now you may ask "But aren't there only three save slots?" To which I will reply "Why, yes, I guess you're right." While its true there only three save files, the game includes some "backup" libraries. Whenever you save on your game, the data is automatically saved into two of these files. Why two? Just in case your power goes off while saving, or any other sort of saving nightmare.

The reason Libraries are so important becomes obvious very quickly if you ignore them. Your game is saved in one of these many files. Now when I say one, that's exactly what I mean. If you edit the wrong library, nothing will happen. You must find the right library if you ever wish to successfully hack your game save. Failure to do so will result in hours of wasted time and tons of effort and frustration on your part.

Thankfully, Golden Sun is very easily divided into its libraries. The start of each one is signified by the word CAMELOT in the right column, and continues all the way to just above the next CAMELOT. So how can one be sure they are editing the correct library? Well its actually very simple.

```
          00 01 02 03 04 05 06 07 08 09 0A 0B 0C 0D 0E 0F
1000  43 41 4D 45 4C 4F 54 10  ** **          | CAMELOT
1010                                          | Issac
```

There are a few easy signs. One if it actually contains your data. If you can scroll down and see your characters names then the data is good. If all you see is a jumble of random symbols, you're in a backup.

Next each block is started with the line "CAMELOT" with your characters name below it. If you MUST have more than one save slot, make SURE you use a different name for Issac or you will have a lot of searching to do. Last but not least are the Checksum (explained below) , or ** ** bytes. If there is no data here then you can keep on scrolling.

Golden Sun also uses another security method called the Checksum. The checksum is the sum of all the values of each byte of data in a block of code. Basically whenever you load up your game, the file adds up all of the bytes in your save and checks it against the checksum. If they are the same, then you data loads up no problem. But if they are not equal, the game does not recognize it as valid and you will

meet an empty save slot.

That may sound horrible to you but actually it is a great help. In Golden Sun, the Checksum is always located in the exact same spot for each library. Just scroll through checking all of your libraries until you find the one with a Checksum. If you have two save different save files, however, you will probably have to manually search character stats to find the correct one. But rest assured if a file does not have a checksum it is not one that you should be hacking.

The Checksum will always be written as two bytes of data. So when even if you add it and you get a checksum of 03, you still use two bytes.

And for all you WinHex users, I have good news. First, right click anywhere on the matrix and go to edit block. Then set the block to *010 to *FFF. The * is for whichever library you are in at the time, whether its 0010 or 3010. Then go up to tools and click on Compute Hash/Checksum or something like that, set it to 16 Checksum and viola, you have your Checksum.

READ THIS!!!

When storing the Checksum, the game automatically uses the "reverse-byte" method of storage. Basically, if you get a checksum of 03A6, you would break it into two bytes 03 and A6, and reverse them. The Checksum would then be written as A6 03. If for any reason you get a Checksum larger than 2 bytes, then just take the last four numbers and reverse them to get your Checksum. This reverse-byte method applies to many multiple byte things so make sure to read whether you need to reverse byte or not!

Well that's basically everything you need to know (and I know) about hacking!:)

A.4 A Few More Notes

Here's a few factoids I have had to find out the hard way.

1) At the beginning of the game, do NOT hack Issac's agility. The reason being is shortly after you leave Vale, you encounter your first Djinn. During the tutorial, the game automatically takes over the controls. If you have are quick enough to get two moves in a row, the game enters an endless loop. If you know of any other time the game automatically takes over a battle, again please let me know.

2) All stats have limits. Don't be disappointed when if find out you can only hack Garet's agility up to 700. The game has limits so that even uber powerful, your characters still have noticeable strengths and weaknesses. The only way that I know to get stats even higher is through Djinn or through certain items.

3) Elemental Stats are weird. At this point in time, every time I hack Issac's elemental stats, they automatically revert to 200. I'm pretty sure that Djinn increase your stats, but I haven't tested it yet.

4) Hacking Felix, Jenna's or Sheba's stats does not carry over to Golden Sun 2. As far as I know only Jenna is the only character you can hack, but I haven't

tried it so I'm not sure. All you truly need to do is hack Issac and Garet in the beginning: don't waste your time trying Jenna.

5) Make sure when you save it, you do so using the start - save method. If you save it any other way it won't be a .sav file and thusly impossible to hack.

6) When you wish to back up your game, don't use the hex editor backup method. Just open the folder where your game is saved and make a copy of it. That way if something goes wrong, just delete the bad file and it automatically loads the good one. Just make sure you rename it.

7) Many times when you are hacking the "Your write time has changed. Would you like to reload" message will appear on your screen. If you click yes, the data is reloaded and you have to find the correct library again. The only time it is truly necessary is if you have done something in the game and saved it. Otherwise it is just a waste of time to keep doing it.

8) Base stats are the stats to hack. You don't even have to hack any of the others for the stat to take effect. The only thing to remember is that in order to see the change, you have to equip or un-equip one of your items. Then the stat becomes permanent.

9) Make SURE to hack in items as unequipped. The problem is if you hack a stat, say attack to 300, and then hack in an item with a power of 200, the game assumes that what you're really have is an attack of 100 + the 200 from the stat. The only way to avoid this confusion is to hack items as unequipped.

A) HERE IS THE MOST IMPORTANT TIP I HAVE FOR YOU!

I will start off with a story. I started a new file, hacked in my stats/Djinn and life was good. Then I decided to hack in all of the item/class psyenergies (like Halt and Carry) in for Issac. After completing Vault I thought "Why not go rescue Hamlet now in Lunpa?"

So off I went to Lunpa. I broke in and rescued Hamlet. All was good until...

After trying to leave out of the western cave, I was stopped by another character who was greeted as a friend of Hamlet. I fast forwarded through the text until they asked if I would accompany them to Kaylay. "What the heck", I thought, "I'll go."

So I arrive at Kaylay. Since I had just rescued Hamlet, I thought saving would be a good idea. WRONG!!!! I still had not gotten Ivan/Mia in my party! I frantically checked the bridge and it was still gone! I tried to backtrack through the forest and no luck at all. I was trapped in Kaylay with only half a party.

So why not continue forward? Well as soon as you go into the Colesium and start the battle with Issac, the game enters an infinite loop with where Ivan is the combatant and you can't do anything with him.

So forewarned is forearmed. DO NOT make this mistake or you will very sorely regret it!

1.0 Libraries

Each block of code is *010 to *fff. I only use the last 3 digits of each due to the fact the libraries change.

1.1 CheckSum

The Checksum is always located in the same spot at the very top of your current library. If for some reason the CheckSum is 00 00, then you're in the wrong library. That's the one nice thing about CheckSum: it let's you know where the correct library is.

Checksum - *008 - *009

When you calculate the CheckSum, make sure you use 16 bit. Anything else simply will not work.

1.2 Character Stats

Quick explanation of the stats. Note that the actual stats are reverse byte.

Name, level, experience: quite self explanatory.

Note that if you are at level 99 experience is not required.

Max (name) This stat is bogus. Your stats only change in the status menu and are not effective in combat. After a battle all stats are reverted back to their base value.

Base (name) This is the stat to hack. Base is whatever any bonus is added to, like the stat bonuses of Dijinn. Hacking this one is permanent as far as I can tell. Only thing to remember is that by hacking base values is not shown in your status but in battle.

Current (HP/PP) The amount of HP/PP out of your total your character has at the time

** Make sure when you edit your data you are using hex values for instead of decimal numbers. Otherwise when you enter 99 you are really changing it to 159 (63 is more appropriate).

1.21 Isaac

Name: 510 - 51E

Level: 51F

Experience: 634 - 636

Current HP: 548 - 549

Max HP: 544 - 545

Base HP: 520 - 521

Current PP: 54A - 54B

Max PP: 546 - 547

Base PP: 522 - 523

Max Attack: 54C - 54D

Base Attack: 528 - 529

Max Defense: 54E - 54F

Base Defense: 52A - 52B

Max Agility: 550 - 551

Base Agility: 52C - 52D

Max Luck: 552

Base Luck: 52E

Elemental Stats

Max

Earth Power: 558 - 559

Earth Resistance: 55A - 55B

Fire Power: 55C - 55D

Fire Resistance: 55E - 55F

Wind Power: 560 - 561

Wind Resistance: 562 - 563

Water Power: 564 - 565

Water Resistance: 566 - 567

Base

Earth Power: 534 - 535

Earth Resistance: 536 - 537

Fire Power: 538 - 539

Fire Resistance: 53A - 53B

Wind Power: 53C - 53D

Wind Resistance: 53E - 53F

Water Power: 540 - 541

Water Resistance: 542 - 543

1.22 Garet

Name: 65C - 66A

Level: 66B

Experience: 77E - 781

Current HP: 694 - 695

Max HP: 690 - 691

Base HP: 66C - 66D

Current PP: 696 - 697

Max PP: 692 - 693

Base PP: 66E - 66F

Max Attack: 698 - 699

Base Attack: 674 - 675

Max Defense: 69A - 69B

Base Defense: 676 - 677

Max Agility: 678 - 679

Base Agility: 69C - 69D

Max Luck: 69E
Base Luck: 67A

Elemental Stats

Max

Earth Power: 6A4 - 6A5
Earth Resistance: 6A6 - 6A7
Fire Power: 6A8 - 6A9
Fire Resistance: 6AA - 6AB
Wind Power: 6AC - 6AD
Wind Resistance: 6AE - 6AF
Water Power: 6B0 - 6B1
Water Resistance: 6B2 - 6B3

Base

Earth Power: 680 - 681
Earth Resistance: 682 - 683
Fire Power: 684 - 685
Fire Resistance: 686 - 687
Wind Power: 688 - 689
Wind Resistance: 68A - 68B
Water Power: 68C - 68D
Water Resistance: 68E - 68F

1.23 Ivan

Name: 7A8 - 7B6
Level: 7B7
Experience: 8CC - 8CE

Current HP: 7E0 - 7E1
Max HP: 7DC - 7DD
Base HP: 7B8 - 7B9

Current PP: 7E2 - 7E3
Max PP: 7DE - 7DF
Base PP: 7BA - 7BC

Max Attack: 7E4 - 7E5
Base Attack: 7C0 - 7C1

Max Defense: 7E6 - 7E7
Base Defense: 7C2 - 7C3

Max Agility: 7E8 - 7E9
Base Agility: 7C4 - 7C5

Max Luck: 7EA
Base Luck: 7C6

Elemental Stats

Max

Earth Power: 740 - 741
Earth Resistance: 742 - 743

Fire Power: 744 - 745
Fire Resistance: 746 - 747
Wind Power: 748 - 749
Wind Resistance: 74A - 74B
Water Power: 74C - 74D
Water Resistance: 74E - 74F

Base

Earth Power: 7CC - 7CD
Earth Resistance: 7CE - 7CF
Fire Power: 7D0 - 7D1
Fire Resistance: 7D2 - 7D3
Wind Power: 7D4 - 7D5
Wind Resistance: 7D6 - 7D7
Water Power: 7D8 - 7D9
Water Resistance: 7DA - 7DB

1.24 Mia

Name: 8F4 - 292
Level: 903
Experience: A18 - A1A

Current HP: 92C - 92D
Max HP: 928 - 929
Base HP: 904 - 905

Current PP: 92E - 92F
Max PP: 92A - 92B
Base PP: 906 - 907

Max Attack: 930 - 931
Base Attack: 90C - 90D

Max Defense: 932 - 933
Base Defense: 90E - 90F

Max Agility: 934 - 935
Base Agility: 910 - 911

Max Luck: 936
Base Luck: 912

Elemental Stats

Max

Earth Power: 93C - 93D
Earth Resistance: 93E - 93F
Fire Power: 940 - 941
Fire Resistance: 942 - 943
Wind Power: 944 - 945
Wind Resistance: 946 - 947
Water Power: 948 - 949
Water Resistance: 94A - 94B

Base

Earth Power: 918 - 919

Earth Resistance: 91A - 91B
Fire Power: 91C - 91D
Fire Resistance: 91E - 91F
Wind Power: 920 - 921
Wind Resistance: 922 - 923
Water Power: 924 - 925
Water Resistance: 926 - 927

1.3 Psyenergy List

Quick break down of psyenergy.

Psyenergy hacking can be very confusing if you don't understand it properly. First of all each spell is stored over a four bytes: That's four sets of two numbers. The first byte is which spell it is. The second is the "type" of psyenergy. There are three types: 80 means the psyenergy is bounded by a class; if you change classes you lose the psyenergy. 40 are psyenergies bound by an item, like Frost, Douse, Catch, ect. 00 is universal; make all your psyenergies this if you wish to keep them.

Here is an example of a psyenergy spell:

```
Offset | 00 01 02 03 04 05 06 07 08 09 0A 0B 0C 0D 0E 0F  
001560 | 03 80 00 00 04 80 00 00 05 80 00 00 06 80 00 00  
      Isaac's Earthquake ^^ ^^ psy type
```

The 04 is the spell number. 80 is the type, bound by Issac's class.

**The two sets of 00's are MANDATORY! Put them in or face the consequences!

But wait there's more. If instead of 00 you use 01 or any other modifier I can find you gain access to a whole other set of psyenergy. Just substitute 01 in for 00 and viola.

You can have a total of 32 psyenergies without the game getting all messed up on you.

** Please note that some of the moves listed will appear as "not able to be used in battle." I'm not sure why they do that but contrary to what they say they can be used in battle.

1.31 Character Psyenergy Addresses

Isaac: 568 - 5E7
Garet: 6B4 - 733
Ivan: 800 - 87F
Mia: 94C - 9CB

1.32 The moves

psyenergy + 00 modifier

00 - Blank	18 - Frost	2D - Flare
01 - Attack	19 - Tundra	2E - Flare Wall
02 - Defend	1A - Glacier	2F - Flare Storm
03 - Quake	1B - Ice	30 - Fire
04 - Earthquake	1C - Ice Horn	31 - Fire Ball
05 - Quake Sphere	1D - Ice Missile	32 - Inferno
06 - Spire	1E - Prism	33 - Volcano
07 - Clay Spire	1F - Hail Prism	34 - Eruption
08 - Stone Spire	20 - Freeze Prism	35 - Proclasm
09 - Gaia	21 - Douse	36 - Blast
0A - Mother Gaia	22 - Drench	37 - Mad Blast
0B - Grand Gaia	23 - Deluge	38 - Fiery Blast
0C - Growth	24 - Froth	39 - Blast(2)
0D - Mad Growth	25 - Froth Sphere	3A - Nova
0E - Wild Growth	26 - Froth Spiral	3B - Supernova
0F - Thorn		
10 - Briar		
11 - Nettle		
42 - Bolt	5A - Cure	69 - Blunt
43 - Flash Bolt	5B - Cure Well	6A - Guard
44 - Blue Bolt	5C - Potent Cure	6B - Protect
45 - Ray	5D - Ply	6C - Impair
46 - Storm Ray	5E - Ply Well	6D - Debilitate
47 - Destruct Ray	5F - Pure Ply	6E - Ward
48 - Plasma	60 - Wish	6F - Resist
49 - Shine Plasma	61 - Wish Well	70 - Weaken
4A - Spark Plasma	62 - Pure Wish	71 - Enfeeble
4B - Slash	63 - Cure Poison	72 - Taint
4C - Wind Slash	64 - Restore	73 - Poison
4D - Sonic Slash	65 - Revive	74 - Delude
4E - Whirlwind	66 - Impact	75 - Confuse
4F - Tornado	67 - High Impact	76 - Charm
50 - Tempest	68 - Dull	77 - Paralyze
78 - Sleep	8C - Move	A0 - Dragon Cloud
79 - Bind	8D - Mind Read	A1 - Demon Night
7A - Haunt	8E - Force	A2 - Helm Splitter
7B - Curse	8F - Lift	A3 - Quick Strike
7C - Condem	90 - Reveal	A4 - Rockfall
7D - Drain	91 - Halt	A5 - Rockslide
7E - Psy Drain	92 - Cloak	A6 - Avalanche
7F - Break	93 - Carry	A7 - Lava Shower
80 - Regenerate	94 - Catch	A8 - Molten Bath
81 - Reflect	95 - Retreat	A9 - Magama Storm
	96 - Avoid	AA - Demon Spear
AB - Angel Spear	B4 - Punji Trap	BD - Thunderbolt
AC - Guardian	B5 - Punji Strike	BE - Thunderstorm
AD - Protector	B6 - Fire Bomb	BF - Mist
AE - Magic Shell	B7 - Cluster Bomb	C0 - Ragnarok
AF - Magic Shield	B8 - Carpet Bomb	C1 - Cutting Edge
B0 - Death Plunge	B9 - Gale	C2 - Heat Wave
B1 - Shuriken	BA - Typhoon	C3 - Astral Blast

B2 - Annihilation
B3 - Punji

BB - Hurricane
BC - Thunderclap

C4 - Planet Diver

Weapon Unleashes

D2 - Terra Strike
D3 - Posion Cloud
D4 - Deadly Posion
D5 - Mortal Danger
D6 - Bad Omen
D7 - Life Nourish
D8 - Aqua Sock
D9 - Blizzard
DA - Frost Bite
DB - Drown
DC - Life Leech
DD - Psy Leech
DE - Broil
DF - Meltdown
E0 - Heat Mirage

E1 - Barrage
E2 - Demon Fire
E3 - Acid Bath
E4 - Vorpal Splash
E5 - Stun Voltage
E6 - Blinding Smog
E7 - Murk
E8 - Cyclone Splash
E9 - Psyphon Seal
EA - Rapid Smash
EB - Sonic Smash
EC - Asura
ED - Titan Blade
EE - Shining Star

Minor Items

FA - Herb
FB - Nut
FC - Vial
FD - Potion
FE - Soothing Water
FF - Psy Crystal

Psyenergy + 01 modifier

Minor Items (cont)

00 - Antidote
01 - Elixir
02 - Water of Life
04 - Power Bread
05 - Cookie

06 - Apple
07 - Hard Nut
08 - Mint
09 - Lucky Pepper

0B - Smoke Bomb
0C - Sleep Bomb
0D - Adept Ring
0E - Corn

Djinn Unleashes

2C - Flint
2D - Granite
2E - Quartz
2F - Vine
30 - Sap
31 - Ground
32 - Bane
40 - Fizz
41 - Sleet
42 - Mist
43 - Spritz
44 - Hail
45 - Tonic
46 - Dew
54 - Forge
55 - Fever
56 - Corona
57 - Scorch
58 - Ember
59 - Flash
5A - Torch

68 - Gust
69 - Breeze
6A - Zephyr
6B - Smog
6C - Kite
6D - Squall
6E - Luff

Summons

7C - Venus
7D - Ramses
7E - Cybele
7F - Judgement
82 - Mercury
83 - Nereid
84 - Neptune
85 - Boreas
88 - Mars
89 - Kirin
8A - Tiamat
8B - Meteor

8E - Jupiter
8F - Atlanta
90 - Procne
91 - Thor

Enemy Moves

A4 - Fire Blessing
A5 - Fire Blessing
A6 - Fire Blessing
A7 - Water Blessing
A8 - Water Blessing

B0 - Acid Blessing
B1 - Storm Blessing
B2 - Storm Blessing
B3 - Sonic Wave
B4 - Sonic Wave

BC - Wing Stroke
BD - Evil Blessing
BE - Deadly Gas
C2 - Rumble
C3 - Bone Chiller

A9 - Water Blessing	B5 - Shriek	C4 - Slice
AA - Ice Blessing	B6 - Banshee Howl	C5 - Bone Charge
AB - Ice Blessing	B7 - Crazy Voice	C6 - Mystic Flame
AC - Ice Blessing	B8 - War Cry	C7 - Numbing Sting
AD - Dark Blessing	B9 - Wicked Howl	C8 - Brute Force
AE - Dark Blessing	BA - Wing Beat	C9 - Sticky Goo
AF - Dark Blessing	BB - Wing Flutter	CA - Cannibal Fang
CB - Bear Claw	D5 - Vampiric Fang	DF - Acid Bite
CC - Posionous Bite	D6 - Bacteria Rush	E0 - Dynamite
CD - Flying Attack	D7 - Swift Strike	E1 - Headbutt
CE - Undead Sword	D8 - Rotten Blood	E2 - Poison Ink
CF - Ransak	D9 - Forcible Arm	E3 - Truncheon Fist
D0 - Sticky Poison	DA - Double Fang	E4 - Counterstrike
D1 - Poison Fang	DB - Mortal Blow	E5 - Mad Dash
D2 - Electric Bite	DC - Freebite Rush	E6 - Soothing Star
D3 - Poison Tail	DD - Twin Beaks	E7 - Spider Web
D4 - Onslaught	DE - Rabid Fang	E8 - Heartrender
E9 - Mad Spatter	F1 - Recovery	F9 - Sidestep
EA - Spasm	F2 - Flee	FA - Total Defense
EB - Sleep Star	F3 - Contain	FB - Stand Ready
EC - Decompose	F4 - Threaten	FC - Search For Help
ED - Haunting	F5 - Tremble	FD - Can't Use
EE - Worms	F6 - Fortify	FE - Posion Beat
EF - Berserk	F7 - Speed Surge	FF - Spinning Beat
F0 - Lucid Prophecy	F8 - Ally Search	

 Psyenergy + 02 modifier

Enemy Moves (cont)

00 - Heat Flash
 01 - Death Size
 02 - Outer Space
 03 - Dragon Driver
 04 - Drain Fang
 05 - Severe Blow
 06 - Thrash

 1.4 Item Hacking

Hacking items is a lot like hacking psyenergy.

```

    00 01 02 03 04 05 06 07 08 09 0A 0B 0C 0D 0E 0F
3580                                0B 02
3590                Item ^^ ^^ Equipped/Quantity
35A0
35B0
  
```

Item: Simply change the byte and get the item.

Equipped/Quantity: The second part follows the same mentality as pysenergy. It's best to hack all weapons and armor as 00 so you don't accidentally have a

conflict of interest

00 = Unequipped	48 = 10	98 = 20	E8 = 30
02 = Equipped	50 = 11	A0 = 21	
08 = 2	58 = 12	A8 = 22	
10 = 3	60 = 13	B0 = 23	
18 = 4	68 = 14	B8 = 24	
20 = 5	70 = 15	C0 = 25	
28 = 6	78 = 16	C8 = 26	
30 = 7	80 = 17	D0 = 27	
38 = 8	88 = 18	D8 = 28	
40 = 9	90 = 19	E0 = 29	

Like psyenergy, items also have a second group. The second group is the 01 modifier group and instead of using 00 as unequipped, it instead uses a 01.

01 Modifier

01 = Unequipped
03 = Equipped

Again it's best to hack these as 01 so you don't have a conflict of interest.

1.41 Item Addresses

Issac: 5E8 - 604
Garet: 734 - 751
Ivan: 880 - 89D
Mia: 9D0 - 9ED

Items + 00

1.42 Weapons

01 - Long Sword	0F - Machete	1A - Kusanagi
02 - Broad Sword	10 - Short Sword	1B - Bandit's Sword
03 - Claymore	11 - Hunter's Sword	
04 - Great Sword	12 - Battle Rapier	1F - Battle Axe
05 - Shamshir	13 - Master Rapier	20 - Broad Axe
06 - Silver Blade	14 - Ninja Blade	21 - Great Axe
07 - Masamune	15 - Swift Sword	22 - Dragon Axe
08 - Arctic Blade	16 - Elven Rapier	23 - Giant Axe
09 - Gaia Blade	17 - Assassin Blade	24 - Vulcan Axe
0A - Sol Blade	18 - Mystery Blade	25 - Burning Axe
0B - Muramasa	19 - Kikuichimonji	26 - Demon Axe
2B - Mace	37 - Wooden Stick	3F - Crystal Rod
2C - Heavy Mace	38 - Magic Rod	40 - Zodiac Wand

2D - Battle Mace	39 - Witch's Wand	41 - Shaman's Wand
2E - War Mace	3A - Blessed Ankh	
2F - Righteous Mace	3B - Psyenergy Rod	
30 - Greivous Mace	3C - Frost Wand	
31 - Blessed Mace	3D - Angelic Ankh	
32 - Wicked Mace	3E - Demonic Staff	

1.43 Armor

4B - Leather Armor	59 - Cotton Shirt	67 - One-Piece Dress
4C - Psyenergy Armor	5A - Travel Vest	68 - Travel Robe
4D - Chain Mail	5B - Fur Coat	69 - Silk Robe
4E - Armored Shell	5C - Adept's Clothes	6A - China Dress
4F - Plate Mail	5D - Elven Shirt	6B - Jerkin
50 - Steel Armor	5E - Silver Vest	6C - Cocktail Dress
51 - Spirit Armor	5F - Water Jacket	6D - Blessed Robe
52 - Dragon Scales	60 - Storm Gear	6E - Magical Cassok
53 - Demon Mail	61 - Kimono	6F - Mysterious Robe
54 - Asura's Armor	62 - Ninja Garb	70 - Feathered Robe
55 - Spiked Armor		71 - Oracle's Robe

76 - Wooden Shield	7F - Padded Gloves	89 - Armlet
77 - Bronze Shield	80 - Leather Gloves	8A - Heavy Armlet
78 - Iron Shield	81 - Gauntlets	8B - Silver Armlet
79 - Knight's Shield	82 - Vambrace	8C - Spirit Armlet
7A - Mirrored Shield	83 - War Gloves	8D - Virtuous Armlet
7B - Dragon Shield	84 - Spirit Gloves	8E - Guardian Armlet
7C - Earth Shield	85 - Battle Gloves	
	86 - Aura Gloves	

91 - Open Helm	9C - Leather Cap	A6 - Circlet
92 - Bronze Helm	9D - Wooden Cap	A7 - Silver Circlet
93 - Iron Helm	9E - Mail Cap	A8 - Guardian Circlet
94 - Steel Helm	9F - Jeweled Crown	A9 - Platnium Circlet
95 - Silver Helm	A0 - Ninja Hood	AA - Mythril Circlet
96 - Knight's Helm	A1 - Lucky Cap	AB - Glittering Tiara
97 - Warrior's Helm	A2 - Thunder Crown	
98 - Adept's Helm	A3 - Lure Cap	

FA - Mythril Shirt
FB - Silk Shirt
FC - Running Shirt

1.44 Key Items

DC - Venus Star
DD - Mercury Star
DE - Mars Star
DF - Jupiter Star
E0 - Mythril Bag
E1 - Small Jewel
E6 - Dragon's Eye
E7 - Bone
E8 - Anchor Charm
EA - Cell Key
EB - Boat Ticket

1.45 Psyenergy Items

C8 - Orb of Force
C9 - Douse Drop
CA - Frost Jewel
CB - Lifting Gem
CC - Halt Gem
CD - Cloak Ball
CE - Carry Stone
CF - Catch Beads

ED - Mystic Draught
F2 - Black Orb
F3 - Red Key
F4 - Blue Key

1.46 Minor Items

B4 - Herb	BF - Power Bread
B5 - Nut	C0 - Cookie
B6 - Vial	C1 - Apple
B7 - Potion	C2 - Hard Nut
B8 - Hermes' Water	C3 - Mint
B9 - Empty Bottle	C4 - Lucky Pepper
BA - Psy Crystal	E2 - Smoke Bomb
BB - Antidote	E3 - Sleep Bomb
BC - Elixir	E4 - Game Ticket
BD - Water of Life	E5 - Lucky Medal
E9 - Corn	
EC - Sacred Feather	
EE - Oil Drop	
EF - Weasel's Claw	
F0 - Bramble Seed	
F1 - Crystal Powder	

Items + 01

00 - Hyper Boots	06 - Adept Ring
01 - Quick Boots	07 - War Ring
02 - Fur Boots	08 - Sleep Ring
03 - Turtle Boots	09 - Healing Ring
	0A - Unicorn Ring
	0B - Fairy Ring
	0C - Cleric's Ring

1.50 Djinn Hacking

Let me start off by saying this: Djinn hacking is incredibly tricky. You have to do everything perfectly or you will be greeted with useless and unresponsive Djinn.

Up to this point, everything you've hacked has been controlled by multiple bytes, aka items and psyenergy. Every different psyenergy and item has had it's own byte that controls it.

Djinn hacking is far more complex. It is controlled by more than one byte, which change depending on the status of your Djinn, (standby, set, recovery) which elements you have and how many of each you have.

Issac's Djinn

00 01 02 03 04 05 06 07 08 09 0A 0B 0C 0D 0E 0F	
600	01
610	01

620
630
640

01 01

All of those numbers control one Djinn. Unfortunately at this point I only understand which numbers to add; not really what they do.

The byte at 608 controls which Djinn you have. Unlike items and psyenergy, where each item/psyenergy is accounted for in its own byte, which Djinn you have is not controlled by separate bytes. They are controlled by only two.

The game uses a binary system of counting to keep track of your Djinn.

01 - Flint
02 - Granite
04 - Quartz
08 - Vine
16 - Sap
32 - Ground
64 - Bane

So then what the game does is it adds up the value for each individual djinn and its total is what ends up at 608. So for example if you have Flint, Granite and Quartz, the game adds up the values (1 + 2 + 4) and you get seven, which goes at 608.

Here's where my understanding of Djinn fails. For some unknown reason you must put the same value you got above (in my example its 7) and put it in the byte directly below in this case 618. If you don't again bad things will happen.

Also like the Checksum if the value for your Djinn is over 2 digits, you must use the "reverse byte" method. So if you get a value of 1FF, you must enter it as FF 01.

Status bytes

The last two bytes are determined by the status of Djinn you have. A value of 1 means that the Djinn are all in standby. Make sure to ALWAYS use a 1. That way you can use my method of merely counting the number of Djinn you have and thusly determining which value belongs to that byte. Referring to my example, if I use 1 for each Djinn I get a value of three, which is what I would then put in both status byte locations.

Now as I previously stated, the location also determines which Djinn you have. For Issac, the bytes listed above all control Venus Djinn. If you were to take the 01's and move them to 610 and 620, the element of the Djinn changes. So instead of getting Flint, Granite and Quartz you instead get Fever, Forge and Corona even though they have the same value.

Confused yet? Just read the addresses and values and maybe you'll get it.

**PLEASE note that if you hack the Djinn the way I do for this guide what you must hack only one element at a time. If you try to hack multiple elements of Djinn at once the addresses change and I am not going to list all of the possibilities at this point. That also includes trying to hack when your character has two or more Djinn of different elements. Your best off hacking in all of the Djinn and then arranging them in game. That way the game will take care of the messy points for you.

1.51 Djinn Hacking Addresses

Okay so maybe the explanation was kinda tricky but I think once you see what I'm talking about you'll be able to successfully hack your Djinn and only have to do it once.

Legend

Vs - Venus
Ms - Mars
Jr - Jupiter
Mc - Mercury

Issac

I think this time a picture is much more appropriate to illustrate the Djinn hacking address. Just remember that you must put the same value in for both the Djinn addresses and the same number in for both the status.

	00	01	02	03	04	05	06	07	08	09	0A	0B	0C	0D	0E	0F
600									Vs				Mc			
610	Ms				Jr				Vs				Mc			
620	Ms				Jr											
630																

Status

Vs - 628 + 62C
Ms - 62A + 62E
Jr - 62B + 62F
Mc - 629 + 62D

Garet

	00	01	02	03	04	05	06	07	08	09	0A	0B	0C	0D	0E	0F
750	Jr				Vs				Mc				Ms			
760	Jr				Vs				Mc				Ms			
770																
780																

Status

Vs - 774 + 778
Ms - 776 + 77A
Jr - 777 + 77B
Mc - 775 + 779

Ivan

```
      00 01 02 03 04 05 06 07 08 09 0A 0B 0C 0D 0E 0F
8A0 Vs          Mc          Ms          Jr
8B0 Vs          Mc          Ms          Jr
8C0
8D0
```

Vs - 8C0 + 8C4
Ms - 8C2 + 8C6
Jr - 8C3 + 8C7
Mc - 8C1 + 8C5

Mia

```
      00 01 02 03 04 05 06 07 08 09 0A 0B 0C 0D 0E 0F
9E0                                Vs
9F0 Mc          Ms          Jr          Vs
A00 Mc          Ms          Jr
A10
```

Vs - A0C + A10
Ms - A0E + A12
Jr - A0F + A13
Mc - A0D + A11

1.52 Djinn Values

The formula for figuring out which Djinn you have is simple: simply add up the values assigned to each Djinn. Then use the hex converter to obtain the correct hex value. Since there are over a hundred possible combinations per element, I will only list the values assigned to each Djinn.

	Venus Djinn	Mars Djinn	Jupiter Djinn	Mercury Djinn
01	Flint	Forge	Gust	Fizz
02	Granite	Fever	Breeze	Sleet
04	Quartz	Corona	Zephyr	Mist
08	Vine	Scorch	Smog	Spritz
16	Sap	Ember	Kite	Hail
32	Ground	Flash	Squall	Tonic
64	Bane	Torch	Luff	Dew

Just so you know, 7F will get you all Djinn of one element.

** Note that these values are NOT hex values. You must use the hex converter to get the correct value.

1.53 One more time

With any luck by now most of you have at least a basic understanding of hacking Djinn. For those who don't, here's a real life example that I hope will bring about your understanding of Djinn hacking.

Issac

```
    00 01 02 03 04 05 06 07 08 09 0A 0B 0C 0D 0E 0F
600          07
610 01      07
620 01      03    01    03    01
```

The 07 is code for three Djinn, the 1, 2, and 4 value Djinn. The address of 608 for Issac means that the Djinn are all of Venus element. The 03 in both 628 and 62C both are status bytes and MUST be there and have the correct value, in this case three because I have three Djinn.

Now if we switch to the 1 at 610, that's coding for the 1 Djinn for Mars element. Because there's only one, we place a 1 at 0A and at 0E.

Again please note that these are two separate examples: one for Venus and one for Mars. If you were to hack them at the same time, the addresses would change and you would be left with useless Djinn.

1.6 Class Hacking

Class hacking appears to be another very easy hack. It appears to only be controlled by one byte, but I'm not entirely sure.

```
    00 01 02 03 04 05 06 07 08 09 0A 0B 0C 0D 0E 0F
0160          01 02
          Class ^^
```

All you have to do is input the appropriate value in the correct address. The 02s are only there for consistency.

1.61 Class Addresses

Issac - 639
Garet - 785
Ivan - 8D1
Mia - A1D

1.62 The Classes

01 - Squire	0A - Guard	14 - Wind Seer	1E - Water Seer
02 - Knight	0B - Soldier	15 - Magician	1F - Scribe
03 - Gallant	0C - Warrior	16 - Mage	20 - Cleric
04 - Lord	0D - Champion	17 - Magister	21 - Paragon
05 - Slayer	0E - Hero	18 - Sorcerer	22 - Angel
28 - Swordsman	32 - Swordsman	3D - Dragoon	46 - Apprentice
29 - Defender	33 - Defender	3E - Templar	47 - Illusionist

2A - Cavalier	34 - Cavalier	3F - Paladin	48 - Enchanter
2B - Guardian	35 - Luminer		49 - Conjurer
2C - Protector	36 - Radiant		4A - War Adept
50 - Page	5A - Ninja	64 - Seer	6E - Seer
51 - Illusionist	5B - Disciple	65 - Diviner	6F - Diviner
52 - Enchanter	5C - Master	66 - Shaman	70 - Shaman
53 - Conjurer		67 - Druid	71 - Druid
54 - War Adept		68 - Oracle	72 - Oracle
78 - Medium	82 - Pilgrim	8C - Pilgrim	96 - Ranger
79 - Dark Mage	83 - Wanderer	8D - Wanderer	97 - Bard
7A - Death Mage	84 - Ascetic	8E - Ascetic	98 - Warlock
	85 - Water Monk	8F - Fire Monk	
	86 - Guru	90 - Guru	
A0 - Brute	AA - Samuri	B4 - Hermit	B9 - Wizard
A1 - Ruffian	AB - Ronin	B5 - Elder	
A2 - Savage		B6 - Scholar	CA - Flame User
A3 - Barbarian		B7 - Savant	
A4 - Berserker		B8 - Sage	

Glitch Classes

CB - Enemy	D0 - Issac Appeared!
CC - Waiting for opponents input	D1 - Issac's party attacks first
CD - Mystery Man	D2 - Issac's party was caught by surprise
CE - Mystery Woman	D3 - Issac attacks
CF - Issac Appeared!	D4 - NPC
D5 - Issac is defending	DA - Issac's item has already been used
D6 - Issac uses a ???	DB - Your ??? broke!
D7 - Issac raises the ???	DC - Issac recovers 0 HP
D8 - Issac's ??? lets out a howl	DD - Issac recovers 0 PP
D9 - Nothing!	DE - Issac returns to battle

Yes there are more but I really don't feel like wasting any more room.

1.7 Gil Hacking

So I guess this is getting it's own section since there's really no where else to put it. Basically gil is controlled by two sets of bytes: one that controls how much gil your party has on the select file screen and another that is your actual in game gil.

Addresses:

Select Screen -> 024 - 026
 In Game -> 260 - 262

Hacking these values over the normal max of 999,999 might produce some weird results. But really can't you be happy with 999,999?

1.8 Theoretical Hacking

So here's the section dedicated to my hacking research. Even though it may seem I have given up on this guide, there is a fair chance I am frantically researching it. The problem is that in many areas I have found certain bytes that change major things, but I don't understand how they work. This section is dedicated to providing information so others can possibly crack what I cannot.

Currently there are a few major areas that I have tried to hack but have had little/no success. They include

Characters in party
Storyline Data
Location!
Tresure Chests
Character Status

Below are listed my theories concerning these hacks. Below that is help if you are intrested in starting some reseach of your own!

1.81 Characters in party

This hack has been driving me absolutely crazy! It appears that hacking the characters is dependent on more than one thing, most likely the story. Basically the values that I have changed seem to be completely random and are not even remotely consistent.

Known Character Bytes: 050
Suspected Bytes: 054

In the beginning of the game, right after Garet joins your party, this value (050) is set to 03. Simple enough. But this byte does not seem to follow any sort of pattern. A value of 04 will reduce your party to just Issac and 30 will get you both Issac and Garet. Some will actually even give you more Issacs! (I got to 6)

Also these values are not consistant accross game saves. I tried to copy exactly the whole line of bytes to see whether that would change my party, but even this wouldn't work. Unfortunately this only strenghtens my theory of the party size being story related. So this leads into my next section...

1.82 Storyline Data

Ah, the storyline. The Holy Grail of hacking. If I'm correct, whoever can crack how to hack the story will have the Keys to the Kingdom, because the story data affects the whole game. Who would have thought?

The problem with hacking the story is what events classify as a story event? Also there is the problem with optional story line data. If you're up for a serious challenge and think you can beat me to having it cracked, get to it!

1.83 **Location!**

Talk about keys to the Kingdom! If you can get either location OR story hacked you will go down in history as the greatest hacker of all time. Fortunately for you, I actually have some experience with hacking the location (a lot of good it's gonna do you!)

This one is very easily the hardest hack in the entire game! As far as I can tell, at least 6 (yes, SIX!) bytes control just the camera alone! I haven't even found the byte that controls your actual physical location! That byte is so secret I think it even has it's own Checksum! OMG!

1.84 Treasure Chests/Character Status

Again, honestly I haven't put alot of effort into these ones yet. I think someone could very quickly/easily hack this one. You just gotta beat me to it!

1.85 Helpful Hints for Hopeful Hackers

So now that I (sorta) explained some of the things I know about things yet to be hacked, one might ask themself "Gee, this might be so easy for you Mr. Incredibly Intellegent, but how are us Average Joes supposed to hack something even you can't?!" Well again fear not! I am ready to profess my knowledge and techniques to help you crack things on your own!

First you have to understand how to approach this the right way. For me, the easiest and most effective way through comparison. With WinHex, simply rename your old file as a .sav1 or something like that and start a new one. When you're done, change the old save back to a .sav file and viola. If you don't want to or can't use a new file, make SURE to copy your good one.

So open up your save in WinHex and click on the box in the corner (NOT Winhex, the save file) Next, Open up your game and do something related to what you are researching. For example if you are trying to figure out what bytes control chests, open the chest and save it. Then bring up WinHex again and open your new save file.

So now you should have 2 save files opened up in WinHex, with the only difference being what you just did (aka open a chest) Now here's the fun part: you have to make both the windows small enough to take up about 1/2 the screen each. Next you scroll down in each window until you get to your current library. Make SURE that the line with CAMELOT is the top one on both screens.

Following me? Well here's the awesome part. After getting both screens set up, go up to view and click the box "synchronize + compare". What this does is set both screens to move at the same time and same speed. Also (the best part) is it highlights in black all of the DIFFERENCES between game save 1 and 2. How does this help? Well if you only did 1 thing, there should only be a few differences.

Now I take a quick break to explain the way the data is arranged in Golden Sun.

A
B
C

Part A is from the 010 to just before Issac. Part A I believe contains all of the story information, like Location, Party, Chests ect. Part B contains all of your character data. Part C is mostly a mystery to me. If you are researching anything I haven't hacked, chances are very high you will find it in Part A.

So back to the differneces. The reason I mentioned the sections is because there will be more than one difference when you sync + compare. Location, time and possibly a few other things change as well. This is the part where you have to use your own intellence to narrow down the possible changes and isolate the one you are searching for.

After you think you've found the bytes that control something, you then have to desipher what values do what and which to use. Truly you can only get this through trial and error. Try changing bytes around it, or chaning the byte that changed. Just remember: Everything follows a pattern. Whether it is clear or not, there has to be a pattern. Nothing can be completely random.

I hope this helps those who want to try to crack something on their own. If you have a theory or believe you have cracked something, please feel free to e-mail me. I will give you all the credit you deserve!

1.86 A Good Place to Start

If you are intrested in beginning research, here is a good start. I started a new file, stepped outside and saved it. Then I opened it again, moved a little, and saved it again. Below are all of the bytes that changed:

008 009 00A

020 021

03C 03D 03E 03F

254 255

42C 42D 42E 42F(Not really sure if it changes, but it should...)

434 435 436

439

This info is a great start if you're intrested in hacking location, time or possibly even party. The rest is up to you!

A.5 Frequently Asked Questions

Q: How do I get my game onto the computer?

A: There are two ways that you can get your save on the computer. The first is to buy a special flash reader that connects to your pc and allows you to transfer your data, much the same way a gameshark works. The second is to obtain a "ROM" of the game from the internet.

Q: So this works with my GBA, right?

A: I'm pretty sure that it is. If you can get your GBA save file on the computer, this is the method to use to hack it.

Q: Where can I find a ROM for Golden Sun?

A: I honestly don't know. Just Google it and best of luck to you.

Q: What should I use to play my ROM?

A: Visual Boy Advanced is top dog when it comes to GBA emulators, and it's a free download.

Q: Is this even legal?

A: After reviewing a certain section of gamefaqs.com, I have realized that the only legal way to have a copy of the game on your computer is to make one personal copy. It is illegal to download the game from the internet or any other method. Sorry but if you decide to try this out using illegal methods it's not my fault.

Q: So what was the name of the hex editor again?

A: You really need to pay attention. I strongly recommend WinHex because it allows you to highlight large chunks of code effortlessly.

Q: Why is it my Djinn hacking is not working?

A: Did you even read the explanation? You can only hack one element per character. This is the last time I'm saying so and if I have to answer to a email where you are trying to hack more than one element per character, I will not be pleasant. :)

A.6 Legal Stuff

This guide is to only be posted on Gamefaqs.com and Neoseeker.com. If you wish to put this guide on your site contact and I'll let you know. This guide is not to be reproduced for profit; only personal use. But you wouldn't even think of doing something like that, would you. :)

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A.7 Contact Info

If you have any questions, comments, typos, maybe some help please feel free to email me at keyblade_master_02(at)yahoo.com or AIM me at skye0052. Unfortunately I do not check my email often enough and if I take a while to get back to you I apologize in advance. If you are truly desperate to contact me, I am almost always on Xfire as skye0053 whenever I'm online so if you request to be added to my friends list please just make sure to say for hacking help or I will most likely ignore you.

A.8 Credits

Ahh, so much credit to give. First I have to give credit to Camelot for making undoubtedly the greatest RPG for GBA and one of my favorites of all time. Second a huge amount of credit goes to Kaitia who wrote the GS2 game save hack and is responsible for getting me started in hacking and in helping me explain the hacking process. And for my friend for originally giving me the game.

Also those wrote to me with improvements:

Liq - Pointed out a typo and that 00 01 is actually an item.

Big Stu - Who also pointed out the same item at the same time I checked my e-mail so they both get credit.

Thanks to everyone who helps!

If you want to get your name here, just contact me with an improvement or anything and I'll be sure you get here.

A.9 Coming Soon

So everyone, it's up to us to finish hacking Golden Sun! You honestly don't expect me to do it all, do you :) Now get to work!