

Golden Sun: The Lost Age FAQ/Walkthrough

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Golden Sun 2: The Lost Age - Written by doctorbob26 - Version 1.2
FAQ / Walkthrough (GBA) - Email: doctorbob6@yahoo.com - 7/8/02

Written for 79 characters per line display

IMPORTANT NOTE: This guide is for the Japanese version of Golden Sun 2: The Lost Age. It will not include any of the storyline of the game unless it's visual, as I do not speak a word of Japanese. While this is currently the Japanese version, it will be adjusted to fit the American version once it comes out.

ANOTHER NOTE: In this guide, I have assumed that you have played Golden Sun 1. Be aware of this as I may not fully cover -everything- that was covered in the first game... I may, though.

IF YOU CAN TRANSLATE THE NAMES OF THE TOWNS FOR ME, I WOULD BE VERY GRATEFUL. I tried translating myself but always got stuck at the Kanji characters.

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/ A1 Introduction \
/ To Game

I am actually writing this part of the guide before I even have the game, so, I'd just like to say that I hope that this game is every bit as good as the first one. And from what I've heard, I won't be disappointed.

/ A2 Introduction \
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I hope to make this guide the second (yes, second) best guide there is available for this game. I've seen ikillkenny's work... I just can't compare, so I'll settle for second. I hope this guide is posted as I wanted to write a guide for the first game, but I got the game a little to late. Maybe this one will work out. I hope so.

Here are the basic controls for the game. All uses are not listed here, but most are.

D-pad: Move character. Toggle menus.

A: Select. Talk. Menu.

B: Cancel.

B(Hold): Run.

L: Use Set Psynergy. Zoom Out.

R: Use Set Psynergy. Map.

Start: Pause Menu.

Select: Menu. Toggle Maps.

YES/NO QUESTIONS - Yes is -always- on the left and no is -always- on the right

There are towns scattered through-out the world of Golden Sun. Each one has a few basic things. If you havent played the first game, you may not understand these things in Japanese.

-Inn- You can tell that a place is an inn because it will have a little sign that says "INN" near the door. At an inn, you can restore the HP and EP of all non-dead characters for a minor cost. The cost is the -only- number that you see when you talk to the inn keeper. He asks you if you would like to stay or not.

-Item Shop- The symbol for an item shop is a little brown vase. At an item shop, you can buy various... items (big surprise, eh?). Items include anything that is not a weapon or armor. On the menu that you see, the first option is Buy. If you choose buy, you will see a list of the stock that the store has, with price tags attached. The number on the right side of the screen is the amount of money that you currently have. If you choose to buy an item, you get to choose which character will recieve that item. In the inventory box, the number on the top-left is the number of that item that the character currently has. After you select a character to give it to, you can choose the quantity of the item. The cost is on the right. The next menu item is the sell button. You just choose the character that has the item that you want to sell, the item and the quantity of the item to sell. Be warned that items sell back for 3/4 of what they were sold to you for. The next menu is the artifacts menu. It works exactly the same as the Buy menu, except there won't be items there until a bit later on. The final menu is the repair menu. It does what it says. If you have a broken item, bring it there and you can get it fixed