

Ougon no Taiyo: Golden Sun (Import) FAQ/Walkthrough

by Archaeopteryx

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黄金の太陽

OUGON NO TAIYOU (GOLDEN SUN) FAQ/WALKTHROUGH

VERSION 0.05

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-----ABOUT THIS DOCUMENT-----
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Welcome to my yet-to-be-completed FAQ/Walkthrough for the game Ougon no Taiyou (Golden Sun) for the Game Boy Advance. I've had this game for a few days now, and I simply cannot put it down. If you check the "FAQ" section and read my wonderful, opinionated, so caveat emptor, completely obsessive praising of this game, you'll see why I want to write an FAQ for it. :P

NOTE:

This FAQ uses S-JIS encoding to show Japanese text. Please make sure your browser is capable of viewing Japanese text before using this document. Also, if you're using IE, please set your text size to either "larger" or "smaller". This will keep the tables with Japanese text on them from looking like a total mess.

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-----1. FREQUENTLY ASKED QUESTIONS-----
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Q. What is Ougon no Taiyou (Golden Sun)?

A. Golden Sun is an RPG for the Game Boy Advance, and was released in Japan on 8-1-2001. It was a highly anticipated game in Japan, frequently appearing in the top 10 of Famitsu's "most wanted" charts. A US release is planned for October, and given the sheer amount of hype this game has garnered in various print magazines and websites, Golden Sun will likely be a hit in the US as well.

The game is developed by Camelot, a company whose previous works included Shining Force III and Shining The Holy Ark for the Saturn (woo-hoo!), as

L Button: -A "shortcut" button in the field map, use Energy that
 you have previously set to this button.
 -Cycles through menus (to the left) in the status screen.
 -Use with the R button to resume gameplay when in "sleep"
 mode.

R Button: -A "shortcut" button in the field map, use Energy that
 you have previously set to this button.
 -Cycles through menus (to the right) in the status screen.
 -Opens the world map.
 -Use with the L button to resume gameplay when in "sleep"
 mode.

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START MENU TRANSLATIONS
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はじめる (Begin): Starts a new game
つづける (Continue): Continues a saved game
うつす (Copy): Copy a saved game file to another slot
けす (Erase): Use to erase a saved game file.

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FIELD COMMAND MENU TRANSLATIONS
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エナジー (Energy)
ジン (Jin)
アイテム (Item)

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BATTLE MENU TRANSLATIONS
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たたかう (Fight)
 -こうげき (Attack)
 -エナジー (Energy)
 -ジン (Jinn)
 -しょうかん (Summon)
 -アイテム (Item)
にげる (Escape)
ステータス (Status)

=====
PAUSE MENU TRANSLATIONS
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ぼうけんをきろく (Record adventure):
Use to save your game. You can save anytime you want in Golden Sun, except
for during events and battles. When saving a game, choose a save slot; if the
save slot is empty, you'll save automatically, but if it's occupied, you'll be
asked if you want to overwrite the current save file (the default answer is no).
You are allowed up to three save slots in this game.

いますぐスリープ (Go to sleep):
Use to put your game in sleep mode temporarily. When you choose this option,
the game shuts down, and you can resume play anytime by pressing the L and R
buttons simultaneously. Using this option helps conserve battery power if you
have to pause your game.

かんきょうせってい (Establish your environment):

There are five choices here:

- ウィンドウカラー (Window Color): Self-explanatory
- ウィンドウのあかるさ (Window brightness): Self-explanatory
- メッセージスピード (Message speed)

おそい: Slow
ふつう: Normal
はやい: Fast

-かいわおん (Dialogue sounds):

あり: Yes
なし: None

-じどうスリープ (Auto-sleep):

This is similar to the "Go to sleep" command. If this option is ON, if you leave the game unattended for a certain amount of time, the game will automatically shutdown; you can resume play by pressing the L and R buttons simultaneously. Once again, this is to conserve battery power.

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-----3. CHARACTERS-----
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MAIN CHARACTERS
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ロビン (Robin):

Kenshi, Earth Energist

Age: 17

The main character of Golden Sun, born and raised in the town of Haidia.

ジェラルド (Gerald):

Senshi, Fire Energist

Age: 17

Robin's childhood friend, also from the town of Haidia.

ジャスミン (Jasmine):

Flame User, Fire Energist

Age: 17

A young woman from the town of Haidia, who grieves the loss of her brother Garcia.

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SUPPORTING CHARACTERS
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ドリー (Dori):

Robin's father, who lost his life 3 years ago...

キニー (Kini):

Robin's mother, a very strong-willed yet kind-hearted woman.

スクレータ (Sukureta):

An alchemist who lives in Haidia. He accompanies Robin and his friends as they search for the secret of the Sol temple.

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-----4. WALKTHROUGH-----
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Upon starting a new game, you'll enter a screen that will allow you to input the main character's name. The default name is Robin, but you can change it to whatever you like. You're allowed up to five characters for his name, which could be any combination of romaji and kana syllables. If you want to write your name in English letters, simply choose the きりかえ (change) command on the top-right corner. When you're done entering your name, choose the おわる (finish) command on the bottom right corner.

The game begins with your mother (Kini) waking you up from a good night's sleep. A huge boulder from Alpha mountain is about to fall on the town, and she wants you to escape. She collects your belongings (note that she uses "Energy" to do this) and as you follow her to the door, she'll ask if you have forgotten to take anything (she responds differently depending on her answer). You'll meet your father (Dori) downstairs, and follow your parents out the door.

Outside, Kini asks if there's any way to stop the boulder. Dori says it might not be possible, and tells you to head to the town plaza. Kini decides to go with Dori to help find the rest of the townspeople. She asks if you can go to the town plaza by yourself. I said yes (if you say no, she'll accuse you being a little boy and ask the same question again). She'll then tell you that if you head south, you'll reach the town plaza. After Dori and Kini leave, you'll now have control of Robin. Unfortunately, it's not that easy to get to the town plaza. If you head south, every path you take will end up being blocked by a fallen boulder. So instead, head up north, up the slope, and up north around the house. You'll meet up with your friend Gerald, who is struggling to pull a box of his belongings. Speak to him, and after a bit of small talk, he'll join your group. (Note, the scenario will be slightly different depending on whether you directly approach Gerald or continue to head up north without stopping to talk to him. If you decide to just head up north, Gerald will just approach you before you go too far, and after speaking to you, he joins.)

With Gerald in your group, cross the bridge to the west and head south. After crossing the bridge the ground will shake, and the camera will pan up north to a group of people trying to use their "energy" powers to stop the boulder. Their efforts are futile, however, as they know that even with their powers they cannot stop the boulder, but they do manage to buy some time. They tell you to hurry up and escape before the boulder comes crashing down.

When you have control of Robin again, continue to head south. Another small boulder will fall in front of you, blocking the path leading south, so go the scenic route and head west to the next screen. Continue to head westward until you see an injured man lying on the ground. He's terribly hurt (apparently a monster broke the fence behind him with a rock), and he asks you if he's going to die. I said no, and he got up and headed towards the town plaza (you could, however, say yes, he is going to die; if you do, he'll tell you to go on by yourself while he continues to lie there in agony).

Head south, then east when you walk down the slope. You'll encounter monsters here at various spots (darma mice, bats, dancing mushrooms, all of which are easy to defeat). If you ever do get close to dying, remember that you have a few herbs in your pack that you could use to recover HP. Continue east and you'll eventually reach an area with a river. From here, head south, ignoring the bridge to the east (it leads to a dead end), and go down two slopes, until you reach the base of a waterfall. A cutscene will ensue; a man named Garcia is holding onto a branch, about to be swept away in the river. His little sister (Jasmine) is panicking. Your mother and father are also there, and your mother decides to go with Jasmine to get help. Jasmine heads down

towards the plaza, while your mother heads up north. She'll eventually see you. She asks you if you saw what she and Jasmine were talking about (answer however you like), then she asks if could go find help before Garcia drowns. In my case, I said yes. If you'd like, you could talk to your father and Jasmine's parents by crossing through the house to where they're located.

Now continue to head south, up the slope, and across the bridge, and walk towards the east to the next screen. It's an area with a bunch of empty houses. You could enter them if you like, but there's really nothing useful inside. If you want, you could search the bookcases to get information on the Golden Sun world. When you feel like continuing with the story, walk south and you'll reach the town plaza, where the villagers have all gathered. Talk to everyone. You'll find Jasmine with a group of people in the south end of the plaza. Another cutscene will ensue. Jasmine will ask if you heard about Garcia. A man then approaches you, saying that the energy rock recovered his energy so he can help save Garcia. He and Jasmine decide to follow you. The strange looking statue in the middle of the lake in front of you is the "energy rock" the man speaks of; if you touch it, your EP will recover (which is useless right now since you don't even have any energy powers to speak of at the moment, but anyway...). To reach the statue, just press up in front of the island; you'll jump to it automatically.

Now, backtrack a bit and return to the river. When you cross the bridge, your mother will call out to Jasmine. She mentions that she wasn't able to find help where she went, but notices you brought help with you. However, before you could reach Garcia, the boulder falls. Watch what happens, it's not pretty...

When you have control of Robin again, head east towards the town plaza. When you reach the next screen, the scene then shifts to a strange, sinister looking man talking to an equally strange, sinister-looking woman. Something's up... Their dialogue is interrupted by the sudden appearance of Gerald, who is calling out to you. The strange, sinister-looking man, then approaches you and asks if you heard what they were just talking about. Regardless of your answer, the man and woman will attack. Don't even try to win the battle as you'll most certainly lose. After defeating you, the two strange, sinister-looking people head off, leaving you behind.

The game fast-forwards to 3 years later...

Jasmine is walking around town. She tries to stop by your house to chat, but notices that you're busy fixing the roof of your house. Jasmine then heads up to Gerald's house to find him practicing his "energy" powers. They talk about the event three years ago, the effects of it, that they want to forget it happened, blah blah blah. Jasmine mentions that Robin is inviting them to go to Sukureta's house with him, and wants Gerald to come along. They return to your house to find you using your Energy to patch the roof (FYI, in this game, they use "Energy" for almost everything in this game). Your mother then talks to you and asks a few questions (I don't believe the answers really matter). Jasmine then tells your mother that you plan on going to Sukureta's house and Alpha mountain to study alchemy. A pretty humorous (at least I thought it was ^^) scene then occurs, and both Gerald and Jasmine join your party.

You now (finally) have control of Robin again. Be sure to check your status, as you'll notice that you have new "Energy" powers you could use in both the field and battle. Robin could now use Cure, Move, and Return. Gerald could use both Move and Flare. Jasmine could use Flare as well. You might also want to set "Move" as a shortcut to either the L or R buttons, as it'll come in handy later on. Don't forget about the Energy Rock in the town plaza; be sure to go there to recover your EP if you get too carried away playing

around with the "Move" command. ^_~

For now, do the usual RPG stuff. Visit every house, talk to the villagers (in particular, there's a strange individual in the inn you should take note of (!)), and purchase weapons and armor with what little money you have at the moment (check below for a shop list; I bought 2 long swords for Robin and Gerald, which was all I could afford).

And if you haven't done this yet: When you enter houses, you can always search pots and boxes for items. None of the residents seem to have problems with you pilfering from them, so steal as many things as you like. Here are the items you could find in the various houses:

- 6 coins (in a pot located in the house northwest of yours)
- 3 coins (in a pot located in the house directly west of the one with the double doors)
- 1 coin (in a barrel located on the second floor of the inn)
- Herb (inside a box located in the house west of the shop)
- Antidote Herb (in a barrel inside the house east of the river)
- Smoke Ball (in a barrel inside the house directly south of the one with the double doors)

Sukureta's house is in the far west part of town (if you remember from the prologue, it's in the same area where you found the injured man). On the way there you'll see the strange, sinister-looking pair who attacked you in the prologue. The two are talking to each other, and when they notice your presence, the woman approaches you and asks if you've been eavesdropping. They want to know if you're going to meet Sukureta. Regardless of your answer, Satyrus (their names are revealed now; the man is named Satyrus, and the woman is named Menadi) mysteriously lets you go, saying your meeting with Sukureta must be important (they're definitely up to something). Head straight to Sukureta's house (you can't miss it). You find the old man standing outside his house, mumbling to himself about the 4 elemental stones, the Sol shrine, the elemental star, etc. Talk to him. He convinces you to go to the Sol Shrine (even though you're not allowed to) and wants to accompany you. You'll then be asked a series of questions (basically stuff like if you'll keep going to the shrine a secret, if you'd like to be the leader, etc). I personally said yes to all of them. Sukureta then goes inside his house to pick up something and then joins your group (note: Sukureta just follows you; he doesn't fight in the battles).

Walk into Sukureta's house. You can read the books on the shelves if you like. There's also a pot with 5 coins inside, so be sure to pick it up (money is kind of hard to come by at this point, so pick up everything you can). Make sure your party is properly equipped and prepared for the upcoming dungeon, and head towards the Sol Shrine. The Sol Shrine is located on Alpha Mountain, which is behind the town's temple. There's a priest walking around in front of the temple, and he'll stop you if he catches you going towards the mountain. To get past him, just sneak by when he's not looking (he won't be able to see you when he's east of the temple). Continue up north and you'll enter the Sol Shrine.

Upon entering the Sol Shrine, Sukureta will ask if you want to continue inside. Say yes, and go north through the door. You'll come into a room with a bunch of platforms sticking out of a pool of water. To make your way through, just jump across the correct path of platforms (the solution is beyond easy to figure out). Continue through the corridors and you'll find another platform room like the one I listed above. However, in this room, depending on what path you take, you could end up in one of three areas. The west area is a dead end, the middle area leads to a treasure chest containing a chiisana houseki (ちいさなほうせき, small jewel), and

the east area leads to a minotaur statue with a missing eye. The solution, if you haven't guessed it already, is to grab the small jewel from the treasure chest, and insert it into the left eye of the minotaur statue (use the small jewel when you're in front of it). A path in the west area then opens up. Head into the next room.

Now you're in a room with a bunch of statues and seemingly nowhere to go. Sukureta investigates a bit, and comes to the conclusion that there must be a hidden passage somewhere. Gerald then asks if you'd like to help him find it. Say yes (you'll be forced to help even if you say no). To uncover the secret passage, all you have to do is push aside one of the statues. There are only two statues in the room that could be moved (the one on the far left and the one on the far right), and both of them have doors behind them. The door on the left leads to a dead end, so go through the right one.

You'll then find yourself in an fairly large room. From the door, head east, then north, then west at the first 4-way intersection. Keep going and you'll find a treasure chest with another chiisana houseki (small jewel). Now return to the 4-way intersection and head north. Go up a few steps and you'll see a path leading west. Continue along this path and you'll find another door.

Now you're in another room with a bunch of statues; however, this time the statues are behind a body of water, so there's no way for you to push them manually. To move the statues, use either Robin's or Gerald's "Move" energy command. (If you haven't yet set the L or R buttons as a shortcut for the Move command, now's a good time to do so, as it's quite convenient not to have to cycle through a couple menus to access it.) Use the "Move" Energy command to move the statue on the far left. There's another minotaur relief here; insert the small jewel in the minotaur's left eye, and you'll hear a noise. Now, use the "Move" command on the far right statue, and you'll find a door behind it. Walk through the door.

(Note 1: If you moved the sixth statue before inserting the jewel in the minotaur, you would have found nothing. Inserting the jewel causes the door to appear.)

(Note 2: There's a door behind the second statue, but don't bother going through it because it leads to nowhere.)

To be continued...

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-----5. WEAPON/ARMOR/ITEM LISTS-----

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WEAPON LIST

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Name (Japanese)	Name (English)	ATK	Characters
ウッドスティック	Wooden Stick	4	Jasmine
ミドルメイス	Middle Mace	6	Robin, Gerald
ショートソード	Short Sword	8	Robin, Gerald
ロングソード	Long Sword	14	Robin, Gerald

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BODY ARMOR LIST

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Name (Japanese)	Name (English)	DEF	Characters
コットンのふく	Cotton Clothes	3	Jasmine
ワンピース	One Piece	4	Robin, Gerald
トラベルベスト	Travel Vest	8	Robin, Gerald

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SHIELDS/GLOVES LIST

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Name (Japanese)	Name (English)	DEF	Characters
キルトグラブ	Kilt Glove	2	Robin, Gerald, Jasmine
ウッドシールド	Wooden Shield	4	Robin, Gerald

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HAT/HELMETS LIST

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Name (Japanese)	Name (English)	DEF	Characters
レザーキャップ	Leather Cap	3	Robin, Gerald

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ITEM LIST

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Name (Japanese)	Name (English)	Effect
やくそう	Herb	Recovers 50 HP, works on 1 ally
どくけしそう	Antidote Herb	Recovers from poison, works on one ally
けむりだま	Smoke Ball	When used in battle, covers an enemy with smoke, thereby impairing its ability to fight

HAIIDIA ITEM SHOP

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Name (Japanese)	Name (English)	Price (in coins)
やくそう	Herb	10
どくけしろう	Antidote Herb	20

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HAIIDIA WEAPON SHOP

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Name (Japanese)	Name (English)	Price (in coins)
ロングソード	Long Sword	200
ショートソード	Short Sword	120
ミドルメイス	Middle Mace	80
ウッドスティック	Wooden Stick	40

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HAIIDIA ARMOR SHOP

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Name (Japanese)	Name (English)	Price (in coins)
コットンのふく	Cotton Clothes	20
トラベルベスト	Travel Vest	50
ワンピース	One Piece	25
ウッドシールド	Wooden Shield	40
キルトクラブ	Kilt Glove	10
レザーキャップ	Leather Cap	20

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VERSION HISTORY & COMMENTS

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0.05 (8-6-2001)

A (very) preliminary version of the Golden Sun FAQ/Walkthrough, and first public release. There's still a ton of stuff missing, so there's not much to look at right now. >_< The next update will have info on the Jinns and a walkthrough that's actually past the first 30 minutes. Blah.

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CONTACTING ME

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My e-mail address is spotted_moray@yahoo.com. Please be sure to read the following before sending me any e-mail.

-Comments are welcome, and encouraged. Flames will be deleted.

-At the moment, please do not e-mail me with spoilers, tips, or any questions pertaining to events in the game after the current version of the walkthrough. I haven't finished the game yet, and I'd like to find stuff out myself first. However, if there are any blatant errors, let me know.

-Don't ask me for suggestions on emulators/cart copiers or places to find ROMs of this game. Support Camelot and Nintendo so they can bring out more games like this one, OK? If you want the Japanese version of Golden Sun, buy it. There are about a dozen online stores that already have this game; there's absolutely no reason for you not to be able to find one.

-Please don't ask me to translate the game into English. Surely you could wait a couple months for the US version...

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Until the next update...

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