

Golden Sun Strategy Guide

by Maverik

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Golden Sun Strategy Guide

----- Textilized Version .02 Beta -----

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| i. Introduction / Updates |
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Welcome to the ultimate Golden Sun Strategy Guide. This is the ONLY guide you'll need as you open the door to this massive epic that will surely capture your attention for the next several months. If you ever get stuck, our guide will be here to get you through. If you need to know where that weapon is, our guide will tell you. Welcome to the only guide you'll ever need for Golden Sun.

As you read through our guide you'll notice that right underneath major breaks in the game are common tasks for the player to complete. If you print the guide out, you can check these tasks off as you complete them using the little box ([]) next to each task.

On another note, if you find it hard to navigate through this guide, then press F3, and type in the name of the section, like "1. Prologue", and it will take you there. From there you can further narrow it down and type in say "1.b" to go to the second task of the prologue. Just a quick tip.

UPDATES:

12/18/01 >> Worked more on walkthrough, now covers up through Bilibin. Plan on writing up to Fuchin Temple over the next few days.

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| ii. Disclaimer |
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Golden Sun Network is in no way affiliated with Nintendo, or Camelot. This guide is not written or published by any official Nintendo source and is not meant to be interpreted as such.

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| iii. The Guide |
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|| Your Journey Begins ||
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1. Prologue

TASKS:

- [] (a) Go to Town Plaza
- [] (b) Get help for Felix

Your name is Isaac. You are an Earth Adept. Though you don't know it yet, the world as you know it is about to change, and you'll need to fix it. This part of the game is arguably the slowest, especially for those who are playing through it a second or third time, but it is necessary to get the player involved in this complex story.

(1.a) Your first task, as explained in the story, is to get to the town plaza.

This is located south east of your house, but you must do several things before you get there. As your parents go to help stop the boulder from crushing Vale, you must hurry yourself along to get to the plaza. As you head north from your house, stop and talk to Gareth, who is trying to drag a chest of his belongings to safety. Either persuade him to stop or continue north to the bridge, either way he'll join your party.

As you head across the bridge the screen will shift upwards and center on the villagers trying to block the boulder from the village. One will stop briefly and tell you to move along to safety. Follow his advice by traveling south down some steps and west to the next screen.

Dart along the obvious path and you will soon come across a man lying down next to a rock. The rock fell and injured him and he talks about how he can't go on. Tell him that he won't die and he'll jump up and walk off, tell him he'll die, and he'll give up all hope. Your choice, it really doesn't affect the game.

-- Note: Come back here later when you have the psynergy Lift and lift the rock out your way to get another djinn --

Continue along the path, and east into the next screen. Then head south and the game will shoot into a moderately long plot-developing cinematic. Jenna's brother, Felix is in the middle of the river clinging to a piece of wood and your mother and Jenna decide to go look for someone who can help rescue him. Your mother will ask you if you overheard them, and then to go help Jenna. Travel south, up the stairs and across the bridge and east to the next screen. Walk through the complex of houses and go down the three staircases so that you are now in the town plaza. There's a weapons shop, item shop, inn, and a giant psynergy stone, if you need some help identifying the plaza. Walk down to the bottom of the screen where you'll see Jenna talking to the village elder.

(1.b) Agree to help her and the man who was on the nearby stone will tell you that he can help and both Jenna and the man will join your party. Walk back to where Felix is drowning and the game will again interrupt into a scene of the giant boulder crashing through, ultimately killing Felix and the rest of Jenna's family, and your father.

The game will revert back under your control and the only thing left for you to do at this point is go back across the bridge and east again to the next screen. Gareth will come back to life as you do this and run after you. At the next screen Isaac will overhear a conversation between two mysterious looking people who talk about what just happened to the village. Gareth will enter the screen and yell your name, tipping the 2 figures off to you listening in. Either way you answer they will still attack you, and you can not win this battle. There is no way.

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_____  
/ Boss Battle:      \  
| Mysterious Man   |  
| Mysterious Woman |  
| HP:  Infinite    |  
| PP:  Infinite    |  
| EXP: N/A         |  
\_____/  
/
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2. 3 Years Later...

TASKS:

- [] (a) Visit Kraden's house
- [] (b) Enter the Sol Sanctum
- [] (c) Solve the puzzle and enter Mt. Aleph

[] (d) Collect the Elemental Stars

[] (e) Meet your first Djinni

The game will pick up 3 years after you lost the fight to the 2 mysterious people. Isaac is repairing the thatch on the roof of his house using his new psynergy, Garet is mastering his new psynergetic powers, and Jenna is walking around town, who attempts to talk to you, but since you're busy, she moves on to Garet. There's some interesting dialog between the 2 characters which involves catching the player up on the 3 years since, and then they both walk back down to your house where you are finishing up your final repairs.

This next part is rather long and boring, though it is interrupted with some funny cinematic, so I won't go into extreme detail about what the discussion is about. But here's the basic idea. They all talk about how they're going to go and learn Alchemy from Kraden. Isaac's mother wishes you well, and then you finally get control of the game again. Your first task should be to save your game. :)

(2.a) Your next step should be to make your way to Kraden's house. If you can't find it, remember where the guy was that hurt himself by the rock, well in that same screen is where the house is. As you approach the house, the mysterious duo is back and plotting something fishy. Once again they'll ask you if you've been listening in to their conversation, but whatever way you answer, they will not attack you this time. Instead they will let you pass on to your "important meeting".

Yet another cinematic scene will interrupt your actual game play and the trio will decide to investigate the Sol Sanctum after hearing Kraden's bizarre story. So you will again gain control of Isaac and you should be on your way. Proceed to the Sol Sanctum entrance, which is near the set of stairs north of your house, to the right of the bridge. Go left and up past Vale's sanctum and towards the tree. One of the village healers will pop out and tell you to stay away from Mt. Aleph, but to avoid him wait until he patrols the right hand side of Vale's sanctum, then run up and past the tree, and then up to Sol Sanctum entrance.

(2.b) Now comes the fun part, your first dungeon. If you want to call it that. Sol Sanctum is pretty straight forward for most of the dungeon, as it's really designed for new players. You won't encounter very tough enemies, though I'd still keep that cure psyenergy of Isaac's handy just in case while you're still low in the levels because their attacks can leave some lasting marks.

You should follow the fairly obvious path. Though there are some areas where you'll need to do some hopping around. To get through the first one, just hop onto the far right stone, then up one stone, up another, left one stone, left another, down two stones, left a stone, up twice, and then you should be on the other side.

The next time you get to a pond with stones in it there will be 3 paths. You should take the middle one first, which leads to a chest with a "Small Jewel" in it. Go back and take the right path which leads to a face set in the wall. Use the "Small Jewel" on the face and it will trigger an entrance which will allow you to go on the left path and through a doorway into the next section.

Kraden will interrupt into another FMV, which will result in you having to help him look for a secret entrance. Go to the far right statue, which has a dotted path around it, and move it left, which reveals you secret entrance into the next area.

(2.c) From here run right, up, straight through the first intersection, then left at the second. Follow this path until you get to another chest which will give you another "Small Jewel". Head back to the second intersection and then up to the third (3-way intersection) where you should turn left. Follow this path and you'll end up in a room with 6 statues.

Move the far left statue to reveal another face. Place the jewel in the face, then move the far right statue to reveal the doorway to the last area in the sanctum. From the door run right then up and left to get to a chest with an herb. From the chest run down, right and up and you'll enter the sanctum puzzle room. Kraken will go into how this is the real sanctum and on and on and on. After he's done he'll ask you to venture a little further and see what you can find. To do this, just run down from the second room and then through the first doorway. This will take you down into the workings of the puzzle. If you want to skip a bunch of talking then head left into the second room. If you WANT to read a lot of talking then move one of the statues in this room. Either way, you'll still need to follow these instructions:

In the second room, move the two upper statues along their preset path (the stone outline) to the little gray boxes. This will create a black hole in the ground. Then hop onto the little island and stand just outside the stone outline for the big statue, and use the move psynergy to pull the statue towards you, into the big black hole. Move to the right room, and move all four statues there into their little gray boxes, and then the puzzle will be solved. Kraden will talk about this and that, and you'll eventually get control of your character again, which involves going back to the first room where you'll see a beam of light coming from a hole in the wall. Go up to the hole and press 'A' and the hole will transform into a warp which you should take. The warp will bring you to the innards of Mt. Aleph.

(2.d) This part is interesting. You'll come out of the warp, and into a chamber which Kraden explains hold the four Elemental Stars. He wants to investigate them, but his old age has prevented him from being able to jump the gaps to get to them, so Jenna volunteers you (:)) to get them for him. Collect the lower right one, then the upper right one, then the lower left one. The mysterious duo, along with Felix (!) and Alex will hold Jenna and Kraden hostage until you go and collect the upper left one, which will trigger Mt. Aleph's eruption. Since they don't want to get hurt, the group of bad guys will leave, with Jenna and Kraden as hostages, and leave you and Garet behind, with the last star, and an erupting volcano.

The guardian (a floating rock) will save you, and you'll have to run out of the Sol Sanctum, and then back down to Vale, where everyone is wondering what's going on, and where you've been. The village elders will question you (which is another long and boring dialog) and set you off with a series of instructions: Fix what you screwed up.

(2.e) So, after your fellow villagers cast you off with a big farewell, you're now on your own. Your next task is to meet your new pal, Flint. You should be able to see him flying around outside almost immediately, when you approach him, the game will cut into another cinematic, this time with a djinn tutorial. I suggest you pay close attention to it, as the concept of djinn is one of the biggest in the game.

After a tutorial battle and some more dialog, Flint will join you in your quest, and you're set to head on to your first destination, Vault, which is located southeast of Vale. Before you enter Vault, however, you might want to save your game, and level up a bit. I recommend that you be at least level 10.

3. Vault

TASKS:

- [] (a) Buy new weapons/armor
- [] (b) Meet Ivan
- [] (c) Identify the burglars
- [] (d) Find the stolen goods
- [] (e) Defeat the thieves
- [] (f) Return the stolen possessions

The very first time you enter Vault, the game will take over and you'll watch as a bunch of stagecoaches leave the town and head south. They stop at a broken bridge and talk about how they'll have to take the long way around, which means heading to Lunpa. Hammond, the main "leader" of the group is reluctant, but agrees that it's the only way, so they'll all pile back into the coaches and continue back north.

(3.a) Okay, now you can really enter Vault. My first suggestion would be to check out the weapons, armor, and items store and stock up on all the best equipment. If you're short on cash, just fight outside town, you'll get exp and money!

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-----  
| Vault Shops:          |                               |                               |  
| Items                 | Armor                         | Weapons                       |  
|-----|-----|-----|  
| Herb <10 coins>      | Padded Gloves <10 coins>    | Mace <80 coins>              |  
| Antidote <20 coins> | Leather Cap <30 coins>      | Short Sword <120 coins>     |  
|                     | Wooden Shield <40 coins>   | Long Sword <200 coins>     |  
|                     | Travel Vest <50 coins>     | Battle Axe <280 coins>     |  
|                     | Circlet <120 coins>        | Magic Rod <380 coins>     |  
|                     | Leather Armband <180 coins> |                               |  
|-----|-----|-----|  
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(3.b) Your next step should be in the direction of the mayor's house. It's in the north west part of town, up some stairs. You will see Ivan standing at the back of the house. When you go and talk to him, he'll mind read you, and after a bit of discussion, about the theft of his master's rod, he'll join up with you in an attempt to capture the culprits.

A word of warning, if you leave the town while Ivan's in your party, he'll leave and wait for you until you come back to Vault. This okay, since you can still level up and such, but it just gets annoying. If you leveled up before you meet Ivan, you should be all set.

(3.c) This next part is pretty fun. First you have to find the thieves. Try searching some common areas. If you still can't find them (they do stick out) then try going upstairs in the Inn.

When you try to talk to them and they run away you can try to corner them, but no matter how hard you try one will always get away. To solve this problem, leave. As you leave, Ivan will suggest that they try again, this time with 2 people so you can capture them. After you successfully corner one of them (it does not matter which one) Ivan will perform his Mind Read psynergy and then you can start on your next task, finding the stolen treasure.

(3.d) To find the goods, walk out of the inn and find the ladder, which is to your immediate left from the inn. Climb up the ladder and into the hole in the roof. Use your Move psynergy to slide the giant box to the left, hop across the gap, and into the next room. Here they'll be a man tied up in a chair, but before you approach him, save your game, as this will be your last chance too before the boss battle.

Once you save, approach the man and Isaac will untie him. He'll thank you, and talk a little more, then the thieves will come back in and fight you, no matter how you answer any of their questions.

(3.e) Defeating the trio should be fairly easy, providing you leveled up to at least level 10 prior to entering Vault. My suggestions would be to use psynergy that attacks 3 people, focusing the brunt of the magic to the middle thief. This routine will not only knock the ringmaster's HP down, but it will also eventually take out the 2 henchmen. Once the 2 followers have fallen, focus all you strength on the middle man, and finish him off.

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/ Boss Battle:      \  
| Middle Thief     |  
| HP: 244          |  
| PP: 0            |  
| EXP: 36          |  
| Outer Thieves    |  
| HP: 110          |  
| PP: 0            |  
| EXP: 15          |  
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(3.f) After defeating the trio, the man who you untied will go and get the authorities, who will tie the thieves up and investigate the 3 treasure chests that were hidden in this room. They'll open 2 of them, and the 3rd one is Ivan's. Eventually the mayor and the others will leave, taking the thieves to jail. Ivan will mind read you one last time and then say goodbye, as he's going to save his master from Dodonpa. You can stay at the inn to heal your wounds from the fight, and then before leaving Vault, stop off at the mayor's house and he'll give you a Water of Life.

Your next stop is a trip through Goma Cave, which is northeast of Vault.

4. Goma Cave

TASKS:

- [] (a) Meet up with Ivan again
- [] (b) Find Forge, your new fire djinni

(4.a) Goma Cave is relatively easy. It's fairly straightforward and you really can't die unless you don't use ANY healing items, OR healing psynergies. Your first task however, is getting into it! When you first get to where the entrance is, you'll notice a bush on a earthen pillar, near the waterfall. No matter how you try to move it, it won't budge.

Stop trying to move it and walk away, and Garet will pop out and talk about how there's got to be another way. Along comes Ivan? He talks about how he has an idea on how to move the bush out of the way. Using his Whirlwind psynergy, Ivan blows the tree out of the way. He then talks about why he's there, because he tried to rescue Hammet from Lunpa, but failed. He feels that your quest is more important than his, and you may also be able to help him. So anyways, now Ivan is in your party permanently.

To continue on simply hop over the gap and use Whirlwind to clear the bush in front of you. Now you can enter Goma Cave.

(4.b) From the entrance follow the path up and to the stepping stone in the stream. Hop to the other side of the stream using the stone and head downwards. Go up the stairs to the left and through the door. Go down the stairs, all the

way right until you see a pillar. The gray/green area that the pillar is on is your range of movement. In order to get the djinni there, you need to move the pillar up as far north as it can go. Once you're done with that run south and hop across the gap and head down the stairs. After running northwest for a tiny bit you'll be in a room with a big pond. Run counter-clockwise around it until you reach another stepping stone. Hop over it and then run up to the next set of stairs.

Run up to the pillar and use move to move it east. Hop over the gap, then jump down. If you want to get a Lucky Medal (which you'll need later in the game), move the pillar to the left again, and jump up and right then you can get the treasure. In any case, run down from the pillar to the point where you can almost jump across to the platform that a stump is resting on. Use Move psynergy to push the stump off the edge, now head back to the room with the giant pond.

Instead of looping back the way you came, why don't you run to the right and hop over the new (white) stepping stone that is there from the stump you pushed over on the floor above? This will lead you to another set of stairs, which you should take. Now you should be in the room with the fire djinni, Forge. If you moved the stone pillar up as far as it can go, then you can hop across and fight Forge, if not, then either go back and do so, or you're out of luck!

DJINNI BATTLE STRATEGY: <<Attack with strength, don't worry to much about defense, also try and put Forge to sleep, or stun it as Forge will try and run if you don't defeat him in time>>

Once you claim Forge, head north to the next room where you'll find another stump. Use move again to push it off the edge, and then either back track to the very beginning, or use Retreat and hop back over the stream. From the first stepping stone in the stream, head north to where the second stump has left you a way to hop across the stream again. Do this, and then follow the path to the exit. Next stop...Bilibin!

5. Bilibin

TASKS:

- [] (a) Buy new weapons/armor
- [] (b) Find Gust
- [] (c) Visit the mayor

You may notice, as you enter Bilibin, that there's a mysterious tree of some sort right at the entrance. It looks somewhat like a man??? Maybe it is...

(5.a) Before or after you buy new weapons and/or armor, I always suggest that you level up while you're near a town. Do the same here. In any case, here's the weapons/items/armor list.

Bilibin Shops:		
Items	Armor	Weapons

Herb <10 coins>	Travel Vest <50 coins>	Long Sword <200 coins>
Antidote <20 coins>	Circlet <120 coins>	Battle Axe <280 coins>
Elixir <30 coins>	Leather Armlet <180 coins>	Magic Rod <380 coins>
S.Feather <70 coins>	Open Helmet <180 coins>	Heavy Mace <500 coins>
	Travel Robe <200 coins>	Hunter's Sword <520 coins>
	Leather Gloves <220 coins>	Bandit's Sword <700 coins>
	Leather Armor <240 coins>	Witch's Wand <860 coins>
	Wooden Cap <400 coins>	Broad Sword <1,000 coins>
	Bronze Shield <500 coins>	

(5.b) In the center of Bilibin, you should notice a statue. From this statue run east, and up the stairs. Then run south, and along the town's fence. Once you reach the other side, use Ivan's Whirlwind to clear the bush and enter the cave. Move the statue down, and then hop across to claim your new djinni, Gust.

(5.c) In the north end of town, is the Mayor's mansion. As you attempt to enter, the guards will ask if you're a warrior who's trying to save Kolima. Say yes, and then they'll escort you into the mansion. At this point, just run north to the next room, where you'll be questioned by the Mayor. No matter how you answer his questions, he'll still tell you the same thing, no. Before you leave, talk to one of the guards and he'll say that you may not need a key. And also remember to search around, as there are a few items hidden in the mansion.

**** THIS NEXT PART ALL DEPENDS ON WHAT YOU CHOSE. IF YOU WANT TO CONTINUE NORTH
**** TO IMIL, THEN GOTO 6A. IF YOU WANT TO GO FIRST TO KOLIMA FOREST, THEN GOTO
**** 6B. EITHER WAY, YOU'LL NEED TO DO BOTH 6A & 6B, IT'S JUST A MATTER OF
**** PREFERENCE.

MORE COMING SOON!

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| iv. Djinn Locations / Hints |
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(see Golden Sun Network for now)
<http://www.quaszar.com>

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+-----+
| v. Items / Weapons / Armor List |
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(see Golden Sun Network for now)
<http://www.quaszar.com>

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| vi. Codes |
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Naming other characters:

At the main character naming screen, input your character's name as usual (or just leave it at Isaac for default) and then before pressing end press [select 3 times]. If you do it correctly you should hear a chime and then you can press end and you'll be able to name Gareth, Ivan, and Mia.

Once you reach the name input screen for Mia, input her name as usual (or just leave it at Mia) and then before you press end press the following combination:

[Up, Down, Up, Down, Left, Right, Left, Right, Up, Right, Down, Left, Up, Select]

Then you'll hear another chime and you can advance on to name Felix, Jenna, and Sheba.

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| vii. FAQ / Credits |
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Q. Can I use this guide on my own site?

A. Sure, but just email me (see contact info below) with your site's URL and don't modify it in any way.

Q. How many djinn are there? Where do I get them?

A. There are 28 djinn. Don't get confused though, there are only 4 types. 7 of each type. You can find them in towns, caves, dungeons, and even on the World Map! Check back at future releases of this guide to find a location chart!

Q. Can you hook me up with the ROM?

A. No, any emails I get asking about ROMs will get deleted. ROMs are illegal and I do not sponsor them, or support them. If you really want the game, just buy it. It's worth the money.

Q. When is this guide going to be complete?

A. I don't know. It takes a long time to write a comprehensive guide, and right now I am focused on my site and getting our REAL guide published. Don't fret though, I will update and eventually complete this version!

Q. Can, or how, do I help out with this?

A. Email me with what you want to contribute.

Q. How do I get in touch with you?

A. Email --> maverik@quaszar.com
AIM --> VPMaverik
MSN --> maverikgsn@msn.com

Q. Do you have a web site?

A. Yes, Golden Sun Network, and the URL is <http://www.quaszar.com>

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| vii. FAQ / Credits |
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| viii. Final Notes |
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I'd just like to thank you for taking the time to use our guide. I hope it helped you in some way, and please, recommend this guide to all your buddies who are stuck in Golden Sun too.