

Golden Sun Debug Room FAQ

by JackH

Updated to v1.7 on Feb 28, 2004

| GOLDEN SUN DEBUG ROOM FAQ |

This FAQ has been written to help answer any queries people may have about the Debug Rooms in one of the best games for the Game Boy Advance, Golden Sun.

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This guide can only appear on GameFAQs.com, IGN, or Neoseeker.com. If you wish to have it on your site, then contact me with your site's address at jackhunter64@hotmail.com

| HISTORY |

V1.7

More text.

V1.6

We're now on IGN, apparently.

V1.5

Some minor changes.

V1.4

Updated the code list. Now the codes can be used with the GameShark SP and CodeBreaker.

V1.3

Updated the codes, and added a link to the upgrade for the Action Replay V3.

V1.2

Yet another update to Debug Room 1, and some info about the rebranding of the Gameshark in the US. It's now called the Action Replay.

V1.1

Updated the Debug Room 1 section.

v1.0

First build! My first FAQ on GameFAQs too!

| REQUIREMENTS FOR ENTRY |

To enter the Debug Rooms, you'll need the following-

A. A GBA.

B. A copy of Golden Sun.

- C. An Action Replay for Game Boy Advance.
- D. The necessary codes to enter.

NOTE: Recently, Datel, the makers of the Action Replay, split with Interact, who distributed it in the US under the moniker "Gameshark". Datel have launched the Action Replay in the US, and it's exactly the same as the Gameshark, as far as both codes and operation are concerned.

WARNING: These codes will ONLY work on the English language version of Golden Sun. Any other versions will have different codes. If anyone can alert me to what these codes are for different versions, please do so.

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| ACTION REPLAY CODES |  
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These are the codes that users of Action Replay V1 or Interact Gameshark will need to use.

Must Be On [M]

72CB4343

F0C15E4F

6F5E501F

7FE05A78

Debug Room 1

DCAC7712

58F48E11

FB09392F

3A30CC7D

Debug Room 2

32D269FA

3ED79985

19CB68FA

1D7923F2

These codes only work on the Action Replay V3. To upgrade your Action Replay or Interact Gameshark to Version 3, go to www.codejunkies.com. If the packaging of your Action Replay says "Compatible with Game Boy Advance SP" and has Pok^モmon and Yu-Gi-Oh! pictures on it, it's already V3.

Must Be On [M]

D06E067F

8055B26F

E0CE785B

D8990E3E

Debug Room 1

60FF6450

D96B96FB

4553DE0F

0913E722

Debug Room 2

92B5130F
1B7FA51A
0DFA4AD9
3B7A93E7

These codes will work on the GameShark SP, the CodeBreaker, or the Xploder. The GameShark SP is manufactured by Mad Catz, and is different to the Interact Gameshark. All three devices here are identical, it should be pointed out. Codes!

Must Be On [M]
00009B1A 000A
100036E6 0007

Debug Room 1
32000400 00C7
32000408 00C7

Debug Room 2
32000400 00C8
32000408 00C8

| ADDING THE CODES |

First, add the codes to the Action Replay's memory. This is done by going into the menu "Management", then choosing "Add/Edit Code". If you haven't added Golden Sun to the Action Replay's memory, now is the time to do so. With the Golden Sun Game Pak inserted into the Action Replay, choose "Add/Edit Game". Choose "ADD GAME" and type out Golden Sun on the software keyboard. Now put in the "Must be on [M]" code listed above. Whenever you use Golden Sun with the Action Replay, the Action Replay will recognize Golden Sun, and will auto-load the codes for your convenience. Now you can add the codes. Choose "Add/Edit Code", then choose Golden Sun. Choose "ADD CODE". Now enter the codes using the on-screen software keyboard. Once you're done, you're ready to go!

If anyone with an Xploder, Codebreaker, or GameShark SP can give me a detailed and concise explanation of how to add codes, they'll be given credit here.

| USING THE CODES |

Load up the codes, and select only one of the Debug Room codes. Once you've decided which to use, then press Start to enter the game. When the Nintendo logo appears, slide the switch on top of the GSA to the left, which turns the codes off. Load up your save, making sure you have a save slot free. Turn the Action Replay on now, by sliding the switch to the right. Walk through a door, any door, and gaze in awe at the sheer majesty. Some sprites on a black

background. Never mind though. Here's the beef:-

| DEBUG ROOM ONE |

This is the less populated room. There's a man who looks like he comes from Lalivero, a pink statue and what appears to be a zoomed in sprite of a cat licking it's paws. Talking to the cat, it says "Raise everyone's level. A - 1 UP. ST - 5 UP." Does exactly what it says on the tin. The pink statue gives you any item from within the game, and also provides a description of it and it's extra properties I.E. Gaia Blade - Attack + 135, Earth Power +20, Earth Resist +20. This is the only way to get the dummy items Sol Blade, Masamune, and Kusanagi. The Sol Blade and Masamune are Long Sword items equippable by both Isaac and Garet. The other one, the Kusanagi, is a Light Blade equippable by Isaac, Garet and Ivan. Talking to the Laliveran man, he describes the various Psynergies. But, after talking to him, the game freezes. Onto the next room...

UPDATE ONE - Going north from the entrance reveals two emoticon bubbles are on the right side of the screen. One is of a unhappy face, the other is '...'. Both of the faces say "I won't stop you, but I wouldn't go unless I had business there. I'd go to Tolbi and watch Colloso. That's what I'd do." Going further north from that, there's a rather odd statue which is cut in half. It's off the screen. Speaking to it reveals the character face icons used throughout the game by important characters. Flicking through the icons, we see the names of Garet's family (Mrs. Jerra, Garet's mother, Kay Jerra, his elder sister, Aaron Jerra, his younger brother, and Mr. Jerra, his father). Once we get to Tret, things start to become dodgy. The name underneath the icon is of the icon that is next in line. The picture of Tret is accompanied by the text 'Laurel', the picture of Laurel has 'Nyunpa', and so forth. There is also another picture of Felix that isn't used in the game! Young Felix, in the same vein as Young Isaac, Young Garet and Young Jenna. Once we get to Shadow Babi, it gets weird. The name beneath is Gyorgis. The next picture is of Faran, the leader of the Lalivero. I'm presuming this was an original name of his, but what if it isn't? What the hell is a Gyorgis anyway? The picture of Faran is accompanied by the text '...'.

Thanks to Rampaidge and Slothman for alerting me to these two things I missed out.

UPDATE TWO - Going north of the half cut off statue, and pressing A on it shows all the Item Icons, same as the bush in Debug Room Two. Thanks to Link340254 for this.

| DEBUG ROOM TWO |

This is the bigger room. There are various characters from in the game in here, and this is what they do-

Garet- Claims to have raised you by one level, but doesn't, actually.

Jenna- Gives you sturdy equipment. Basically, a lot of weapons and armour.

Ivan- Gives you various perishable items, such as Herbs, Lucky Peppers and Mints.

Mia- Renames Isaac, and no-one else.

Kraden- Shows you how much your items cost you if you buy them from a shop.

Dora (Left)- Gives you all the Djinn.

Saturos (Left)- Says "The body is being torn apart". Takes HP from the entire party, and afflicts them with various ailments.

Menardi- Gives you "treasure". Most of it is stuff that cannot be dropped or sold, so best to avoid this one.

Weapons Shop- Ordinary weapons shop.

Dora (Right)- Acts as a Sanctum Healer.

Saturos (Right)- For some unholy reason, says "Kyle... Will they be able to stop the boulder?"

Bush- Shows all the item icons.

Felix (Upper)- Shows various speeches from the Armour Shop Man.

Felix (Lower)- More Armour Shop Man speeches.

UPDATE ONE: nintendosown corrects me on what Dora does.

"She does in fact give you every Djinn. Luff is given to Mia, although not visible. If you go to the last Djinn Mia has, then press down again, the bar below that will be highlighted. Select it, and give it to Ivan. Then you will have all 28 Djinn."

UPDATE TWO: VDCMonger tells me:

"Just thought I'd mention something to you about Debug Room 2. Immediately when you enter, all your characters automatically get bumped up to level 30, except for Isaac, who gets bumped to level 50. I don't know what happens if your characters are already above those levels, because my guys were in the 20's when I tried it."

If anyone else can confirm this, please do so.

Phoenix Ambrose contacted me to say:

"As you may or may not know, the game Golden Sun changes something around when you're in the tolbi-bound ship so you can't get godly experience off the big boss (or so it doesn't freeze/hang at the one-time-only fight) or change your setup for the fun of it. The reason I'm telling you this (probably the thousandth time you've heard it, though) is because the change in the system stays even after you go to the debug rooms. I've tried several different scenarios and they all have the file being unable to be recovered."

ElementsOf says a lot of things:

"Debug room 2 does boost your levels to 50 for Isaac and 30 for everyone else. If your party is above those levels then they're not affected (at least my level 55 team wasn't).

Garet will in fact boost your levels; you just have to keep talking to him. He boosts you 10 levels at a time, though, not 1.

Also, perhaps it's just my game, but every time I talk to the Weapon Shop guy Isaac is given a broken (and unfixable) Muramasa, Garet is given a broken (but fixable) Virtuous Armllet, and Ivan is given a Bone. Mia is Poisoned and Ivan becomes Haunted, Heaven only knows why. My money is changed to 200,000, no matter what it was before (higher or lower).

Perhaps the Weapon Shop guy only attacks Mia and Ivan because when Saturos (left) damages the party, he inflicts status conditions only on Isaac (Poison and Haunt) and Garet (Venom). My mind boggles.

The Weapon Shop guy sells Long Sword, Short Sword, Mace, and Wooden Stick. As Artifacts, he sells (unlimited numbers of?) Shamshir, Silver Blade, Masamune, and Witch's Wand.

Ivan gives

17 Antidotes, 14 Herbs, 11 Nuts, 13 Vials, and 9 Potions to Isaac

13 Psy Crystals and 12 Antidotes to Garet

11 Power Breads, 11 Cookies, 11 Apples, 7 Hard Nuts, 13 Mints, and 8 Lucky Peppers to Mia

14 Elixirs, 11 Waters of Life, and 16 Sacred Feathers to Ivan

Jenna gives

Spiked Armor, Asura's Armor, Earth Shield, Dragon Shield, Gaia Blade, Muramasa, Bandit's Sword, and Kusanagi to Issac

Demon Axe, Burning Axe, Wicked Mace, Blessed Mace, Demon Mail, Dragon Scales, Aura Gloves, Battle Gloves, and Adept's Helm to Garet

Angelic Ankh, Crystal Rod, Storm Gear, Water Jacket, Oracle's Robe, Feathered Robe, Vambrace, Guardian Armllet, and Glittering Tiara to Mia

Zodiac Wand, Shaman's Rod*, Ninja Garb, Kimono, Earth Shield, War Gloves, Virtuous Armllet, and Prophet's Hat to Ivan

*note that you cannot get rid of the Shaman's Rod given to Ivan. You may want to load him up with items so there's no room for him to be given anything before you talk to Jenna.

Menardi gives

Hermes' Water, Halt Gem*, Venus Star*, Mercury Star*, Mars Star*,

Jupiter Star*, and Mythril Bag* to Isaac

Smoke Bomb, Sleep Bomb, Dragon's Eye* (the jewel for the dragon statue in the Fuschin Temple cave), 11 Game Tickets, 8 Lucky Medals, Anchor Charm* (from the ship), Bone (from the Inn in Vault), and Mystic Draught* (from Altmiller Cave) to Gareth

Water of Life, Orb of Force*, Douse Drop*, Frost Jewel*, Lifting Gem*, Halt Gem*, and Catch Beads* to Mia

Black Orb*, Fur Boots, Fairy Ring, Healing Ring, and Running Shirt to Ivan

*these items cannot be dropped or sold. If you get them, you'd better like them, a *lot*, because you aren't getting rid of them any time soon. Or ever, for that matter."

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|   SAVING AND ESCAPING   |  
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If you do save inside either Debug Room, make sure it is on an empty slot, and not over your original save. I hold ***NO RESPONSIBILITY*** for anything that goes wrong. You choose to go into the Debug Rooms, you take the risks.

Anyway, after saving, exit the game, and go to the Continue screen. Choose the Debug Room save, then hold down L, R and Start, then tap A, whilst still holding the buttons. You'll appear at the last sanctum you visited, with all the stuff you gained in the Debug Rooms. Now save. Well Done.

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|   THAT'S ALL FOLKS...   |  
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You've done it. That's it. You're done now. Go play with your newly acquired ill gotten gains, you.