Golden Sun Shop/Item Guide

by skaven   Updated to v1.01 on Jul 30, 2006
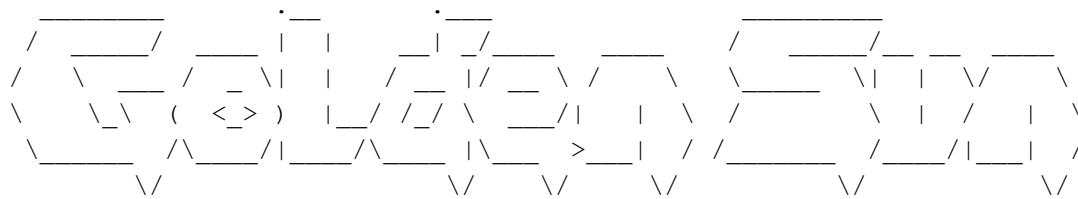
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         |        Golden Sun? Shop & Item Guide        |
         |             Game Boy Advance                |
         |             ? Nintendo/Camelot              |
          -------------------------------------------
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Nestled away at the foot of Mount Aleph, the most sacred peak on
the continent of Angara, rests a quiet village called Vale.
For ages, the elders of this remote community have been the
caretakers of Sol Sanctum - an ancient temple on the mountain's
slope that for eons has guarded the seal on the ancient science
of Alchemy. Now, that seal has been broken. A mysterious
figure is attempting to release the powers of Alchemy upon the
world, a power so great that one who wields its full force
can attain any of his heart's desires - countless riches,
endless life, even the power to destroy the world. Once the combined
power of the four elements - earth, water, wind, and fire,
which together make up all matter - is unleashed, the world willfall
to its knees before the one who wields it. If this horrible fate
is to be avoided, a brave soul must now arise!
- Text from instruction book -

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=-=-=-=-=-=-=-=-=-=- #XVDE
= I. FIRST PART
== Table of Contents
=-=-=-=-=-=-=-=-=-=-
```
This guide is divided to seven parts:

```
=-=-=-=-=-=-=-=-=- #FYZR
= II. SECOND PART
== Introduction
=-=-=-=-=-=-=-=-=-
```
Hope you enjoy.


```
=-=-=-=-=-=-=-=-=- #WDSJ
= III. THIRD PART
== How to read this guide
=-=-=-=-=-=-=-=-=-
```
To navigate easy this FAQ, I have done search chance from letters and
numbers. Just put the code (#CODE) to the CTRL + F.


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=-=-=-=-=-=-=-=-=- #UGWY
= IV. FOURTH PART
== Shop Guide
=-=-=-=-=-=-=-=-=-
```
This part if divided into each village/city.


```
--=-=---=-- #SXZ1
a) VALE
--=-=---=--
```

WEAPONS

Item	Cost	Effect
Long Sword	200	Attack +14
Short Sword	120	Attack +8
Mace	80	Attack +6
Wooden Stick	40	Attack +4

ARMORS

Item	Cost	Effect
Travel Vest	50	Defense +7
Wooden Shield	40	Defense +4
Leather Cap	30	Defense +3
One-Piece Dress	25	Defense +4
Cotten Shirt	20	Defense +3
Padded Gloves	10	Defense +2

ITEMS

Item	Cost	Effect
Antidote	20	Cures PSN
Herb	10	Restores 50HP

```
--=-=---=-- #EQR2
b) VAULT
--=-=---=--
```

```
WEAPONS
Item                    Cost            Effect
-------------------------------------------------------
Battle Axe              280             Attack +24
Long Sword              200             Attack +14
Short Sword             120             Attack +8
Mace                     80             Attack +6


ARMORS
Item                    Cost            Effect
-------------------------------------------------------
Leather Armlet          180             Defense +7
Circlet                 120             Defense +6
Travel Vest              50             Defense +7
Wooden Shield            40             Defense +6
Leather Cap              30             Defense +3
Padded Gloves            10             Defense +2


ITEMS
Item                    Cost            Effect
-------------------------------------------------------
Antidote                 20             Cures PSN
Herb                     10             Restores 50HP
```

--=----=-- #RXZ3
c) BILIBIN
-----=---

```
WEAPONS
Item                    Cost            Effect
-------------------------------------------------------
Broad Sword            1000             Attack +40
Hunter's Sword          520             Attack +28
Heavy Mace              500             Attack +26
Battle Axe              280             Attack +24
Long Sword              200             Attack +14


ARMORS
Item                    Cost            Effect
-------------------------------------------------------
Bronze Shield           500             Defense +14
Leather Armor           240             Defense +12
Leather Gloves          220             Defense +10
Travel Robe             200             Defense +10
Open Helmet             180             Defense +9
Leather Armlet          180             Defense +7
Travel Vest              50             Defense +7


ITEMS
Item                    Cost            Effect
-------------------------------------------------------
Sacred Feather           70     Reduces monster encounters
Elixir                   30     Cures sleep, delusion and stun
Antidote                 20     Cures PSN
Herb                     10     Restores 50HP
```

-----=---- #XHG4
d) IMIL
-----=---

```
WEAPONS
Item                     Cost            Effect
-------------------------------------------------------
Hunter's Sword           520             Attack +48
Broad Sword              1000            Attack +40
Heavy Mace               500             Attack +26
Battle Axe               280             Attack +24


ARMORS
Item                     Cost            Effect
-------------------------------------------------------
Adept's Clothers         850     PP +8, Defense +18
Bronze Shield            500             Defense +14
Leather Armor            240             Defense +12
Wooden Cap               400             Defense +10
Leather Gloves           220             Defense +10
Open Helmet              180             Defense +9
Leather Armlet           180             Defense +7
Circlet                  120             Defense +6


Item                     Cost            Effect
-------------------------------------------------------
Sacred Feather           70      Reduces monster encounters
Elixir                   30      Cures sleep, delusion and stun
Antidote                 20      Cures PSN
Herb                     10      Restores 50HP


--=----=-- #LQD5
e) KOLIMA
--=----=--


WEAPONS
Item                     Cost            Effect
-------------------------------------------------------
Broad Axe                1400            Attack +50
Broad Sword              1000            Attack +40
Hunter's Sword           520             Attack +28
Heavy Mace               500             Attack +26


ARMORS
Item                     Cost            Effect
-------------------------------------------------------
Adept's Clothers         850     PP +8, Defense +18
Armlet                   900             Defense +17
Bronze Helmet            600             Defense +14
Bronze Shield            500             Defense +14
Leather Armor            240             Defense +12
Wooden Cap               400             Defense +10
Leather Gloves           220             Defense +10


ITEMS
Item                     Cost            Effect
-------------------------------------------------------
Sacred Feather           70      Reduces monster encounters
Elixir                   30      Cures sleep, delusion and stun
Antidote                 20              Cures PSN
Herb                     10          Restores 50HP


--=----=-- #TZB6
```

```
f) XIAN
--=----=--

WEAPONS
Item                    Cost             Effect
-----------------------------------------------------
Battle Rapier           2900             Attack +58
Battle Mace             2600             Attack +56
Broad Axe               1400             Attack +50
Broad Sword             1000             Attack +40


ARMORS
Item                    Cost             Effect
-----------------------------------------------------
Silk Robe               1400             Defense +20
Iron Shield             1200             Defense +20
Adept's Clothes          850      Defense +20, PP +8
Armlet                   900             Defense +17
Silver Circlet          1300             Defense +16
Bronze Helmet            500             Defense +14
Wooden Cap               400             Defense +10


ITEMS
Item                    Cost             Effect
-----------------------------------------------------
Sacred Feather            70      Reduces monster encounters
Elixir                    30      Cures sleep, delusion and stun
Antidote                  20      Cures PSN
Herb                      10      Restores 50HP


--=----=-- #YGW7
g) ALTIN
--=----=--

WEAPONS
Item                    Cost             Effect
-----------------------------------------------------
Claymore                4000             Attack +70
Battle Rapier           2900             Attack +58
Battle Mace             2600             Attack +56
Broad Axe               1400             Attack +50


ARMORS
Item                    Cost             Effect
-----------------------------------------------------
Gauntlets               1600             Defense +23
Silk Robe               1400             Defense +20
Iron Shield             1200             Defense +20
Adept's Clothes          850      Defense +20, PP +8
Armlet                   900             Defense +17
Silver Circlet          1300             Defense +16
Bronze Helm              600             Defense +14


ITEMS
Item                    Cost             Effect
-----------------------------------------------------
Nut                      200      Restores 200HP
Sacred Feather            70      Reduces monster encounters
Elixir                    30      Cures sleep, delusion and stun
Antidote                  20      Cures PSN
```

```
Herb                     10   Restores 50HP


--=------=-- #SJZ8
h) KALAY
--=------=--


WEAPONS
Item                    Cost            Effect
--------------------------------------------------
Great Axe               5200            Attack +80
Claymore                4000            Attack +70
Battle Rapier           2900            Attack +58
Battle Mace             2600            Attack +56


ARMORS
Item                    Cost            Effect
--------------------------------------------------
Jerkin                  2400            Defense +26
Chain mail              2000            Defense +25
Heavy Armlet            2000            Defense +25
Mail Cap                2000            Defense +23
Gauntlets               1600            Defense +23
Iron Shield             1200            Defense +20


ITEMS
Item                    Cost            Effect
-------------------------------------------------
Nut                      200        Restores 200HP
Sacred Feather            70     Reduces monster encounters
Elixir                    30     Cures sleep, delusion and stun
Antidote                  20            Cures PSN
Herb                      10         Restores 50HP


--=------=-- #RDH9
i) TOLBI
--=------=--


WEAPONS
Item                    Cost            Effect
-------------------------------------------------
Great Sword             7000            Attack +90
Master Rapier           6800            Attack +86
War Mace                6200            Attack +84
Great Axe               5200            Attack +80


ARMORS
Item                    Cost            Effect
-------------------------------------------------
Armored Shell           3600            Defense +30
Silver Vest             3200            Defense +28
Jerkin                  2400            Defense +26
Guardian Cirlclet       3400            Defense +25
Heavy Armlet            2000            Defense +25
Gauntlets               1600            Defense +23
Mail Cap                2000            Defense +23


ITEMS
Item                    Cost            Effect
-------------------------------------------------
Nut                      200        Restores 200HP
```

```
Sacred Feather            70     Reduces monster encounters
Elixir                    30     Cures sleep, delusion and stun
Antidote                  20              Cures PSN
Herb                      10           Restores 50HP


--=----=-- #OG10
j) LUNPA
--=----=--


--=----=-- #RDH9
i) TOLBI
--=----=--


WEAPONS
Item                      Cost            Effect
-----------------------------------------------------
Great Sword               7000          Attack +90
Master Rapier             6800          Attack +86
War Mace                  6200          Attack +84
Great Axe                 5200          Attack +80


ARMORS
Item                      Cost            Effect
-----------------------------------------------------
Plate Mail                4400          Defense +33
Silver Armlet             4000          Defense +30
Silver Helmet             3900          Defense +30
Platinum Circlet          4200          Defense +29


--=----=-- #UW11
k) SUHALLA
--=----=--


ITEMS
Item                      Cost            Effect
-----------------------------------------------------
Nut                       200          Restores 200HP
Sacred Feather            70     Reduces monster encounters
Elixir                    30     Cures sleep, delusion and stun
Antidote                  20              Cures PSN
Herb                      10           Restores 50HP


--=----=-- #AP12
l) LALIVERO
--=----=--


WEAPONS
Item                      Cost            Effect
-----------------------------------------------------
Great Sword               7000          Attack +90
Master Rapier             6800          Attack +86
War Mace                  6200          Attack +84
Great Axe                 5200          Attack +80


ARMORS
Item                      Cost            Effect
-----------------------------------------------------
Steel Armor               4900          Defense +36
Knight's Helm             4600          Defense +33
Platinum Cirlet           4200          Defense +29
```

```
ITEMS
Item                    Cost            Effect
------------------------------------------------------
Nut                     200         Restores 200HP
Sacred Feather          70      Reduces monster encounters
Elixir                  30      Cures sleep, delusion and stun
Antidote                20            Cures PSN
Herb                    10          Restores 50HP
```

=-=-=-=-=-=-=-=-=- #IRVC
= V. FIFTH PART
== Item Guide
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--=-----=-- #NDZ1
a) NORMAL ITEMS
--=------=--

```
Item                    Cost                    Effect
-------------------------------------------------------------
Antidote                20                    Cures PSN
Apple                   500         Makes attack more effective
Bramble Seed            50           Causes DMG with thorns
Cookie                  -                    Boosts PP
Corn                    12             Restores 100HP
Crystal Poweder         60             Causes DMG with ice
Elixir                  30        Cures stun, SLP and delusion
Empty Bottle            1000        Used to gain Herme's Water
Game ticket             500          Play Tolbi Shot Machine
Hard Nut                500            Boosts defense
Herb                    10             Restores 10HP
Hermes Water            2000           Bottle of water
Lucky Medal             10          Play Tolbi Springs Game
Lucky Pepper            -                  Boosts lucky
Mint                    500           Boosts agility
Nut                     200            Restores 200HP
Oil Drop                30            Causes DMG with fire
Potion                  750            Restores all HP
Power Bread             500               Boosts HP
Psy Crystal             1500           Restores all PP
Sacred Feather          70         Reducees enemy encounters
Sleep Bomb              60            Enemies will sleep
Smoke Bomb              30          Obscures enemies vision
Vial                    500            Restores 500 HP
Water of Life           3000         Revives a fallen ally
Weasel's Claw           40           Causes DMG with wind
```

--=----=-- #RWP2
b) RINGS
--=------=--

```
Ring                    Cost                    Effect
-------------------------------------------------------------
Adept Ring              -                    Restores 7PP
Cleric Ring             6400         Removes curses effect
Fairy Ring              2900              Works like Elixir
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```
Healing Ring              800                    Restores 70HP
Sleep Ring               1400               Enemies will sleep
Unicorn Ring             1100                      Removes PSN
War Ring                 2600                    Boosts attack


--=-----=-- #PNV3
c) PSYNERGY ITEMS
--=-----=--


Item                     Psyenergy                    Location
----------------------------------------------------------------
Carry Stone              Carry          You have to use Reveal
                                        to the tree symbols in
                                        Lighthouse Babi. Then
                                        you've to find secret
                                        door.
Catch Beads              Catch          You get these when you
                                        meet Garet's sister in
                                        Vale, when you leave
                                        the city.
Cloak Ball               Cloak          You've to follow Babi
                                        after Colosso, and he
                                        will let you borrow
                                        this psynergy.
Douse Drop               Douse          Kill Killer Ape in
                                        Mogall Forest.
Orb of Force             Force          You must complete
                                        Waterfall challenge.
Frost Jewel              Frost          Kill Living Statue in
                                        Altin Mine.
Halt Gem                 Halt           You find this end of
                                        cave of Vale.
Lifting Gem              Lift           Bottom of Altin Peak
                                        Mine.


--=-----=-- #EFS4
d) EVENT ITEMS
--=-----=--


Item                               Description
--------------------------------------------------
Anchor Charm                 Little trinket shaped
Does: Captain will start the ship.


Boat Ticket                    What do you think?
Does: Gain access to ship wich goes to Tolbi.


Bone                            Bone as bone
Does: Give it to dog in Vault.


Dragon's Eye                  Red shining jewel
Does: Put this to dragon statue.


Mars Star                      Element of fire
Does: Keep this with you whole game.


Mystic Draught             Mysterious potion
Does: When Babi is sick, use this.


Muthril Bag                   Bag what is shining
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Does: Put it to the elemental stars.


Small Jewel                        Little eye-shaped
Does: You can open doors in Sol Sanctum.



=-=-=-=-=-=-=-=-=- #SRCB
= VI. SIXTH PART
== What's New?
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Version [1.00]:
Actually I did everything at this first version. Wrote shops
and items.
_____



=-=-=-=-=-=-=-=-=- #LEGF
= VII. SEVENTH PART
== Last words/Credits
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- Golden Sun Realm: good site with all informatives.
http://www.planetnintendo.com/goldensun/
- Golden Sun Syndicate: same words as above.
http://www.goldensun-syndicate.net/
- GameFAQs: to have a reason to do these.
I have looked the first two sites while doing this FAQ, really
big credits to those sites.


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| available.                                             |
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