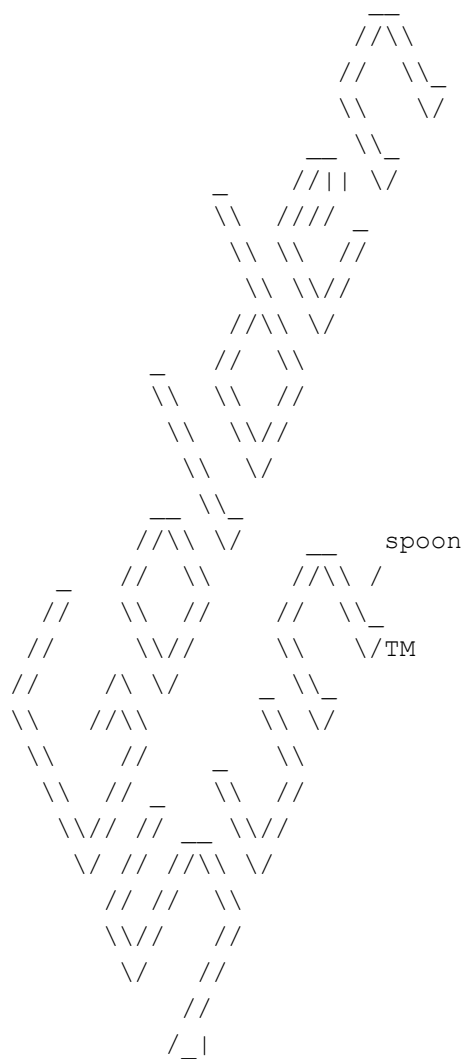


Golden Sun Djinn Location List

by plz2bstfu

Updated to v0.9 on Nov 21, 2001



GOLDEN SUN for GBA
English FAQ FINAL Version

Intro:

Well, here it is. I've been playin` this game for about a week and here's the Djinn Locations, jotted down, as well as I can remember them, and writing others down as I went through the game. Hope this helps all you people, especially you guys posting on the message board every day about the Djinn Locations.

Note: When a Djinni runs away from you in a cave, leave the screen and come back. They should be there again, waiting for battle. Thanks Kevin Quindlen for that useful info. When you are fighting the ones on the world map, if they run away, you will encounter them again in that same area.

01) Venus - Earth1 - (Flint)

This Djinni you meet right after you leave Vale, he's the only one who's visible on the world map.

- 02) Mars - Fire1 - (Forge)
You find this Djinni in Goma Cave, on a ledge above a man. You'll have to 'Move' a pillar over from the bottom area, so you can reach the Djinni later on the top area.
- 03) Jupiter - Wind1 - (Gust)
In Bilibin, go to the east side of town, and climb the stairs. Next, head south to walk on the fence. Use 'Whirlwind' to clear the vines, and enter the cave. 'Move' the statue out of your way, clearing your path to the Djinni.
- 04) Venus - Earth2 - (Granite)
In Kolima, there is a fenced in area with a Djinni. Go behind the tree house that the fence that surrounds the Djinni connects to. There will be a secret tunnel leading to it.
- 05) Jupiter - Wind2 - (Breeze)
In Tret, you'll find this Djinni on a top branch whilst walking in the areas outside of the trunk.
- 06) Mars - Fire2 - (Fever)
In Imil, you'll find a snowman. 'Move' him to the left, then make your way down on the ice. Slip and slide around until you reach the frozen cave, to get this one.
- 07) Mercury - Water1 - (Fizz)
When Mia joins your party in the Mercury Lighthouse, this is what she brings with her.
- 08) Mercury - Water2 - (Sleet)
In the Mercury Lighthouse, search behind the waterfalls as you progress through the lighthouse. Eventually, you'll be able to walk through some, and in the room with 6 waterfalls, pick the right one, and you'll find this Djinni.
- 09) Jupiter - Wind3 - (Zephyr)
You'll have to solve a puzzle in Fuchin Temple to get this, it's a fairly easy puzzle.
- 10) Venus - Earth3 - (Quartz)
As you progress through the Mogall Forest, this Djinni will eventually catch your eye. Solve a simple puzzle to reach it.
- 11) Mercury - Water3 - (Mist)
In Xian, there is a girl on a dock that is carrying water. Wait for her to bring the water to the 2nd door on the right, 1 step south of it. Talk to her, she'll drop the water. 'Freeze' the water, and head to the ledge above and jump to the next Djinni.
- 12) Mars - Fire3 - (Corona)
Go north of Xian, until you go past a bridge. On the island you will fight this Djinni.
- 13) Mercury - Water4 - (Spritz)
In Altin, defeat the 3 water spitting beasts to make the flood go away, then enter the bottom mine. Follow the path on the right, and solve a simple puzzle to get this Djinni.
- 14) Jupiter - Wind4 - (Smog)
In the Lamakan Desert, go to the northern part of the second screen and use 'Reveal' on the stones that form a circle pattern until you find the right spot, there will be a Djinni there.

- 15) Venus - Earth4 - (Vine)
After you exit the Lamakan Desert, go to the north-western bridge and to the little island in the middle of the circular land formations. After a few fights, you'll run into a Djinni. Be prepared.
- 16) Mars - Fire4 - (Scorch)
In Kalay, go to the north-eastern part of town, and get on top of the 2 story house. Jump across the gap to the grass, and go north. Use 'Move' to reveal a passage. In the first room, push the statue in front of the drain pipe to stop the flow of water and get the Djinni.
- 17) Venus - Earth5 - (Sap)
In Vault revisited, when you have 'Reveal' (get this in Lama Temple), find the tower in town and ring the bell. This moves the Djinni to the desired spot. Now go to the west side of town and climb the steps to the upper part of town, and follow it around to a dog and a circle of stones. Use 'Reveal', go down the hole, solve the cave, and come out and get the Djinni. Make sure you rang the bell.
- 18) Jupiter - Wind5 - (Kite)
Revisit Vale later in the game and use 'Lift' to lift the boulder by Kraden's house. Go in the small cave, seek out the Djinni and use 'Halt' (which you get in a treasure chest right before you meet the Djinni) on the Djinni when he tries to hide behind the rocks that you can chase him around.
- 19) Mars - Fire5 - (Ember)
In Tolbi, go to the southern part of town and go east on the outskirts. 'Grow' the vine, and 'Freeze' the puddle, then run to the inn, and jump around the corner to get this Djinni.
- 20) Venus - Earth6 - (Ground)
You first see this in Kalay Dock. You'll have to take the boat to Tolbi, then exit Tolbi and travel, keeping the coast on your hero's RIGHT side, and you'll reach the other side of this dock, and you can pick up the coveted Djinni.
- 21) Mercury - Water5 - (Hail)
This Djinni is found west/northwest of Tolbi. Head west to a bridge facing north, trek on over it, then head north-westish over the other bridge. Run around in this area and you'll eventually encounter and fight this Djinni.
- 22) Jupiter - Wind6 - (Squall)
In Altmilller Cave, follow the path until you get past the invisible man, then head into the doorway. See the door on the right? Find your way to it, and in this room, push the first pillar on the left all the way to the right, then push the bottom pillar all the way up. 'Freeze' the puddle, then push the pillar on the right over to the frozen puddle. Push the 2nd pillar from the top (you'll have to get behind this pillar by stepping behind the standing pillar to it's left) down to the frozen puddle too. Walk around the room to the top pillar, push it down, and viola! Djinn city!
- 23) Mars - Fire6 - (Flash)
In Suhalla Desert, as you're travelling through it, eventually you will come to a ledge to your left. Use 'Reveal' and jump across to grab this Djinni.
- 24) Venus - Earth7 - (Bane)
In Suhalla Desert, where you get the Mars Djinni, go through the cave, and come out and get swept up by the pink tornado. It takes you to an island. Go to the center of the isle, and enter a place called Crossbones Isle. You'll enter a cave, and on the 6th floor I think it is, this Djinni will beg to be chased around the room. Chase him until he just starts going around 3 stones in circles, like the

last Djinni did that you had to use 'Halt' to get, and do the same thing as you did last time.

25) Mercury - Water6 - (Dew)

In Suhalla Gate, in the 3rd screen, there will be slides you can take down to the lower level. Go down the 3rd slide, and get the Djinni.

26) Mars - Fire7 - (Torch)

In Lalivero, go to the east side of town and enter the house with the ladder to the roof. Get on the roof, and walk around on the wall to the building that holds Babi's treasure that the guard won't let you enter. Get on that building, jump across to the next roof, climb the vine, and grab the Djinni.

27) Mercury - Water7 - (Tonic)

After you beat Toadonpa, in Dononpa's Fortress, revisit it after the scene in the ice cave near Lunpa, and go to Dononpa's quarters. Talk to him and he'll reveal a path for you to grab the Djinni.

28) Jupiter - Wind7 - (Luff)

In Babi Tower, there's 2 ladders at the entrance that go underground. Take the one on the west, 'Move' the pillar 1 step to the west, then go on the other side and 'Move' the other pillar out of your way. Jump over the gap, go outside, and 'Grow' the vine. Head in the doorway and jump down the slide to get this one.

As far as I'm concerned, this list is complete. If you can explain some of these in better detail than me, if you feel it's needed, send me an e-mail about it with the new description. If it is a decent description, I may consider adding your description. You'll get full credit of course.

THANKS:

Thanks to Skywalker, Lacan Kasim, and countless others from the GameFAQS Golden Sun Message Board for their help filling in some of the blanks I had in this FAQ. You made it much easier on me. Thanks guys. :)

This FAQ is copyright (c) 2001 by me. If you wish to post a link to this FAQ, or put it on your site unaltered, that's ok too. Enjoy.

Author

'spoon', or, on GameFAQS msg board 'plz2bstfu' - i.give.up@home.com