

Golden sun essay



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CHAPTER 2: INTRODUCTION

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About This FAQ

This FAQ (short for Frequently Asked Questions which you should already know)

should be a helpful guide to anyone stuck and wanting tips for the Gameboy

Advance game Golden Sun. This FAQ was written by me, Ikillkenny, for use on

Gamefaqs. com and my web site Golden Sun Anonymous (see the link in the header).

I wrote this FAQ because I love Golden Sun and I wish to help others playing

it. If you'd like to contribute to this FAQ, give me an e-mail at

emailprotected

12/18/01 Version 1. 5

I added a New Items Section, There will be another Update containing more items

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12/19/01 Version 1. 5. 1

I added 3 new Rare Items(they were found off of monsters.)

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CHAPTER 6: WALKTHROUGH

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Introduction

The first thing to do in Golden Sun is to name yourself. The default name is Isaac, but you may want to change this because it will be the only name you can

change (unless you press select three times to change the names of other party

members. NEW: (source midgetjackietran) After pushing select three times, push

up, down, up, down, left, right, left, right, up, right, down, left, up, and select to name Felix, his sister, and the girl that King Babi kidnaps.)

Golden Sun starts off in a small village in Vale. Dora, your mother, tells you

to get up and that a storm is brewing and a giant boulder will crush you if you

don't make it to the town plaza. Well, after lots of conversation and cut away shots, you finally get to command your character. You're told to get down to the town plaza in order to escape danger from falling boulders. Ordinarily, you would be able to get to the town plaza by just going down the various steps

in Vale. However, small boulders fall in all of these staircases (jee, what are the odds?) due to the storm, and prevent you from walking down. So, head

north a little bit to find your first party member, Garret. After instructing him to leave his bags where he's standing so that he won't die, Garret joins your party and you two are off westward. Climb the ladder and cross the bridge

westward. Eventually you'll arrive at the western most part of the town, and at this point you'll want to pull a U-Turn and start heading southeast. Before doing this you'll meet up with a guy who's faking an injury worse than a Brazilian soccer player (although if you say that he is going to die he will disappear and actually die.) He tells you to watch out for some monsters on

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the way.

Heading back east you probably will encounter a few monsters, but they're nothing to worry about at all. Climbing down a long staircase you'll see a tragic incident in which a young boy, Felix, is hanging on for dear life to a small tree stump in a raging river. The tragic thing about it is that his relatives are all out of Psynergy and can't help him. Two sisters will be deployed for help after everyone is done talking, and, surprise, it's up to you to go to the town plaza to find someone with enough Psynergy remaining to save

Fenix. Travel south under the bridge, then take a ladder back up and cross the

same bridge. Shortly there after you'll arrive in the Town Plaza. Walk to some of the men in the southern part of the plaza and one of them will volunteer to help Felix (the other two will go to help save the town against the boulder). Jenna and a muscular dude with some Psynergy left will join you.

After returning to the house where Felix is drowning, Jenna and her relatives engage in a conversation. Right as the muscular guy who's with you goes down

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to save Felix, the giant boulder breaks lose and tragically drowns the people on the dock and Felix. It's now up to you to go find someone to save everyone

from drowning. Head back towards the town plaza to discover a man and a woman

talking about the awesome power of Alchemy and how it unleashed the boulder on

the town. They then battle you. Don't worry about this one, because you're meant to lose it (there is no way to win.) NEW: If you use a Game Shark and cheat to win the battle, you still will have the same result as if you lose the battle (like you're supposed to.) Left for dead, so begins the first part of Golden Sun (as you'll see by the intro screen appearing.)

Three years later the town is still rebuilding. In fact, you're patching up the roof for Dora which results in a really LONG conversation. Jenna and Garret arrive and dish their deal about how you've now started to master Psynergy. After Garret breaks your roof, you're off to see Kraden in the Western most part of the town. On the way you'll meet up with the evil duo you

met earlier. This time they won't want to fight, but instead will just run off

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to the mountains. Keep going a little further west, and head up the stairs to meet with Kraden. He'll ramble for a while about Alchemy and how Saturos and

Menardi seemed to have actually been in the Sanctum before, and eventually give

you a mission: take him the Sol Sanctum up in the mountains. Once the conversation is done, head back east back towards the direction of your house.

Once you get across the bridge, head to the left of the brown sanctum. A guard

will stop you and tell you that no one is allowed up there. Simply walk back that way again and you're on your way to the first dungeon, Sol Sanctum.

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Sol Sanctum

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Once you arrive in the Sol Sanctum, head forward until you get to a stepping stone area over water. Use the right most path, and once you get near the top,

turn left and then do a U-turn. Head through the unusually long tunnel and

fend off the easy monsters that will attack you. Eventually you'll arrive in another room with stepping stones on it, and head up the middle, arriving on the other side in the middle path. Open the treasure chest at the end of the path and head back. When you're on the stones again head right, advance in the pathway. Use the gem you got from the chest on the statue there to open up a new path accessible by traveling on the far left stepping stones. In the next room you'll find a "dead end" with lots of statues that Kraden doesn't think is the actual Sol Sanctum. Obviously this isn't a dead end, so go up to the statue in the right hallway that has a white dash around it. Push that statue to the side and go through the door. You'll end up in a large chamber with many different paths. Head left, then up, then right to the wall, then up to the wall, then left to the wall, then down to the second narrow path on the left where you'll want to enter and find a treasure chest with a small gem in it. Head back from whence you came (I love saying that) and go up to the narrow hallway to the left that you skipped earlier. At the end of the hallway

go through the door to find Kraden talking about using your Psynergy to move

statues across the river.

Go up to a ledge and press A to activate your in-game menu. Choose the Psynergy option and then choose Move under Isaac or Garret. The ledge you want

to go to first is the one on the farthest left. Move this to reveal a figure that you will put a gem into. This opens a path in the door all the way to the right of the room. Head to the right to enter the real Sol Sanctum room. Here you learn that Saturos and company were here to rob the Sol Sanctum (oh no!)

Head right to enter the Luna room where Kraden will hang out until you find a

secret passage. To activate this secret passage, head to the bottom of the Luna room and up the stairs. In the first room with the four statues, don't touch anything because it's a trap. Instead, go to the left to the sun room.

Push the two statues at the top corners onto the white squares, then hop into

the center and use your move psynergy to move the big statue into the lighted

area. Move back to the room on the right and start pushing the statues into the gray squares. Once all of the statues are in place, head back down to the

bottom staircase if you want a Psynergy stone that will restore all of your PP

(you may not need this though.) Then head back from whence you came

(how many

times will I say that in this FAQ?) and go back to where Kraden is. He'll get

very excited and tell you that you need to find something that's changed.

Head

left and observe the crack of light coming from the wall. Once Kraden's done

talking walk up to it, press A and open up a portal that takes you to the inner

Sol Sanctum.

You'll find yourself on a small blue rock in the middle of a large room.

Kraden will start talking his head off about the Elemental Stones and you and

Garret will have to go retrieve them. You'll obtain a bag to place the stones

in. Now, go to the northeast corner of center rock and hop to the ledge. Make

your way to the right and eventually down once you can go right no longer.

You'll end up on an island with a white statue. Press A when facing it to get the first stone. Now, head back up north, and you'll notice that it's now possible to get to the statue in the northeast corner. After activating this one, make your way back to the center island. Now, use the path leading from the bottom of the island and SAVE BEFORE YOU GET THIS STONE. Once you get this stone get ready for one of the longest conversations of the game. When Kraden doesn't tell you to go get another stone, you both look back towards the center island to find Kraden and Jenna being held hostage by Saturos and company. They demand the elemental stars and want you to go get them the last one. Here an interesting plot twist develops, where it turns out that Felix is still alive and was in fact saved by the evil duo. Garret will give your current elemental stones to Alex who mysteriously appears on one of the stones. Finally you will take command of your character again, and you'll want to save.

Head back right and to the center island. Go to the northwest ledge again, and start heading all the way north. Once you get all the way north, start heading to the left until about 3 squares from the Northwest corner where you'll want to head down and the further left. Get the last stone and get ready for more conversations. This time a giant eyeball who is actually the protector of the Sol Sanctum appears and starts creating a fierce eruption. The gang in the center will take off with Jenna and Kraden as their hostages, and the "giant eyeball thing" as Garret calls it will transport you back into the Luna room. Here you'll want to use your "Retreat" psynergy to get transported back to the start of the dungeon. Congratulations, the first dungeon is complete!

Going Away...To Vault

Head out and back towards town to find many people gathered near the brown

building worrying that you two might be hurt in the eruption. You go into the Sanctum and discover that the Great Healer had a vision from the Giant

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Eyball/Protector of the Sol Sanctum. He says that Vale will be protected, but a terrible power is coming to ruin Vale's future. Surprise, surprise, it turns out that the only ones who can save Vale and the rest of the world's future is you two. Once that sequence is complete, there's a going away party for you at

the town gate. Your Mom, Dora, has Garret's sister give you the item Catch Beads which allows you to grab items that you couldn't normally get (such as nuts in the tree or keys beyond a jail cell.)

You're now in the world map. See the " game play" section for some more information about the World Map. Start heading south to find your very first Djinn, Flint a Venus Djinn, flying around. He'll come up to you and explain the advantages of collecting Djinn and exactly what they do. He'll teach you the basics of using Djinn in battle, so pay attention if it's your first time playing. Once that's all finished, make your way along the dirt path, heading southeast to the town of Vault. Before you can enter the town, you'll see Master Hammet, the greatest merchant of all time, leaving the town in his group of covered wagons. He'll talk about how Ivan is responsible for his rod

getting stolen, and how he has Psynergy that he'll need to retrieve it.

Getting scared by a falling rock, he eventually ends up heading north to Lupna.

Now you'll find yourself in the town of...

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Vault

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Note: There is a Djinn in vault in the trees. It may look like there's a way to get this Djinn, but there is no way (at this time.) Keep playing the game until you finally come to Vault...Again where you will have the skills necessary to get this Djinn.

The first thing that you want to do in any town is head to the inn. Here, for a small fee, you can get all of your characters' health and psynergy points completely restored. Next, head to the weapons shop in the northeastern part of town and buy the best weapons and armor upgrades that are available (you'll want to do this routine at every town.) Now it's time to find Ivan, the one

that Master Hammet said lost his rod. Head to the house on the hill in the northwest part of the town. In the northwest corner of the house stands Ivan.

Talk with him and he'll start to read your mind. You tell him about psynergy and the works, and decide that you can use his Mind Read to find who stole the

rod. Ivan will then join your party, and you're off to the inn in the south part of town. If you talk with the people in the downstairs floor of the inn you'll discover that the two people upstairs were gone during volcanic eruption

at the Sol Sanctum. So, head upstairs to find the two men with incredibly bad Beatles-esque haircuts. They'll be scared of you, and no matter how hard you

try you won't be able to corner one of them to mind read them. So, leave the room and Ivan will suggest that you split up to corner them. You and Ivan will now easily corner one of them and he'll read the criminal's mind. You end up outside of their room and Ivan concludes that the people upstairs are the criminals. He also reveals that the stolen goods are somewhere in the inn.

Head outside the inn and climb up the ladder going up to the roof of the inn.

Walk over the hole in the roof to fall into the hidden cellar where the criminals are hiding the stolen goods! Use your psynergy to move the large box blocking the door, then jump across the gap and go into the room. Talk to the kid tied up to have the three bandits come in and start talking about Lupna. To keep you from “ratting” them out, the criminals attack you. Get ready for your first boss fight of the game!

These guys are very easy to beat. Have Ivan and Garret use their Psynergy on them, while Isaac uses Flint’s attack and the Mercury Summon them. You shouldn’t even have to use any health boosting substances to defeat these easy

evil do-ers. Now the mayor will come and get back his stolen Precious Urn.

Ivan also finds Master Hammet’s stolen rod in one of the chests. Climb back out of the cellar and head back to the house where you found Ivan at (it’s in the Northwestern part of town up on a hill.) The Mayor will give you some Water of Life that can revive a downed character. Before you leave town, stop

back at the inn to get your HP and PP recovered once more.

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On The Road To Bilibin

Note: If you have not yet completed your tasks in Vault, you will not be able to pass through the cave because Ivan won't follow you up there. Please see the section above for more information.

From Vault you want to head east. Keep heading east until you cross the bridge, and from there you want to start heading north. Keep progressing this way until you find a cave entrance. Make your way up the ladders until you get to a gap with a tree stump covered by leaves. Your psynergy isn't going to help you for this one, so try jumping over. When you try this, Garret comes out and tells you that your Psynergy isn't going to work. By totally random coincidence here comes Ivan who will blow the leaves off of the stump thanks to his new rod. He now wants to join your quest, and you're back in command. Now, move the stump, jump across and use Ivan's Whirlwind psynergy to clear the

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leaves at the gate to get in the cave.

In this cave you'll find a lot of ghosts and skeletons which aren't too tough.

Primarily, you should use group attacking Psynergy that hits multiple enemies

at once (like Ivan's lightning attack.) Inside the cave head up until you get to a stopping point (as in a cave wall.) Hop over the stepping stone there and head down. Next, head up the stairs and through the door. Head down the stairs and to the right. Here you'll see a traveler on the ground a Djinn on a ledge. Push the wood tree stump as high as it goes and so that it's in the middle of the two ledges. Now, head back from whence you came (3), but instead

of going back up the staircases, head south and hop across a small stream.

Continue along the path going through the various doorways. Eventually you'll

get to a stepping stone that you'll want to hop across and to the other side.

Go up the staircases and start ledge hopping. When you arrive at a ledge with

a large tree stump, use Move to push it to the right. Hop onto this ledge then the ledge to the south, then Move the stump back to the left. Hop over and

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then over and to the right to obtain the treasure chest. Make your way back from whence you came (up to 4) and get back to the ledge surrounded by water.

Go to the stepping stone to the right of the stairs, hop across and go up the stairs there. From here jump across the stump that you placed earlier to get a

battle the Mars Djinn on the ledge. This Djinn is harder than your normal enemy, but he's not too tough. Use your existing Djinn on him, and also use your lone summon plus Psynergy attacks to beat him pretty Handily. Once he's

defeated you will obtain this Mars Djinn, Forge. Head back to the ledge with the staircases and proceed upwards. You'll see a stump blocking the ledge that

you have to hop to, so use Move to push that into the water. Hop across, go up

and across the bridge and at the end of the hallway you'll be out of the tunnel. 3 seconds of moving right later and you'll be in...

Bilibin

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When you first enter this town you'll find a tree that looks like a man and is spooking everyone in the town out. Well, the deal about the tree is that it was cursed by the big, evil, dieing tree in the forest that you'll travel to later. Head into the Inn to restore all your stats, then to the weapons shop not too far from there. If you were clever you would have noticed that there's a statue in the center of town that you can move. This statue leads to an underground tunnel. However, you're not going to be able to get the Djinn down there by this entrance. Instead, head to the Northeastern part of town and take a walk on the wooden logs that make up the fence of the town. Make your way all the way to the western part of the town and whirlwind a leaf covered entrance. Go down the ladder, and move the statue back using Psynergy, then hop across and press A to the Djinn to get it (no battle required this time.) You now have the wind Djinn, Gust.

Come back all the way from whence you came (5) and proceed to the north part of

town. Go up the large stairs and arrive at the town castle. Talk to the guard on the left and he'll let you in. Keep heading forward to arrive at Lord McCoy's chambers. He'll offer you the key to get past the Barricade he set up to block passengers from going to Kolima forest, but then he decides that he doesn't want to send warriors so young to their "deaths" so he retracts his offer. However, thanks to another guard leaking some information you discover that the barricade was very hastily built. Head out of town and you're now on your way to Kolima forest.

To Kolima/Forest

Head southeast until you get to the Barricade. Here, go up to the box on the far left and use your Move psynergy. Tada! The Barricade has been broken, and you're now off Northeast to Kolima.

At this point you have a few options in the game. You can go either to the

town of Kolima, to Kolima Forest, or to Imil to the north. This guide recommends you go to Kolima first to obtain the Djinn there and then to Kolima

Forest because it will be much easier than Imil.

Kolima, as it turns out, has been completely turned into a log-person town.

The opening cinematic shows how the people of Kolima were turned into log-people, and explains the instinctive Psynergy that occurs only when it's needed and can't be controlled. After the particularly long and dull explanation, you can start exploring Kolima. However, the only way to figure out what's going on in Kolima is Ivan's handy mind-read function, but it really

isn't too useful. In fact, the only thing to do in Kolima right now is head to the eastern part of town where there is a Tree-House with a Djinn surrounded by

a fence. Go in the non-visible door in the back of the Tree-House and travel around the especially long basement to end up in fenced-in area. Here you will

obtain an Earth Djinn, Granite without a battle. Head back from whence you came (5) and out of the town completely.

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Kolima Forest

Kolima forest is not a long walk away from Kolima. Head northwest and you'll see on the map a forest with a gold entrance to it. Go up to it and prepare to enter Kolima forest. The enemies in Kolima forest will start to become more plentiful and a little more difficult than usual. They're still nothing to be afraid of, but make sure that you don't run out of PP on Isaac and get left