



KALT ISLAND

MERCURY LIGHTHOUSE

IMIL

MT. ALEPH (SOL SANCTUM)

VALE

ANGARA

LAMAKAN DESERT

MOGALL FOREST

HESPERIA

TOLBI

KARAGOL SEA

LALIVERO

SUHALLA DESERT

VENUS LIGHTHOUSE

WORLD MAP

IZUMO

ATTEKA

GONDOWAN

KIBOMBO

KIBOMBO MOUNTAINS

DAILA

KANDOREAN TEMPLE

INDRA

DEKAN PLATEAU

NARIBWE

MADRAS

ALHAFRA

YAMPI DESERT

OSENIA

AIR'S ROCK

MIKASALLA

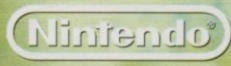
GAROH

GREAT EASTERN SEA

APOJII ISLANDS

GREAT WESTERN SEA

TUNDARIA



Names listed in red are those places that appeared in Golden Sun.

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ages ago, or so the stories tell, the power of Alchemy ruled over the world of Weyard.

Alchemy wrought the base elements of humanity into thriving civilizations, like lead into gold.

But in time, man's dreams gave birth to untold strife. Dreams of endless riches, of eternal life, of dominion over all that lived... Dreams of conquest and of war.

These dreams would have torn the world apart if not for a few brave and wise men, who sealed away the power of Alchemy deep in Sol Sanctum, hidden in Mt. Aleph.

**PROLOGUE FROM BOOK ONE**

The town of Vale guarded the secret for many years, until Isaac and Jenna, whose parents died in a storm three years before, disturbed the ancient sanctum.

Saturos and Menardi, of the Mars clan, followed them into the sanctum. With them traveled Jenna's brother, Felix, whom she thought had also died in the storm.

Saturos and Menardi stole the elemental stars, the keys to breaking the seal on the power of Alchemy, and kidnapped Jenna and the scholar Kraden.

If the four jewels of earth, fire, wind, and water were used to fire the elemental lighthouses, the seal of Alchemy would be broken.

Isaac and Gareth set out to stop Saturos and Menardi, rescue their friends, and return the elemental stars to their home in Sol Sanctum.

They banded together with a young Wind Adept named Ivan and pursued Saturos and Menardi to Imil, a winter-locked town near Mercury Lighthouse.

There, they met the guardian of the lighthouse, a Water Adept named Mia. With her, Isaac pursued Saturos to the aerie high atop Jupiter Lighthouse.

Isaac was too late to stop Saturos from lighting the beacon and fleeing. Again Isaac chased him, crossing Angara to the shores of the Karagol Sea.

Finding passage on a troubled ship, Isaac crossed the Karagol to Tolbi. He spoke with Tolbi's leader, a strange man named Babi.

Babi entered Isaac in Colosso as a test of his powers. Isaac's Psynergy won Colosso and earned him Babi's trust. Babi revealed a great secret to Isaac...

Thanks to a mystic draught from the lost land of Lemuria, Babi was 150 years old! He offered to help Isaac, who then headed deep into Gondowan.

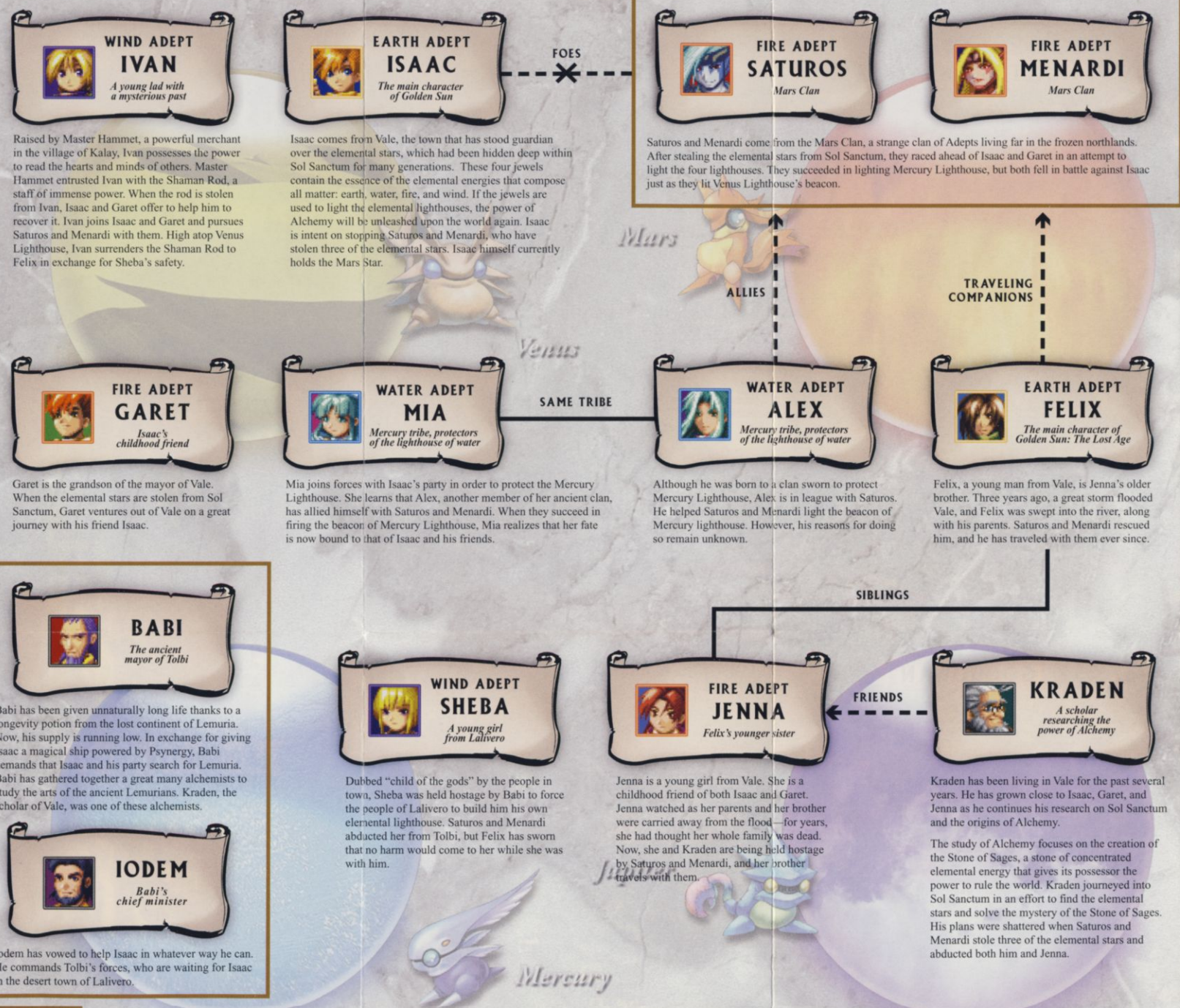
In the town of Lalivero, Isaac learned that Saturos and Menardi had kidnapped a young girl named Sheba, whom they needed within the lighthouse.

Isaac fought and defeated them atop the lighthouse, but he was too late—the beacon had been lit.

A great cataclysm followed. Sheba fell into the sea, and Felix jumped in to rescue her, but both were lost in the raging waters. Jenna left the lighthouse to find them, but to no avail...

Isaac returned to Lalivero, where Babi asked him to seek out Lemuria and the remaining lighthouses. He gave Isaac a Lemurian ship to make the journey to find the lost land.

This chapter of our story begins with Jenna, just moments before Venus Lighthouse is lit.



Raised by Master Hammet, a powerful merchant in the village of Kalay, Ivan possesses the power to read the hearts and minds of others. Master Hammet entrusted Ivan with the Shaman Rod, a staff of immense power. When the rod is stolen from Ivan, Isaac and Gareth offer to help him to recover it. Ivan joins Isaac and Gareth and pursues Saturos and Menardi with them. High atop Venus Lighthouse, Ivan surrenders the Shaman Rod to Felix in exchange for Sheba's safety.

Isaac comes from Vale, the town that has stood guardian over the elemental stars, which had been hidden deep within Sol Sanctum for many generations. These four jewels contain the essence of the elemental energies that compose all matter: earth, water, fire, and wind. If the jewels are used to light the elemental lighthouses, the power of Alchemy will be unleashed upon the world again. Isaac is intent on stopping Saturos and Menardi, who have stolen three of the elemental stars. Isaac himself currently holds the Mars Star.

Saturos and Menardi come from the Mars Clan, a strange clan of Adepts living far in the frozen northlands. After stealing the elemental stars from Sol Sanctum, they raced ahead of Isaac and Gareth in an attempt to light the four lighthouses. They succeeded in lighting Mercury Lighthouse, but both fell in battle against Isaac just as they lit Venus Lighthouse's beacon.

Garet is the grandson of the mayor of Vale. When the elemental stars are stolen from Sol Sanctum, Garet ventures out of Vale on a great journey with his friend Isaac.

Mia joins forces with Isaac's party in order to protect the Mercury Lighthouse. She learns that Alex, another member of her ancient clan, has allied himself with Saturos and Menardi. When they succeed in firing the beacon of Mercury Lighthouse, Mia realizes that her fate is now bound to that of Isaac and his friends.

Although he was born to a clan sworn to protect Mercury Lighthouse, Alex is in league with Saturos. He helped Saturos and Menardi light the beacon of Mercury lighthouse. However, his reasons for doing so remain unknown.

Felix, a young man from Vale, is Jenna's older brother. Three years ago, a great storm flooded Vale, and Felix was swept into the river, along with his parents. Saturos and Menardi rescued him, and he has traveled with them ever since.

Babi has been given unnaturally long life thanks to a longevity potion from the lost continent of Lemuria. Now, his supply is running low. In exchange for giving Isaac a magical ship powered by Psynergy, Babi demands that Isaac and his party search for Lemuria. Babi has gathered together a great many alchemists to study the arts of the ancient Lemurians. Kraden, the scholar of Vale, was one of these alchemists.

Dubbed "child of the gods" by the people in town, Sheba was held hostage by Babi to force the people of Lalivero to build him his own elemental lighthouse. Saturos and Menardi abducted her from Tolbi, but Felix has sworn that no harm would come to her while she was with him.

Jenna is a young girl from Vale. She is a childhood friend of both Isaac and Gareth. Jenna watched as her parents and her brother were carried away from the flood—for years, she had thought her whole family was dead. Now, she and Kraden are being held hostage by Saturos and Menardi, and her brother travels with them.

Kraden has been living in Vale for the past several years. He has grown close to Isaac, Gareth, and Jenna as he continues his research on Sol Sanctum and the origins of Alchemy.

The study of Alchemy focuses on the creation of the Stone of Sages, a stone of concentrated elemental energy that gives its possessor the power to rule the world. Kraden journeyed into Sol Sanctum in an effort to find the elemental stars and solve the mystery of the Stone of Sages. His plans were shattered when Saturos and Menardi stole three of the elemental stars and abducted both him and Jenna.

Iodem has vowed to help Isaac in whatever way he can. He commands Tolbi's forces, who are waiting for Isaac in the desert town of Lalivero.

**Q & A**

**Q** I don't know where I'm supposed to go! What should I do next?

**A** Try going back to the nearest town or village and talking to the residents again. Collecting information is very important. Also, if you could read their minds, you might find out things they wouldn't ordinarily tell you!



**Q** I can't find any more Djinn. How do I find them?

**A** Djinn live in all sorts of places—dungeons, forests, even in some towns! They even reside in places that might seem impossible to reach. Whenever you enter a town, village, or dungeon, remember to search high and low for Djinn! Also, you might run across Djinn in battle when you're wandering the world. If a Djinni flees during a battle, it shouldn't be too difficult to locate him again in roughly the same area, so be persistent, and don't let him get away from you!

**Q** I see something that looks like a cave, but it's covered in ivy... How can I get in?

**A** In order to remove the ivy, you need a special power to blow it out of your way. Check your Psynergy abilities to see whether any of your powers might do the trick. Also, you'll probably stumble across some dubious-looking areas in the field. Try using various Psynergy abilities to see what you can find!



**Q** There are places I can see, but I can't get to them. What am I supposed to do?

**A** Sometimes, you can get to those places from a different location. Certain types of Psynergy might help you to get to places you couldn't normally reach. You might need to learn some new Psynergy before you can get where you want to go. By the way, you can also jump short distances, so give that a try first.