

GAME BOY ADVANCE

AGB AGSE USA

GOLDEN SUN™

A character with spiky blonde hair, wearing a blue tunic with purple and gold accents, and a long yellow cape. He has his arms outstretched in a surprised or excited pose. The background is a bright, hazy sky with falling debris.

INSTRUCTION BOOKLET

<http://www.replacementdocs.com>

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching
Involuntary movements

Loss of awareness
Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



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EVERYONE
MILD VIOLENCE

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You can visit our web site at www.nintendo.com for game play assistance. For automated game play tips and news, call Nintendo's Power Line at: 1-425-885-7529. This may be a long distance call, so please ask permission from whoever pays the phone bill.

Rather talk with a game counselor?

1-800-288-0707 1-800-451-4400

U.S. \$1.50 per minute Canada \$2.00 per minute

MON - SAT, 9:00 a.m. to 9:00 p.m. (PAC); 9:00 a.m. to 7:00 p.m. (PACIFIC TIME)

Callers under age 18 need to obtain parental permission to call. (Prices subject to change)

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THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

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VENUS

A FORBIDDEN POWER IS UNLEASHED...

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.



MERCURY



MARS

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 WILL FALL TO ITS KNEES BEFORE THE ONE WHO WIELDS IT. IF THIS HORRIBLE FATE IS TO BE AVERTED, A BRAVE SOUL MUST NOW ARISE!



JUPITER

MASTERING THE CONTROLS



L BUTTON	
●	Use Psynergy shortcuts (pg. 19)
▲	Check surroundings
★	Display the Status screen

+ CONTROL PAD	
●▲	Walk (you can walk diagonally)
●	Jump forward
●	Push objects
★■	Select a command or item

START	
●▲	Display the Pause menu (pg. 37)
SELECT	
●▲	Display field commands (pg. 18) <i>This is convenient when there is someone standing in front of you.</i>

B BUTTON	
●▲	Run (use with the + Control Pad)
■	Display the next message
■	Cancel

A BUTTON	
●▲	Display field commands (pg. 18)
●▲	Examine objects Speak
★■	Display the next message Confirm selections

R BUTTON	
●	Use Psynergy shortcuts (pg. 19)
▲	Display the world map <i>Use the + Control Pad to move the cursor. When the finger points to a ●, the name of the building or town in that area will appear.</i>
★	Display the Status screen

SYMBOL KEY

- For use inside towns, villages, and dungeons
- ▲ For use on the world map (outside towns, villages, and dungeons)
- ★ For use during battle
- Other

These are the basic controls used in Golden Sun. Be sure to study these and the advanced controls explained on the pages that follow. You will need to master them all to complete your quest.

BEGINNING YOUR QUEST

Insert your Golden Sun Game Pak into your Game Boy Advance and turn the power ON. Press START when the title screen appears.

THE FIRST TIME YOU PLAY

After you press START on the title screen, the name entry screen will automatically appear. Move the cursor with the + Control Pad to select letters and press the A Button to enter them. If you want to erase letters you have entered, press the B Button or choose DEL on the right side of the screen. Once you have entered a character name, choose END on the right side of the screen and press the A Button to confirm. Your quest will then begin.



Cursor



DEL Deletes the last letter you entered

END Starts the game with the name you entered

AFTER SAVING A GAME

If you already have saved data, the Start menu will appear after you press START on the title screen. The five options in this menu are explained on pages 7 and 8.



If you save a completed game, you will not be able to continue that game. Only Erase and Battle will be available on the start menu.

START MENU



BEGIN

When starting a new game, select Begin and press the A Button. You will then see the name entry screen. Enter your name as described previously, then choose End and press the A Button to confirm.

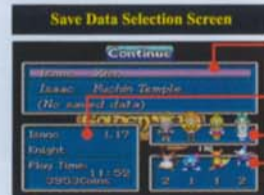
If you already have three saved data files, Begin will not appear on the Start menu.

START MENU



CONTINUE

Using a previously saved data file, you can continue playing from the last point where you saved. Choose the saved data file you wish to open with the + Control Pad and press the A Button.



Saved data file -Main character's name, last save point, and party members present in the saved data file

Main character's name, main character's level, main character's class (pg. 32), number of coins, and hours played

Contents of the selected save data file

Types and number of Djinn
From the left: Earth Djinn, Water Djinn, Fire Djinn, Wind Djinn



Quick Tip! You can save at any time!

In Golden Sun, you can save your game at any time, except during certain events and during battles. See page 37 for more information.

START
MENU



COPY

You can copy the contents of one saved data file to another. Select the file you want to copy with the + Control Pad and press the A Button. The selected file will automatically be copied to an empty data file.

- When you already have three saved data files and there are no empty slots, the Copy option will not appear.

START
MENU



ERASE

Choose this option to erase a saved game. Select the data file you'd like to erase with the + Control Pad and press the A Button. Erased data files cannot be restored, so be absolutely sure that you want to erase a file before choosing to do so.

START
MENU



ARENA

Using a saved data file, you can fight monsters you have already defeated in the game, or you can pit your party against a friend's. To challenge a friend, you will need two Game Boy Advance systems, two Golden Sun Game Paks with saved games, and a Game Boy Advance Game Link cable. For more information see pages 52-55.

- If no one in your party has any Djinn, the Arena option will not appear on the Start menu.

Copy Data Selection Screen



Erase Data Selection Screen



Arena Data Selection Screen



Arena Battle Screen



THE ADEPTS

Those who are able to use Psynergy, or psychic energy, are called Adepts. They carry on the bloodline of the ancients who died out during the dark years in which their civilization mysteriously declined. They possess the power of Psynergy, which has its roots in the sealed art of alchemy.



GARET (GUARD)

Fire Adept: 17 years old
Isaac's childhood friend, Gareth possesses the Psynergy of fire and is blessed with great physical strength, making him a talented warrior.

ISAAC (SQUIRE)

Earth Adept: 17 years old
The main character of Golden Sun, Isaac was born and raised in Vale. He possesses the Psynergy of earth and boasts great ability as a swordsman.



JENNA (FLAME SEER)

Fire Adept: 17 years old
Jenna lived happily with her family in Vale until the night of a fierce storm that took the life of her older brother...



MIA (WATER SEER)

Water Adept: 17 years old
A descendant of the clan of ancients that protected the Mercury Lighthouse, Mia possesses the Psynergy of water. Using the healing powers of water, she helps Isaac and the others on their quest.

ISAAC'S ANTAGONISTS

These are some of the mysterious characters you'll meet in your journey.

FELIX



SATUROS



MENARDI



ALEX



IVAN (WIND SEER)

Wind Adept: 15 years old
Raised by a merchant in the town of Kalay, Ivan possesses the Psynergy of wind. With Adepts rarely seen in Kalay, Ivan is considered an oddity by most of his own people.



DJINN THE ELEMENTAL SPIRITS

Djinn are spirits of the earth, water, fire, and wind: the four elements that make up all matter. You will encounter many Djinn during your travels and can capture them by defeating them in battle. By using their powers wisely, you can dramatically increase the abilities of your characters.

THE FOUR TYPES OF DJINN

Djinn can be divided by attribute into four types: earth (Venus), water (Mercury), fire (Mars), and wind (Jupiter). In addition to the Djinn introduced here, you will find other Djinn of each type on your quest. The four Djinn to the right represent each element.



Djinn make your characters stronger!

Use the power of the Djinn to improve your characters' abilities and allow them to fight more effectively in battles.

DJINN EFFECTS PT. 1: SETTING A DJINN AFFECTS CLASS!

When you set a Djinni to a character by attaching it to their body, the character's class may change. Changing classes can raise some attributes and also allow you to use Psynergy you could not previously use. Your characters' classes will change according to the type of Djinni you set. Try setting different kinds of Djinni to see what will happen.



For more info, see pages 21 and 32.

DJINN EFFECTS PT. 2: POWER UP ATTRIBUTES!

When you set a Djinni, your character's attributes related to that type of Djinni will go up. For example, if you set a Fire Djinni, your character's fire-based attack power will increase. At the same time, your resistance to enemies' fire-based attacks will also increase.

DJINN EFFECTS PT. 3: UNLEASH DJINN IN BATTLE!

When you unleash in battle a Djinni that was set to your character, that Djinni will aid you in your fight. Each Djinni has a unique power, so try unleashing different kinds of Djinni to see what they do!

DJINN EFFECTS PT. 4: USE DJINN TO SUMMON!

Once you have unleashed a Djinni in battle or placed that Djinni on standby, you will be able to use the Summon command to summon a powerful spirit. You can summon many different spirits, and the more Djinn you use to summon, the stronger the spirit will be.



For more information, see pg. 33.



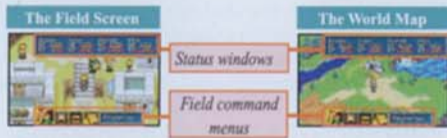
For more information, see pg. 44.



For more information, see pg. 46.

TRAVELING THE LANDS

During your quest, you will travel to many parts of the world. While traveling, press the A Button on the world map or in towns and dungeons to display your party's status (name, current Hit Points, and Psy Points) and a menu of field commands. If you press the A Button when there is an object or a person directly in front of you, you will examine that object or talk to that person. Below is an explanation of the field commands. See pg. 28 for a description of the status windows.



PSYNERGY

Choose this to use Psynergy or set shortcuts (see the next page).

- For more information on Psynergy, see pages 40-43.

HOW TO USE PSYNERGY

- 1 Press left and right on the + Control Pad to select the character that has the Psynergy you'd like to use, then press the A Button.



See section 2 on the next page.

- 2 Press up and down on the + Control Pad to select the Psynergy you'd like to use, then press the A Button. If you have more than five types of Psynergy, press left and right on the + Control Pad to scroll between Psynergy windows. Press the L and R Buttons to switch to another character. When you choose Psynergy that affects physical objects (Move, Catch, etc.) they will activate as soon as you choose them here.

Description of selected Psynergy



Selected Psynergy and Psy Points required to activate it

- 3 When using Psynergy that affects another character (Cure, Antidote, etc.), you must next select a character to use the Psynergy on by pressing left and right on the + Control Pad and then pressing the A Button.

Character using Psynergy



SETTING PSYNERGY SHORTCUTS

You may find it helpful to set a frequently used Psynergy to the L or R Button as a shortcut so that you have to press only a single button to activate that Psynergy.

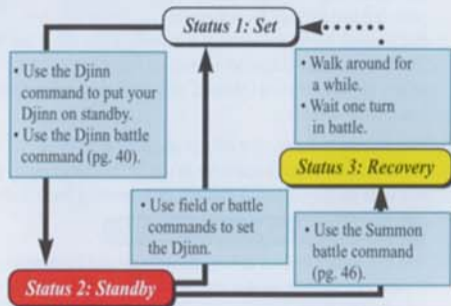
- 1 Press left and right on the + Control Pad to select the character who has the Psynergy you'd like to set a shortcut for, then press the button (L or R) you want to set the shortcut to.
- 2 Psynergy that can be set to a shortcut will be highlighted. Use the + Control Pad to choose a Psynergy, then press the A Button to set the shortcut.



Use this command to set Djinn to characters or to trade Djinn between characters.

Quick Tip! Djinni Status

Djinn have three types of status. Depending on this status, the Djinn commands available in the field and battle menus will change. For more information about Djinn battle commands, see pg. 44.



PRESS SELECT TO LEARN MORE

When you press SELECT on the Djinn selection screen, a detailed explanation of the important rules for using Djinn will appear. Press up and down on the + Control Pad to select from among the seven topics and press the A Button to read about a topic.



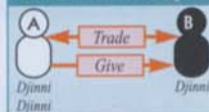
This information is very important, so be sure to read it all.

OPTIONS AVAILABLE WITH THE DJINN FIELD COMMAND

- Change a Djinni's status (Standby ↔ Set)
- Trade Djinn with another character
- Give one character's Djinn to another

When trading Djinn or giving them to another character, the following conditions apply.

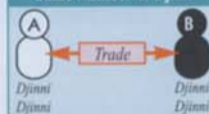
Different Number of Djinn



Character A can give or trade Djinn to character B, who has fewer Djinn. Character B can only trade Djinn with Character A, who has more Djinn.

- You cannot trade or give Djinn that are in recovery.

Same Number of Djinn



When two characters have the same number of Djinn, they can trade Djinn freely between them, but they cannot give Djinn. Djinn must be traded one at a time.

CHANGE A DJINNI'S STATUS (STANDBY ↔ SET)

On the Djinn selection screen, use the + Control Pad to select a set or standby Djinni and press the A Button.

Press the L Button on the Djinn selection screen to view the status and Psynergy of the character that is holding the Djinni you have selected.



White indicates set Djinn. Red indicates standby Djinn. Yellow indicates recovery Djinn.



(Continues in section 2 on pg. 22)

SWITCHING STATUS WITH THE R BUTTON

On the Djinn selection screen, you can switch a Djinni's status between set and standby by pressing the R Button. When you hold down the R Button and press SELECT, all Djinn on the screen will switch between set and standby.



2 The words Set and Standby appear above the names of Djinn. You can change status by pointing to these words with the cursor and pressing the A Button.



3 A window asking you to confirm your decision to switch status from standby to set will appear. Make sure you approve of the changes to your attributes and Psynergy, then press the A Button if you still want to make the switch. If you want to cancel, press the B Button to return to the previous screen.

Character Status

When Djinn status changes, so does the character's class and status. Use this screen to confirm those changes. Attributes that improve will be highlighted with a yellow arrow, while those that decline will have a blue arrow.



Character Psynergy

In cases where a character's Psynergy changes when his or her Djinn status is changed, newly added Psynergy appears in yellow, and Psynergy that is lost appears in red. When an arrow appears next to the number on the top right of the screen, use the + Control Pad to view the next window of Psynergy.



1 On the Djinn selection screen, use the + Control Pad to select a Djinni, then press the A Button.



2 You can trade Djinn with characters that have the Trade command beneath them. Select the Djinni you will trade for and press the A Button.



3 The status of the two characters trading Djinn will appear. Press the R Button on this screen to switch between these two characters' Psynergy. When there is more than one window of Psynergy, use the + Control Pad to move between windows.



4 After confirming all changes, press the A Button to trade Djinn. If you decide to cancel the trade, press the B Button to return to the previous screen.



GIVING DJINN

- 1 On the Djinn selection menu, select a Djinni and press the A Button.
- 2 You can give the Djinni to characters that have the Give command beneath them. Select a character and press the A Button.
- 3 The status of the character giving the Djinni and the character receiving the Djinni will be shown on the left and right sides of the screen, respectively. Press the R Button on this screen to view the Psynergy of the character giving and the character receiving the Djinni. When there is more than one window of Psynergy, use the + Control Pad to move between windows.
- 4 After confirming all changes, press the A Button to give the Djinni. If you decide to cancel the action, press the B Button to return to the previous screen.

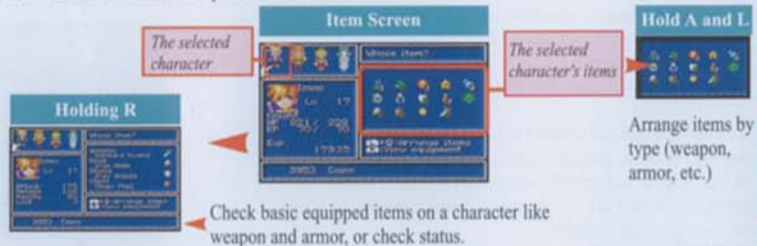
• Djinn also affect character classes. See pg. 32 for more information.



FIELD COMMANDS

ITEM

You can buy items in shops and find them in treasure chests. With the Item command, you can use items, equip them, and give them to other characters. One character can hold up to 15 different types of items. A character can hold up to 30 of each consumable item.



Many different kinds of items appear in the game. Some of them produce special effects when equipped, and others can even grant you the ability to use new Psynergy.

- Long Sword
- Leather Cap
- Wooden Shield
- Herb

USING AND GIVING ITEMS

Use the + Control Pad to select the character that has the item you want to use or give, then press the A Button.

The Use and Give commands are described on the next page.



Next, use the + Control Pad to select the item you want to use or give. When there is more than one window of items, use the + Control Pad to move between windows.

Also, when you select armor or a weapon that is not equipped, the changes to your status caused by equipping that item appear on the left side of the screen. Once you have selected an item and pressed the A Button, use the + Control Pad to select Use or Give, then press the A Button.

Use the + Control Pad to select the character with the item you want to use or give and press the A Button. When giving an item that the recipient may equip, you will see a window asking if you want to equip the item. Choose either Yes or No, then press the A Button.

EQUIPPING AND REMOVING ITEMS

Using the + Control Pad, select the character carrying the item you'd like to equip or remove and press the A Button.

(Continued on the next page.)

Description of the selected item



Select the item you want to equip or remove, then press the A Button. Press left and right on the + Control Pad to view more windows of items. Also, when you select armor or a weapon that is not equipped, the effects of equipping it will appear on the left side of the screen.

Select Equip or Remove with the + Control Pad and press the A Button. When you choose Remove, the changes that it will make to your status appear on the left side of the screen.

ITEM DETAILS

Choose this option to display the effect of using or equipping an item on the left side of the screen. It will also show how many of the selected item you are carrying.

DROP AN ITEM

You can drop items that you no longer need. If you are holding more than two of the item that you want to drop, press up and down on the + Control Pad to select the number to drop and press the A Button. A window will appear, asking you to confirm your command to drop an item. Select Yes to drop the item or select No to cancel, then press the A Button. Be careful not to drop any items that you may need! (Some items cannot be dropped.)



STATUS

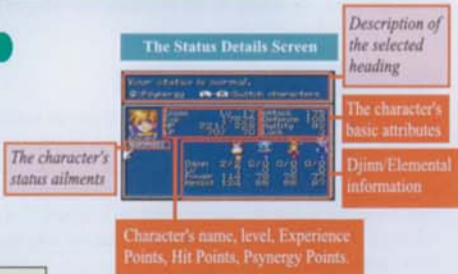
You can use Status to confirm the details of your characters' abilities and attributes. You can also press SELECT to view a list of your acquired Djinn.

Press the L or R Button to rearrange party order, moving the selected character to the left or right.



THE STATUS DETAILS SCREEN

When you select a character and press the A Button, that character's detailed status will appear. When you align the cursor with a heading on this screen, a description of that heading's meaning will appear at the top of the screen.



• See pg. 31 for a description of status ailments.

STATUS SCREEN INFORMATION

Level-Experience Points-HP-Psy	
Heading	Description
Lv	Your character's current level
Exp	Win battles to earn experience points and raise your character's level. Point the cursor here to see how many points you need to reach the next level.
HP	These are your character's Hit Points (the number of points of damage they can take). The number on the left is your current HP, and the number on the right is your maximum HP. When your HP fall to 0, you will go down in battle.
PP	These are your character's Psynergy Points (the number of points available for using Psynergy). The number on the left is your current Psy, and the number on the right is your maximum Psy. The number of Psy decreases as you use Psynergy.

Your character's basic attributes

Heading	Description
Attack	The higher this is, the more damage your direct attacks do.
Defense	The higher this is, the less damage you will take from an enemy's direct attacks.
Agility	The higher this is, the sooner you can attack in battles.
Luck	Luck increases your chance of avoiding special attacks and ailments.

Djinn/ Elemental Information

Heading	Description
Djinn	This shows your set Djinn and the total number of Djinn you have for each of the four elements.
Lv	The higher the rating, the better your character is able to use those elemental abilities.
Power	This shows your elemental power for each element. The higher the rating, the more damage you do with those elemental attacks.
Resist	The higher the rating, the less damage you receive from those elemental attacks.

(Status descriptions continue on pg. 30)

SWITCHING STATUS DETAILS SCREENS

On the character's Status Details screen, you can access other status information screens by pressing certain buttons. Also, on some screens, you can press the L or R Button to see other characters' status information.

Status Details Screen



Press the
A Button

Psynergy Screen



Description of the
selected Psynergy

Press the
A Button

This displays all the
Psynergy your
character can use.

Areas where the selected
Psynergy can be used

ACQUIRED PSYNERGY

- ① Psynergy icon
- ② Psynergy name
- ③ Psy consumed when Psynergy is used
- ④ Psynergy type

● Earth ● Water
● Fire ● Wind

- ⑤ Psynergy's Range
 - One enemy or party member
 - Three enemies
 - Up to five enemies
 - Up to seven enemies
 - All enemies or all party members

Press the
A Button

Item Screen

Description of the selected item

Character name and current
attack and defense levels

Equipped weapon and armor

Press the
A Button



On the Item screen, all of your characters' items will be displayed. Press left and right on the + Control Pad to scroll through pages of items.

When an "E" appears beside an item, it means the item is currently equipped. The number on the bottom-right side of the icon shows how many of the item you have.

Press the A Button on the Item screen to return to the Status Details screen.

Quick Tip! Status Ailments

When a monster performs a special attack on you in battle, that attack can cause a status ailment. These ailments can be removed with some types of Psynergy or by visiting a Sanctum (see pg. 36).



POISON

You take damage while poisoned. Remove this status with Antidote or Cure Poison.



DELUSION

Your character will suffer delusions that cause him or her to miss when attacking. Remove this status with Restore or Elixir.



STING

Your character will be numb and unable to act. Remove this status with Restore or Elixir.



SLEEP

Your character will be asleep and unable to act. Remove this status with Restore or Elixir.



DOWN

Your character has gone down in battle and cannot fight. Remove this status at a Sanctum or by using the Water of Life or Revive.

There are other status ailments, too.

• Delusion, Sting, and Sleep statuses disappear when your character is downed.

CHARACTER CLASSES

Each character belongs to a particular character class. This class can change when a character sets or removes a Djinni. When a character's class changes, so do the character's attributes.

AN EXAMPLE OF CHANGING CLASSES

When Isaac, the main character, has no Djinn set, his class is Squire.

After setting the Wind Djinni, Gust, Isaac's class changes to Apprentice.

After placing the Wind Djinni on standby, thereby removing it from Isaac, his class reverts to Squire.

Now, after setting the Fire Djinni Forge to Isaac, his class becomes Brute. This is an example of how classes change.



THE EFFECTS OF CHANGING CLASSES

When a character's class changes, the following changes may also occur:

CHARACTER ATTRIBUTE CHANGES

When a character changes class, that character's attributes may also change. Attributes may go up, down or do both depending on the change.

PSYNERGY CHANGES

Available Psynergy changes with class. When changing classes, be careful not to disable any Psynergy you hope to use later. Carefully check all changes before setting a Djinni.

THE EFFECTS OF SETTING DJINN

Character classes change depending on the type of Djinni set to the character (for more information on class changes, see the back of the world map included with this game). Also, Djinn of the same type have different individual characteristics. They all affect your character's attributes when set, and can have very different effects when unleashed in battle. Try to match the Djinn to your characters in ways that will bring out the most benefits.

• If you set a Fire Djinni to your character, that character's elemental Fire power will also increase, raising the damage of their fire attacks.



SHOPS, INNS AND SANCTUMS

In many of the towns and villages your party visits during its quest, you will find shops, Inns and other places that offer services that can help you fulfill your quest.

WEAPON, ARMOR, AND ITEM SHOPS



You can buy weapons, armor, herbs, and other items at these shops.

BUY ITEMS

Select the items you'd like to buy with the + Control Pad and press the A Button. When there are more than seven different items available, a green arrow will appear on the right side of the screen. You can use the + Control Pad to scroll through this list.



Select the character who will use the item and press the A Button. If the character can equip the item, then any status changes for that character will appear on the lower-right side of the screen. If you can't equip the item then the message Can't Equip will appear in the status window. In the Item Shop, a list of your items and the numbers of each one will appear on the lower-right side of the screen.

(Continued on next page)

A character that has received a purchased item will be asked if he or she wants to equip that item immediately, if it is an item they can equip. To equip the item, select Yes and press the A Button. Otherwise, choose No.



SELL YOUR ITEMS TO THE SHOP

You can select and sell items at shops. The selling price will appear and you can select Yes to sell or No to cancel.



ARTIFACTS BUY ARTIFACTS

Sometimes, shops have rare artifacts available. You can buy these in the same way you buy normal items.



REPAIR A BROKEN ITEM

Broken items have an X on them on the Item screen, but they can be repaired. After checking the cost of repair, choose Yes to have it repaired or No to cancel. Once you repair an item, you will be able to use it again.



INNS

Spending the night in an Inn will recover all lost Hit Points and Psy Points. Rates vary from town to town. Staying at an Inn will not revive downed characters or cure ailments.



SANCTUMS

At Sanctums, you can revive downed characters, cure poison and remove other ailments. You can use these services only if a member of your party is afflicted with the corresponding ailment.



REVIVE REVIVE DOWNED CHARACTER

This will revive a character that has gone down in battle.



REPEL EVIL AID HAUNTED CHARACTERS

This will remove the spirits that haunt a character.



CURE POISON CURE POISONED CHARACTER

This will cure a character that has been poisoned.



REMOVE CURSE AID CURSED CHARACTERS

This allows a character to remove cursed items.

THE PAUSE MENU

Except during events and battles, pressing START will stop play and open the Pause menu.



PAUSE MENU

SAVE YOUR QUEST

Up to three data files can be saved at once. Choose one of the three slots to save your data to, then press the A Button to save. If you save data over a file that is already being used, you will lose all the old data in that file. Be careful, because you cannot restore data lost in this way.



• Do not turn the power OFF or reset while saving.



PAUSE MENU

SLEEP

This is convenient for short periods of time, but if the sleep mode lasts too long, power will shut off automatically. You should save your game and turn your Game Boy Advance system OFF if you will not play for a long time.



PAUSE MENU

CHANGE SETTINGS

Change each setting using the + Control Pad. When you set Auto Sleep to ON, the game will shut off automatically if you do not press any buttons for a certain period of time. If you press the L and R Buttons, you can return to game play.

• Press and hold the L and R Buttons for three seconds to enter sleep mode.

BATTLING ENEMIES

You will face many enemies in battle during your quest. In addition to direct attacks with a weapon, you can also attack using Psynergy and Djinn.

BATTLES FROM START TO FINISH

When you encounter an enemy in a dungeon or on the world map, you will enter a battle. At the beginning of every battle, you can choose Flee, but you will not always succeed.

When you choose Fight you may surprise your opponents and attack first, but you may also be caught by surprise...

Battle occurs in turns. At the beginning of every turn, you must choose an action for each character in your party. Characters and enemies then take turns attacking based on their agility ratings.

Battles end when all enemies have fled or been defeated. On the other hand, if all of your characters go down in battle, the game will end. You must then restart from the most recent town or dungeon you entered.



PRE-BATTLE COMMANDS

Before each turn in battle, you will have the option to choose whether or not to fight.



COMMAND

FIGHT

Choose this command to begin the actual battle. For descriptions of battle commands, see pgs. 40-49.



COMMAND

FLEE

Choose this command to try to escape without fighting. If you do not succeed in fleeing, however, you must endure all of the enemies' attacks for that turn.



COMMAND

STATUS

Choose this command to check your characters' status. You may want to check your characters' HP and usable Psynergy before you enter a battle.



Returning to Pre-Battle Commands after Choosing Fight

Press the B Button when you want to return to the pre-battle commands after you've chosen Fight. Pre-battle commands will also reappear during battle at the beginning of every turn.



BATTLE COMMANDS

Once the battle has begun, you can use the six commands explained here to fight enemies.



BATTLE
COMMAND

ATTACK

Choose this command to make a direct attack on an enemy using an equipped weapon. Use the + Control Pad to move the cursor to the enemy you want to attack and press the A Button. If the enemy you have chosen to attack flees or goes down before your attack, your command will automatically change to Defend.



BATTLE
COMMAND

PSYNERGY

You can use Psynergy to attack a enemy or to heal your party members. Use the + Control Pad to select a Psynergy to use and press the A Button.

Next, use the + Control Pad to select the target for your Psynergy. Some types of Psynergy have wider ranges than others. See the next page for more information.



Cursor



Quick Tip! Things to Remember About Psynergy

Each type of Psynergy has its own particular range. Psynergy with a large range will affect multiple targets differently within that range. When attacking enemies with Psynergy, consider these differences carefully before choosing your target.

PSYNERGY THAT AFFECTS TARGETS DIFFERENTLY

Psynergy that affects multiple targets differently will have the greatest effect on the enemy or the party member in the middle of the affected area. The farther from the center of this area, the weaker the Psynergy's effect will be (there are exceptions). When choosing targets for your Psynergy, remember that the largest cursor indicates which target will be most affected.

WHEN THE RANGE CHANGES

Depending on how you choose targets for Psynergy, the Psynergy's range can also change. In the picture on the right, a Psynergy that works against three enemies is centered on the enemy on the far right. In this case, the Psynergy will affect only two enemies, not three.

(Continued on pg. 42)

Cursor



The enemy in the middle will receive the greatest damage.



A Psynergy's range can change depending on how you choose targets.

PSYNERGY CHANGES AFTER UNLEASHING DJINN



When you use the Djinn command to unleash a Djinni during battle (see pg. 44), your character's class and usable Psynergy will change. Remember to consider whether unleashing a Djinni will disable any Psynergy you may need to use.

DON'T USE TOO MUCH PSYNERGY



Psynergy is convenient, but you should be careful not to use it too much. Save it for when you really need it. You recover Psy Points when you stay in an Inn and when you use certain items. Also, walking around will slowly recover Psy Points.

Examples of Psynergy

In this game, you will be able to use many types of Psynergy. Some of them are listed here.

EARTH PSYNERGY



Name	Psy needed	No. affected	Effect
CURE	3	1	Restore 70 HP
QUAKE	4	3	Attack with earthquake
GROW	4	1	Use in battle and...?
SPIRE	5	1	Attack with stalagmite
CATCH	1	-	Bring small objects to you
RETURN	6	-	Return to dungeon entrance

FIRE PSYNERGY



Name	Psy needed	No. affected	Effect
FLARE	4	3	Attack with flames
GUARD	3	1	Increase defense
FIRE	6	3	Attack with fireballs
HEAT WAVE	6	1	Attack with heat
MOVE	2	-	Move objects horizontally

WATER PSYNERGY



Name	Psy needed	No. affected	Effect
HEAL	4	1	Restore 100 HP
ANTIDOTE	2	1	Cure poison
CHILL	5	3	Use in battle and...?
DOUSE	5	3	Use in battle and...?

WIND PSYNERGY



Name	Psy needed	No. affected	Effect
WHIRLWIND	5	3	Attack with a tornado
RAY	6	3	Attack with a storm
BOLT	4	1	Attack with lightning
DELUDE	4	3	Delude multiple enemies



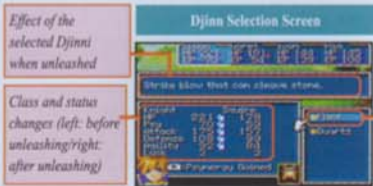
This command lets you unleash a set Djinni or place a Djinni on standby.

CONDITIONS FOR USING DJINN

During battle, depending on what state a Djinni is in, you will be able to do different things with the Djinn command. When all of your Djinn are recovering, you will be able to choose the Djinn command, but you will not be able to do anything.

Djinni Condition	Djinn Command Options
Set	Unleash or switch a Djinni to standby
Standby	Set the Djinni
Recovery	None

UNLEASHING SET DJINN



Effect of the selected Djinni when unleashed

Class and status changes (left: before unleashing/right: after unleashing)

Selected Djinni

First, select a Djinni to use. You can unleash any set Djinn (names of set Djinn appear in white). The effect of unleashing the Djinni and any status changes will be shown. After selecting a Djinni, press the A Button.

(Continued on the next page)

When you unleash a Djinni, the Djinni will attack an enemy or use a special ability on a party member. Depending on the type of Djinni, you may have to choose an enemy as a target for the Djinni's attack or a party member as a target for the Djinni's special ability.



When your turn has come in battle, your Djinni will unleash its attack or special ability. The unleashed Djinni will then switch to standby, and on the next turn, you will be able to use the Summon command (See pg. 46-47).



SETTING A STANDBY DJINN

First, select a Djinni to set. You can set any standby Djinn whose names appear in red. The Djinni's condition and the status effects of setting the Djinni will appear on screen. Once you have selected a Djinni, press the A Button.



When your turn to attack in battle has come, you will set the Djinni. On the next turn, you can unleash the set Djinni.

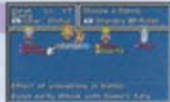


Using Djinn on standby, you can summon a powerful spirit. Any Djinn used to summon will then switch to recovery.



THE BASICS OF SUMMONS

In order to summon, you must have at least one standby Djinni. As the number of Djinn you acquire increases, the types of spirits you can summon will also increase. Depending on the numbers and types of Djinni you use to summon, you will be able to call more and different kinds of spirits.



HOW TO SUMMON

- Select Summon and press the A Button. Use the + Control Pad to select the spirit you want to summon and press the A Button.

Description of the selected spirit

Spirit Summon Selection Window

Numbers of standby Djinn, arranged from left to right by type: Earth, Water, Fire, and Wind (these numbers decrease when you summon).

Spirits You Can Summon

When there are more than five spirits available to summon, use the + Control Pad to scroll between windows.

(Continued on the next page)

Quick Tip! Anyone can summon!

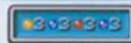
You can only control Djinn in your possession with the Djinn command, but so long as one member of the party has a Djinni on standby, anyone can use that Djinni to summon. As long as there are enough standby Djinn, two party members can summon the same spirit in the same turn.

- Select the enemies the summoned spirit will attack. Press left and right on the + Control Pad to select the target, then press the A Button. See pg. 48 for a description of summon attack ranges. When you summon a spirit, your elemental power (see pg. 29) of the same type as the summoned spirit goes up for the duration of the battle. The stronger the spirit, the more your elemental power will go up.

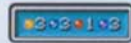


Quick Tip! The Effects of Summoning

Before Using Summon



After Using Summon



Numbers of standby Djinn are displayed by type in the Summon selection window. Every time you use Djinn to summon, these numbers will decrease by the number and type of Djinni used to summon. As these numbers decrease, so does the number and type of spirits that you can summon. Of course these Djinn and spirits are never fully used up, so if you return recovering Djinn to the standby mode, you can regain the ability to summon.

RANGE OF SUMMONED SPIRITS

Summoned spirits attack all enemies. When you move the cursor with the + Control Pad to select an enemy for the spirit to attack, the cursor will move between enemies as shown in the picture on the left. Do this to choose which of the affected enemies will receive maximum damage from the spirit.



Quick Tip! After Summoning

Djinn used to summon a spirit will switch to recovery after the summon. Djinn in recovery will automatically be set back to a character after one turn of battle or after walking around the world map or dungeon. A noise will notify you when a Djinni switches from Recovery to Set while the party is walking around.

Spirits to Summon

There are many different spirits that your party can summon. As the number of standby Djinn increases, you will be able to summon more spirits.

SPIRITS TO SUMMON		
Spirit's Name	Djinn needed	Description
VENUS	1 Earth Djinni	A spirit of Earth
MARS	1 Fire Djinni	A spirit of Fire
RAMSES	2 Earth Djinn	An undead pharaoh guardian
KIRIN	2 Fire Djinn	A charging spirit in flames

BATTLE COMMAND

ITEM

You can use some items that you are carrying in battle. First choose the item you'll use and press the A Button. Next, select a target to use the item on. Depending on the item, the target could be a party member or an enemy. After choosing the target, press the A Button to confirm.



Quick Tip! Not all items can be used in battle!

On the Item selection screen, items whose names appear in yellow cannot be used. The names of usable items appear in white.



BATTLE COMMAND

DEFEND

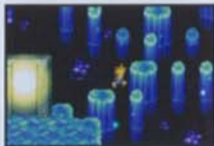
You can lower damage received from an enemy attack by defending. Select the Defend command with the + Control Pad, then press the A Button. When a character has low HP, or when there is nothing to do, you should use Defend.



ADVICE FOR ADEPTS

Q THERE ARE PLACES THAT I CAN SEE BUT CAN'T GET TO. WHAT SHOULD I DO?

A Sometimes you can get to those places from a different location. Using a particular kind of Psynergy may also allow you to get to places you couldn't normally reach. Also, your character can jump short distances, so try that first.



Q THERE ARE WEIRD-LOOKING STATUES AROUND. WHAT CAN I DO WITH THEM?

A Your character can push some statues and logs. If you find a particularly suspicious looking log or statue, approach it and give it a push. If you can't reach the object, check your Psynergy to see if you have a skill that might help.

Q I DON'T KNOW WHAT I'M SUPPOSED TO DO NEXT. WHAT SHOULD I DO?

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 normally tell you!



Q I CAN'T SEEM TO FIND MANY DJINN. HOW DO I FIND THEM?

A Djinn live in all manner of towns and dungeons all over the world. They like to hide in the shadows and in hard-to-reach areas. Whenever you enter a town or dungeon, remember to search high and low for Djinn!



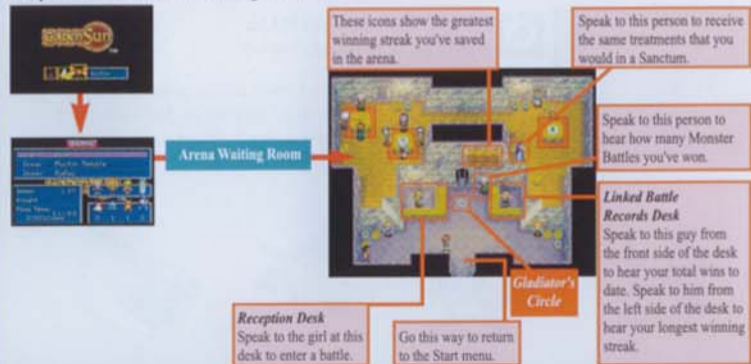
THE ARENA

Go to the Arena to battle hordes of monsters or to challenge a friend's party to a battle. You cannot use the Pause menu or Sleep function in Arena mode.

- Please read all essential information on page 55 before playing a Linked Battle (see pg. 54).

ENTERING THE ARENA

First, choose Arena on the Start menu. You will then see the File selection screen. Please use the + Control Pad to select a data file to use in the Arena, and press the A Button. Once you have selected a file, you will see the Arena waiting room.



MONSTER BATTLE

ONE PLAYER

If you approach the reception desk without first linking to another Game Boy Advance, you can enter a Monster Battle. Talk to the girl at the counter and choose Yes to enter. Choose No to cancel. When you are ready to enter battle, step into the Gladiator's Circle on the right side of the counter. After you enter the Gladiator's Circle, the door in front of you will open, and the battle will begin.

Monster Battles follow the same steps that they do during your quest.

When the Monster Battle ends, you will return to the waiting room. After winning a Monster Battle, you have the option of entering the next Monster Battle. Choose Yes to continue fighting. To cancel, press the B Button. If you lose a battle, then the Monster Battle ends.

MONSTER BATTLE INFO

- Only monsters that you have defeated in the game will appear in Monster Battles.
- When you quit after a successful battle, your party's HP and Psy will return to their maximum levels. They do not return to the maximum when you choose to continue battling.
- You can continue Monster Battles until all party members are downed.
- You will not receive any coins or experience in Monster Battles.



LINKED BATTLE

TWO PLAYERS

When connected to another Game Boy Advance, you can start one-player or two-player battles at the reception desk. If your opponent accepts your request for a battle, the fight will begin. When you are ready to enter battle, step into the circle on the right side of the reception counter. When both players have entered their circles, the door will open, and the battle will begin.

Fighting another player's party is the same as fighting monsters in the game. At the beginning of each turn, the players enter their commands, and the actions for that turn will then begin. When the battle ends, you will return to the waiting room.



- If the Game Link cable is not firmly inserted, only Monster Battles will be available.

Linked Battle results are saved automatically. You can view these saved results at the Saved Linked Battle Counter. You must approach the counter whenever you want to start a new Linked Battle.

LINKED BATTLE INFO



◀ The character on the far right side of the party will not be able to join the battle.

- A party of up to three characters can participate in a Linked Battle. The character on the far right side of the party will not be able to join the battle.
- You will not receive any coins or experience in Linked Battles.
- Once one player has entered all of his or her commands, the other player must finish entering commands within 15 seconds or characters without commands will automatically Defend.

USING THE GAME BOY ADVANCE GAME LINK CABLE

Here's all of the information you need to link two Game Boy Advance systems.

Necessary Equipment

Game Boy Advance systems:

One per player

Golden Sun Game Paks:

One per player

Game Boy Advance Game Link cables:

One



LINKING INSTRUCTIONS

1. Make sure that the Power Switches on all of the game systems are turned OFF, then insert the Golden Sun Game Paks into the individual Game Pak slots.
 2. Connect the Game Link cables and plug them into the External Extension Connector (EXT) on each of the game systems.
See pages 52 and 54 for further instructions.
- Player One will be the player with the smaller end of the cable connected to their console.

TROUBLESHOOTING

You may be unable to transfer game data or you may experience malfunctions in any of the following situations:

- When you are using any cables other than Game Boy Advance Game Link cables.
- When any Game Link cable is not fully inserted into any game system.
- When any Game Link cable is removed during the transfer of data.
- When any Game Link cable is incorrectly connected to any game system.
- When more than two Game Boy Advance game systems are linked.

NOTES



STATE TRANSITION

IMPORTANT:

REV-B

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