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# Golden Sun

## WORLD MAP



- 1 VALE
- 2 SOL SANCTUM
- 3 VAULT
- 4 LUNPA
- 5 BILIBIN
- 6 IMIL
- 7 MERCURY LIGHTHOUSE
- 8 BILIBIN BARRICADE
- 9 KOLIMA VILLAGE
- 10 FUCHIN TEMPLE
- 11 XIAN
- 12 ALTIN VILLAGE AND MINE
- 13 LAMA TEMPLE
- 14 KALAY
- 15 ?
- 16 ?
- 17 ?
- 18 ?
- 19 ?
- 20 ?
- 21 ?

? ENTER PLACE NAMES IN THE BLANK SPACES AS YOU COME TO THEM



## CHARACTER & CLASS LIST

## SUMMONS



**ISAAG**

CLASS	DJINN
SQUIRE	—
KNIGHT	1 EARTH
GALLANT	4 EARTH
SWORDSMAN	1 WATER
DEFENDER	2 WATER
CAVALIER	4 WATER
APPRENTICE	1 WIND
ILLUSIONIST	2 WIND
ENCHANTER	4 WIND
BRUTE	1 FIRE
SAVAGE	2 FIRE
BARBARIAN	4 FIRE



**IVAN**

CLASS	DJINN
WIND SEER	—
MAGICIAN	2 WIND
MAGE	4 WIND
SEER	1 EARTH
DIVINER	2 EARTH
SHAMAN	4 EARTH
PILGRIM	1 FIRE
WANDERER	2 FIRE
ASCETIC	4 FIRE
HERMIT	1 WATER
ELDER	2 WATER
SCHOLAR	4 WATER



**GARET**

CLASS	DJINN
GUARD	—
SOLDIER	2 WIND
WARRIOR	4 WIND
SWORDSMAN	1 EARTH
DEFENDER	2 EARTH
CAVALIER	4 EARTH
APPRENTICE	1 FIRE
ILLUSIONIST	2 FIRE
ENCHANTER	4 FIRE
BRUTE	1 WATER
SAVAGE	2 WATER
BARBARIAN	4 WATER



**MIA**

CLASS	DJINN
WATER SEER	—
SCRIBE	2 WIND
CLERIC	4 WIND
SEER	1 EARTH
DIVINER	2 EARTH
SHAMAN	4 EARTH
PILGRIM	1 FIRE
WANDERER	2 FIRE
ASCETIC	4 FIRE
HERMIT	1 WATER
ELDER	2 WATER
SCHOLAR	4 WATER

TRY DIFFERENT DJINNI COMBINATIONS TO ATTAIN OTHER CLASSES!

ICON	NAME	DJINN NEEDED
	VENUS	1 EARTH
	RAMSES	2 EARTH
	CYBELE	3 EARTH
	MERCURY	1 WATER
	NEREID	2 WATER
	NEPTUNE	3 WATER
	MARS	1 FIRE
	KIRIN	2 FIRE
	TIAMAT	3 FIRE
	JUPITER	1 WIND
	ATALANTA	2 WIND
	PROCNE	3 WIND

USE THE L AND R BUTTONS TO CREATE SHORTCUTS FOR ANY OF THE PSYNERGY LISTED BELOW. THIS IS PARTICULARLY HELPFUL WHEN TRYING TO MIND READ PEOPLE YOU ENCOUNTER IN TOWNS AND VILLAGES. SEE PAGE 19 IN THE INSTRUCTION BOOKLET ABOUT SETTING SHORTCUTS.

## DJINNI LIST

## PSYNERGY AVAILABLE OUTSIDE OF BATTLE

ELEMENT	NAME	EFFECTS OF SETTING	ABILITY IN BATTLES
	FLINT	HP+8, PSY+4, ATK+3	SWIFT STRIKE
	GRANITE	HP+9, DEF+2, AGL+2, LUCK+1	REDUCE DAMAGE
	QUARTZ	HP+10, PSY+3, AGL+3	REVIVE A DOWNED CHAR
	VINE	HP+12, PSY+4, DEF+3, LUCK+1	LOWER ENEMY AGL
	SAP	HP+10, ATK+3, LUCK+1	STEAL ENEMY HP
	FIZZ	HP+9, PSY+4, DEF+3	RECOVER HP
	SLEET	HP+12, ATK+3, LUCK+1	LOWER ENEMY ATK
	MIST	HP+11, ATK+4	PUT ENEMIES TO SLEEP
	SPRITZ	HP+8, PSY+4, AGL+3	RECOVER PARTY HP
	HAIL	HP+9, ATK+4, LUCK+1	LOWER ENEMY DEF
	FORGE	HP+10, ATK+2, AGL+2, LUCK+2	RAISE PARTY'S ATK
	FEVER	HP+12, ATK+3, LUCK+1	DELUDE ENEMIES
	CORONA	HP+12, EP+3, DEF+3, LUCK+1	INCREASE DEF
	SCORCH	HP+8, ATK+3	STUN AN ENEMY
	EMBER	HP+9, PSY+4, ATK+2, AGL+2	RECOVER PARTY'S PSY
	GUST	HP+9, ATK+2, AGL+2	REPEATED WIND ATTACK
	BREEZE	HP+12, PSY+5, DEF+2, LUCK+1	ELEMENTAL RESIST UP
	ZEPHYR	HP+11, PSY+3, AGL+2, LUCK+1	RAISE PARTY'S AGL
	SMOG	HP+9, ATK+3	DELUDE ENEMIES
	KITE	HP+8, PSY+4, AGL+3	USE TWO TURNS
?	?	?	?
?	?	?	?

ICON	NAME	EFFECT	PSY USED
	MOVE	MOVE AN OBJECT	2
	RETREAT	RETURN TO DUNGEON ENTRANCE	6
	MIND READ	READ SOMEONE'S MIND	1
	FORCE	PROJECT A WAVE ATTACK	2
	LIFT	LIFT HEAVY OBJECTS	2
	REVEAL	REVEAL HIDDEN OBJECTS	1
	CLOAK	HIDE IN THE SHADOWS	1
	HALT	STOP A MOVING OBJECT	2
	CARRY	LIFT & MOVE LIGHT OBJECTS	2
	CATCH	GRAB LIGHT OBJECTS	1
	GROW	GROW VINES	4
	WHIRLWIND	BLOW AWAY LEAVES	5
	FROST	FREEZE PUDDLES INTO ICE COLUMNS	5
	DOUSE	PUT OUT SMALL FIRES & TORNADOS	5
	CURE	RECOVER 70 HP	3
	CURE WELL	RECOVER 150 HP	7
	POTENT CURE	RECOVER 300 HP	10
	PLY	RECOVER 100 HP	4
	PLY WELL	RECOVER 200 HP	8
	PURE PLY	RECOVER 1000 HP	12
	WISH	PARTY RECOVERS 80 HP	9
	WISH WELL	PARTY RECOVERS 160 HP	13
	PURE WISH	PARTY RECOVERS 400 HP	20
	REVIVE	REVIVE A DOWNED ALLY	15
	CURE POISON	CURE A POISONED ALLY	2
	AVOID	REDUCE ENEMY ENCOUNTERS	5