

Golden Sun: The Lost Age Item/Djinn Hacking Guide

by Kirsdarke

Updated to v1.0 on Sep 26, 2006

Golden Sun 2 Item Hack Guide

Written by 9-Kirsdarke

Table of Contents

A.0 Version History

A.1 About this Guide

1.0 Item Hacking

1.01 Character Addresses

1.02 Item Values

1.1 Djinn Hacking

1.11 Djinn Hacking Addresses

1.12 Djinn Values

A.3 Frequently Asked Questions

A.4 Legal Stuff

A.5 Contact Info

A.6 Credits

A.7 Coming Soon

A.0 Version History

9/15/06 Version 1.0

Well here you go. How to hack Items/Djinn in Golden Sun 2.

A.1 About this Guide

Welcome to my second guide. :) Since you are reading this I can assume that we both have a huge respect for CAMELOT's Golden Sun series. The first time I ever played these games I fell in love with them, as many have and many will.

This guide was written only for Golden Sun 2. Although many of the items and psyenergies are the same in Golden Sun, many are different and all of the addresses are different. If after reading this you wish to hack your Golden Sun game a certain someone wrote a guide just for that purpose.

Well now that I've said my piece, it's time to get hacking!

A.2 Hacking

So by now you may be asking yourself "I've never heard of save game hacking. It must be difficult." Fear not! Hacking a save can be incredibly simple. All you have to do is understand the basics.

On your game, there is the game itself saved, and some RAM that holds all of your game saves. Save game hacking deals directly with the hacking of those save files. Unlike a Gameshark which bypasses code, hacking your save physically (or electronically) alters your data permanently.

So how does one go about hacking a save game file? Well in order to do it you need a Hex Editor, preferably (almost madatory) Winhex. I personally like using it because it saves you a lot of clicking and dragging. This program is free software and are available at www.download.com. It's not that big. Just search for it.

So how do you get your game onto your computer? Well there's two basic ways. One is to buy a special flash reader and transfer your game save onto the computer. The other is to obtain a ROM from the internet. Either way you get the save, this should be the method used to hack it.

So fire up that editor and open up your Golden Sun 2 save file. You will be greeted with what appears to be a huge matrix of numbers; a long string of numbers at the top and a long list of numbers at the side.

First off, let me explain the numbers. Golden Sun 2 uses what's called a hexadecimal system. Every computer in the world is built off a system of on and off switches. They can either be on or off, which leads to a two number binary system. As humans we count everything as a decimal system, which uses ten numbers. So these two numbers are very difficult to convert from one to another.

But fear not. Enter the hexadecimal system. It uses sixteen digits, 0-9 and A-F. Since sixteen is a power of 2, hex and binary numbers can be easily swapped. That's the job of the hex editor.

Notice how the hex numbers are grouped into pairs? Each group of two is one byte of data. It is important you realize this because all of the information is saved on one byte, even if it is only a single digit number.

Of course it would be immensely difficult to just spew all the data out into one continuous line. Enter the address: also known as the offset. On your left, you have a long column of hex numbers like this:

```
00000000
00000010
00000020
00000030
```

and continues on...

```
00003AD0
00003AE0
00003AF0
00003B00
```

And so on, all the way to the end of your data. If your left column doesn't contain any letters, click on it until it does. All the addresses in this

guide are written in hex form, and it would be difficult (if not impossible) to find them otherwise.

Now each row contains the all of the possible locations for you data in that address. They are written like:

```
00 01 02 03 04 05 06 07 08 09 0A 0B 0C 0D 0E 0F
```

Since hex is a base of sixteen, the next number after 0F (which is 15 in decimal) is 10. (which is 16 in decimal)

Each of those addresses has a value stored there, which are all of the numbers you see in front of you.

So reading a address is quite simple. You read it exactly like you do a grid on a map.

```
          00 01 02 03 04 05 06 07 08 09 0A 0B 0C 0D 0E 0F
0000A060                **
0000A070
0000A080
0000A090
```

If the address you are looking for is A067, then you would go down to A060, and over to A067, which is indicated by the stars.

So when you wish to change a value for something, all you do is travel to the correct address, and then the correct byte.

Now if all you had to do to hack was load up your game, change some numbers and load up your game, then life would be great. Unfortunatly for you Golden Sun 2 includes two ways to stop the game save hacker: Libraries and Checksums.

The comprehension of Libraries is crucial to be able to hack. Golden Sun 2 contains a total of three different libraries where your data could be located. Now you may ask "But aren't there only three save slots?" To which I will reply "Why, yes, I guess you're right." While its true there only three save files, the game includes two "backup" libraries. Whenever you save on your game, the data is automatically saved into two of these files. Why two? Just in case your power goes off while saving, or any other sort of saving nightmare. (Trust me, it's happened to me during a hack before, and it is not fun :()

The reason Libraries are so important becomes obvious very quickly if you ignore them. Your game is saved in one of these five files. Now when I say one, thats exactly what I mean. If you edit the wrong library, nothing will happen. You must find the right library if you ever wish to succesfully hack your game save. Failure to do so will result in hours of wasted time and tons of effort and frustration on your part.

Thankfully, Golden Sun 2 is very easily divided into its libraries. The start of each one is signified by the word CAMELOT in the right coloumn, and continues all the way to the next CAMELOT.

Now how can one be sure they are editing the correct library? Well the easiest way is to only have one save game. So if you just obtained a rom and are starting your hacking, it's much easier if you only start one game. That way there is only one possible library. If for some reason you must have your save game data, then look at the level of your

characters or if they're the same the stats. Comparing them this way makes it much easier to make a correct guess.

Golden Sun also uses another security method called the Checksum. The checksum is the sum of all the values of each byte of data in a block of code. Basically whenever you load up your game, the file adds up all of the bytes in your save and checks it against the checksum. If they are the same, then your data loads up no problem. But if they are not equal, the game does not recognise it as valid and you will meet an empty save slot.

That may sound horrible to you but actually it is a great help. In Golden Sun 2, the Checksum is always located in the exact same spot for each library. Just scroll through checking all of your libraries until you find the one with a Checksum. If you have two save different save files, however, you will probably have to manually search character stats to find the correct one. But rest assured if a file does not have a checksum it is not one that you should be hacking.

The Checksum will always be written as two bytes of data. So when even if you add it and you get a checksum of 03, you still use two bytes.

And for all you WinHex users, I have good news. First, left click on the offset list and go to edit block. Then set the block to *010 to *FFF. The * is for whichever library you are in at the time, whether its 0010 or 3010. Then go up to tools and click on Compute Hash/Checksum or something like that, set it to 16 Checksum and viola, you have your Checksum.

** When storing the Checksum, the game automatically uses the "reverse-byte" method of storage. Basically, if you get a checksum of 03A6, you would break it into two bytes 03 and A6, and reverse them. The Checksum would then be written as A6 03. If for any reason you get a Checksum larger than 2 bytes, then just take the last four numbers and reverse them to get your Checksum.

Well thats basically everything you need to know (and I know) about hacking! :)

A.3 A Few More Notes

- 1) When you wish to save your game on the computer, make sure you use the start + save method of saving. Otherwise it is almost impossible to hack.
- 2) When you back up your game, do not use your hex editors backup feature. It is best to copy your game and paste it in a new folder. Then if something goes wrong, you can just delete your corrupted file and substitute the good one. Just make sure to rename it to whatever the first file was named.
- 3) Many times when you are hacking the "Your write time has changed. Would you like to reload" message will appear on your screen. If you click yes, the data is reloaded and you have to find the correct library again. The only time it is necessary is if you have done something in the game and saved it. Otherwise it is just a waste of time to keep doing it.
- 4) If you want a save file to practice hacking with all of the characters, Gamefaqs offers a variety of game saves for you to download. However these files are not .sav files that Visual Boy Advanced gets you. If you want to use one of these files simply open your ROM and then go file->import->sharkport snapshot. The emulator then reverts it to a .sav file and you're free to practice hacking.

1.0 CheckSum

Checksum -> *008 - *009
Range of Checksum -> *010 - (*+2)FFF

This is a nice, easy CheckSum to calculate. Just go to edit (or right click + edit) and scroll down to Define Block. Set the top number to *010 and the bottom to (*+2)FFF to get the correct CheckSum. So for example a very common library is the 3000 block with the Checksum at 3008+3009 and stretches from 3010 to 5FFF.

Just make sure to put the resulting CheckSum in the "reverse byte" method, where you put the second byte first and the first byte second. So a CheckSum of 4F78 would be written as 78 4F.

Just make sure when you calculate your CheckSum you use 16 bit CheckSum. Anything else will not work at all.

1.01 Item Hacking

Item hacking is actually incredibly simple. It's just like hacking psyenergy.

```
      00 01 02 03 04 05 06 07 08 09 0A 0B 0C 0D 0E 0F
3680          Item -> 0A 02 <- Equiped/Quantity
3690
36A0
36B0
```

Item: Very simple. You merely change this value to whatever item you want.

Equiped/Quantity: Again a fairly simple concept. Certain values signify whether an item is equiped/unequiped or how many you have.

| | | | |
|-----------------|---------|---------|---------|
| 00 = Unequipped | 48 = 10 | 98 = 20 | E8 = 30 |
| 02 = Equipped | 50 = 11 | A0 = 21 | |
| 08 = 2 | 58 = 12 | A8 = 22 | |
| 10 = 3 | 60 = 13 | B0 = 23 | |
| 18 = 4 | 68 = 14 | B8 = 24 | |
| 20 = 5 | 70 = 15 | C0 = 25 | |
| 28 = 6 | 78 = 16 | C8 = 26 | |
| 30 = 7 | 80 = 17 | D0 = 27 | |
| 38 = 8 | 88 = 18 | D8 = 28 | |
| 40 = 9 | 90 = 19 | E0 = 29 | |

There is also another subset of items that instead of using

00 = unequiped
02 = equiped

they instead use

01 = unequiped

03 = equiped

That is because basically the game had more items that could fit in one byte and so they had to throw in a 01 so you could access another set of items.

Just so you know it's best to hack your items as "unequiped" so that way you won't accidentally have a conflict of intrest.

1.01 Character Addresses

Felix: 3B38 - 3B55
Jenna: 3C84 - 3CA1
Sheba: 3DD0 - 3DED
Piers: 3F1C - 3F39
Issac: 3608 - 3625
Garet: 3754 - 3771
Ivan: 38A0 - 38BD
Mia: 39EC - 3A09

Item Values

Items + 00

Weapons

| | | |
|---------------------|---------------------|---------------------|
| 01 - Long Sword | 0F - Machete | 1A - Masamune |
| 02 - Broad Sword | 10 - Short Sword | 1B - Bandit's Sword |
| 03 - Claymore | 11 - Hunter's Sword | |
| 04 - Great Sword | 12 - Battle Rapier | 1F - Battle Axe |
| 05 - Shamshir | 13 - Master Rapier | 20 - Broad Axe |
| 06 - Silver Blade | 14 - Ninja Blade | 21 - Great Axe |
| 07 - Fire Brand | 15 - Swift Sword | 22 - Dragon Axe |
| 08 - Arctic Blade | 16 - Elven Rapier | 23 - Giant Axe |
| 09 - Gaia Blade | 17 - Assassin Blade | 24 - Vulcan Axe |
| 0A - Sol Blade | 18 - Mystery Blade | 25 - Burning Axe |
| 0B - Muramasa | 19 - Kikuichimonji | 26 - Demon Axe |
| 2B - Mace | 37 - Wooden Stick | 3F - Crystal Rod |
| 2C - Heavy Mace | 38 - Magic Rod | 40 - Zodiac Wand |
| 2D - Battle Mace | 39 - Witch's Wand | 41 - Shaman's Wand |
| 2E - War Mace | 3A - Blessed Ankh | |
| 2F - Righteous Mace | 3B - Psyenergy Rod | |
| 30 - Grevious Mace | 3C - Frost Wand | |
| 31 - Blessed Mace | 3D - Angelic Ankh | |
| 32 - Wicked Mace | 3E - Demonic Staff | |

Armor

| | | |
|----------------------|----------------------|----------------------|
| 4B - Leather Armor | 59 - Cotton Shirt | 67 - One-Piece Dress |
| 4C - Psyenergy Armor | 5A - Travel Vest | 68 - Travel Robe |
| 4D - Chain Mail | 5B - Fur Coat | 69 - Silk Robe |
| 4E - Armored Shell | 5C - Adept's Clothes | 6A - China Dress |
| 4F - Plate Mail | 5D - Elven Shirt | 6B - Jerkin |
| 50 - Steel Armor | 5E - Silver Vest | 6C - Cocktail Dress |
| 51 - Spirit Armor | 5F - Water Jacket | 6D - Blessed Robe |
| 52 - Dragon Scales | 60 - Storm Gear | 6E - Magical Cassok |
| 53 - Demon Mail | 61 - Kimono | 6F - Mysterious Robe |
| 54 - Asura's Armor | 62 - Ninja Garb | 70 - Feathered Robe |
| 55 - Spiked Armor | | 71 - Oracle's Robe |

| | | |
|----------------------|---------------------|----------------------|
| 76 - Wooden Shield | 7F - Padded Gloves | 88 - Leather Armlet |
| 77 - Bronze Shield | 80 - Leather Gloves | 89 - Armlet |
| 78 - Iron Shield | 81 - Gauntlets | 8A - Heavy Armlet |
| 79 - Knight's Shield | 82 - Vambrace | 8B - Silver Armlet |
| 7A - Mirrored Shield | 83 - War Gloves | 8C - Spirit Armlet |
| 7B - Dragon Shield | 84 - Spirit Gloves | 8D - Virtuous Armlet |
| 7C - Earth Shield | 85 - Battle Gloves | 8E - Guardian Armlet |
| | 86 - Aura Gloves | |

| | | |
|---------------------|--------------------|-----------------------|
| 91 - Open Helm | 9C - Leather Cap | A6 - Circlet |
| 92 - Bronze Helm | 9D - Wooden Cap | A7 - Silver Circlet |
| 93 - Iron Helm | 9E - Mail Cap | A8 - Guardian Circlet |
| 94 - Steel Helm | 9F - Jeweled Crown | A9 - Platinum Circlet |
| 95 - Silver Helm | A0 - Ninja Hood | AA - Mythril Circlet |
| 96 - Knight's Helm | A1 - Lucky Cap | AB - Glittering Tiara |
| 97 - Warrior's Helm | A2 - Thunder Crown | |
| 98 - Adept's Helm | A3 - Prophet's Hat | FA - Mythril Shirt |
| | A4 - Lure Cap | FB - Silk Shirt |
| | | FC - Running Shirt |

Minor Items

B4 - Herb
B5 - Nut
B6 - Vial
B7 - Potion
B8 - Hermes' Water
BA - Psy Crystal
BB - Antidote
BC - Elixir
BD - Water of Life
BE - Mist Potion
BF - Power Bread
C0 - Cookie
C1 - Apple
C2 - Hard Nut
C3 - Mint
C4 - Lucky Pepper
E3 - Smoke Bomb
E4 - Sleep Bomb
E5 - Game Ticket
86 - Lucky Medal

Psyenergy Items

C6 - Lash Pebble
C7 - Pound Cube
C8 - Orb of Force
C9 - Douse Drop
CA - Frost Jewel
CB - Lifting Gem
CC - Halt Gem
CD - Cloak Ball
CE - Carry Stone
CF - Catch Beads
D0 - Tremor Bit
D1 - Scoop Gem
D2 - Cyclone Chip
D5 - Burst Brooch
D6 - Grindstone
D8 - Hover Jade
DA - Teleport Lapis

Key Items

B9 - Empty Bottle
DD - Venus Star
DE - Mercury Star
DF - Mythril Bag (Mars)
E0 - Mythril Bag (Jupiter)
E1 - Mythril Bag
E2 - Small Jewel
E7 - Dragon's Eye
E8 - Bone
E9 - Anchor Charm
EA - Corn
EB - Cell Key
EC - Boat Ticket
EE - Mystic Draught
F3 - Red Key
F4 - Blue Key
F5 - Mythril Bag (Mr + Jr)
F6 - Jupiter Star
F7 - Mars Star

ED - Sacred Feather
EF - Oil Drop
F0 - Weasel's Claw
F1 - Bramble Seed
F2 - Crystal Powder

Items + 01

Weapons

| | | |
|-----------------------|----------------------|----------------------|
| 01 - Quick Boots | 0E - Huge Sword | 1A - Rune Blade |
| 02 - Fur Boots | 0F - Mythril Blade | 1B - Cloud Brand |
| 03 - Turtle Boots | 12 - Levatine | 1D - Sylph Rapier |
| 04 - Adept Ring | 13 - Darksword | 1E - Burning Sword |
| 05 - War Ring | 14 - Excalibur | 1F - Pirate's Sabre |
| 06 - Sleep Ring | 15 - Robbers Blade | 20 - Cosair's Edge |
| 07 - Healing Ring | 16 - Soul Brand | 21 - Pirate's Sabre |
| 08 - Unicorn Ring | 17 - Storm Brand | 22 - Hypnos' Sword |
| 09 - Fairy Ring | 18 - Hestia Blade | 23 - Mist Sabre |
| 0A - Cleric's Ring | 19 - Lightning Sword | 24 - Phaeton's Blade |
| | | 25 - Tisiphone Edge |
| 27 - Apollo's Axe | 31 - Comet Mace | 39 - Cloud Wand |
| 28 - Gaia's Axe | 32 - Tungsten Mace | 3A - Salamander Rod |
| 29 - Stellar Axe | 33 - Demon Mace | 3B - Nebula Wand |
| 2A - Captain's Axe | 34 - Hagbone Mace | 3C - Dracomace |
| 2B - Viking Axe | 35 - Blow Mace | 3D - Glower Staff |
| 2C - Disk Axe | 36 - Rising Mace | 3E - Goblin's Rod |
| 2D - Themis' Axe | 37 - Thanatos Mace | 3F - Meditation Rod |
| 2E - Mighty Axe | | 40 - Fireman's Pole |
| 2F - Tartarus Axe | | 41 - Atropos' Rod |
| 42 - Lachesis' Rule | 46 - Trident | |
| 43 - Clotho's Distaff | | |
| 44 - Staff of Anubis | | |

Armor

| | | |
|----------------------|----------------------|----------------------|
| 48 - Planet Armor | 52 - Faery Vest | 5B - Dragon Robe |
| 49 - Dragon Mail | 53 - Mythril Clothes | 5C - Ardagh Robe |
| 4A - Chronos Mail | 54 - Full Metal Vest | 5D - Muni Robe |
| 4B - Stealth Armor | 55 - Wild Coat | 5E - Aeolian Cassock |
| 4C - Xylion Armor | 56 - Floral Dress | 5F - Iris Robe |
| 4D - Ixion Mail | 57 - Festive Coat | |
| 4E - Phantasmal Mail | 58 - Erinyes Tunic | |
| 4F - Erebus Armor | 59 - Triton's Ward | |
| 50 - Valkyrie Mail | | |
| 61 - Luna Shield | 69 - Aerial Gloves | 70 - Clear Bracelet |
| 62 - Dragon Shield | 6A - Titan Gloves | 71 - Mythril Armlet |
| 63 - Flame Shield | 6B - Big Bang Gloves | 72 - Bone Armlet |
| 64 - Terra Shield | 6C - Crafted Gloves | 73 - Jester's Armlet |
| 65 - Cosmos Shield | 6D - Riot Gloves | 74 - Leda's Braclet |

66 - Fujin Shield
67 - Aegis Shield

6E - Spirit Gloves

76 - Dragon Helm
77 - Mythril Helm
78 - Fear Helm
79 - Millenium Helm
7A - Viking Helm
7B - Gloria Helm
7C - Minerva Helm

7E - Floating Hat
7F - Nurse's Cap
80 - Thorn Crown
81 - Otafuku Mask
82 - Hiotoko Mask
83 - Crown of Glory
84 - Alastor's Hood

86 - Pure Circlet
87 - Astral Circlet
88 - Psychic Circlet
89 - Demon Circlet
8A - Clarity Circlet
8B - Brilliant Circlet
8C - Beserker Band

8E - Divine Camisole
8F - Herbed Shirt
90 - Golden Shirt
91 - Casual Shirt

92 - Leather Boots
93 - Dragon Boots
94 - Saftey Boots
95 - Knight's Greave
96 - Silver Greave
97 - Ninja Sandals
98 - Golden Boots

99 - Spirit Ring
9A - Stardust Ring
9B - Aroma Ring
9C - Rainbow Ring
9D - Soul Ring
9E - Guardian Ring
9F - Golden Ring

Forge Weapons

Forge Materials

Trident

A1 - Rusty Sword
A2 - Rusty Sword
A3 - Rusty Sword
A4 - Rusty Sword
A5 - Rusty Axe
A6 - Rusty Axe
A7 - Rusty Mace
A8 - Rusty Mace
A9 - Rusty Staff
AA - Rusty Staff
AB - Rusty Staff

AD - Tear Stone
AE - Star Dust
AF - Sylph Feather
B0 - Dragon Skin
B1 - Salamander Tail
B2 - Golem Core
B3 - Mythril Silver
B4 - Dark Matter
B5 - Orihalcon

B7 - Right Prong
B8 - Left Prong
B9 - Center Prong

Class Items

Key Items (cont)

BB - Mysterious Card
BC - Trainers Whip
BD - Tomegathericon

C0 - Healing Fungus
C1 - Laughing Fungus
C2 - Signal Whistle
C3 - Dancing Idol
C4 - Pretty Stone
C5 - Red Cloth

C6 - Milk
C7 - Li'l Turtle
C8 - Aquarius Stone
C9 - Large Bread
CA - Sea God's Tear
CB - Ruin Key
CC - Magma Ball

1.1 Djinn Hacking

Let me start off by saying this: Djinn hacking is incredibly tricky. You have to do everything perfectly or you will be greeted with useless and unresponsive Djinn.

Up to this point, everything you've hacked has been controlled by multiple bytes, aka items and psyenergy. Every different psyenergy and item has had it's own byte that controls it.

Djinn hacking is far more complex. It is controlled by more than one byte, which change depending on the status of your Djinn, (standby, set, recovery) which elements you have and how many of each you have.

Felix's Djinn

```
      00 01 02 03 04 05 06 07 08 09 0A 0B 0C 0D 0E 0F
B50          80 00 00
B60          80 00 00
B70          01      01
```

All of those numbers control one Djinn. Unfortunately at this point I only understand which numbers to add; not really what they do.

The byte at 608 controls which Djinn you have. Unlike items and psyenergy, where each item/psyenergy is accounted for in its own byte, which Djinn you have is not controlled by separate bytes. They are controlled by only two.

The game uses a binary system of counting to keep track of your Djinn.

```
01 - Flint
02 - Granite
04 - Quartz
08 - Vine
10(16) - Sap
20(32) - Ground
40(64) - Bane
80(128) - Echo
```

So then what the game does is it adds up the value for each individual djinn and its total is what ends up at 608. So for example if you have Flint, Granite and Quartz, the game adds up the values (1 + 2 + 4) and you get seven, which goes at 608.

Here's where my understanding of Djinn fails. For some unknown reason you must put the same value you got above (in my example its 7) and put it in the bytes directly below in this case 618. I don't know why you have to do this; only that if you don't bad things will happen.

Status bytes

The two bytes (08 + 0C) are determined by the status of Djinn you have. A value of 1 means that the Djinn are all in standby. Make sure to ALWAYS use a 1. Then all you have to do is count up the number of Djinn you hacked in (in my example I would use 3) and put it in both of the status byte locations. As with the first byte you must put this value in BOTH status byte locations.

Now as I previously stated, the location also determines which Djinn you have. For Felix the bytes listed above all control Venus Djinn. If you were to put the same value (in my case 80) and put it in another location, you would get the same value Djinn of another element. So if you place the 80 in another location instead of Echo you could also get Cannon, Fog or Breath.

Confused yet? Just read the addresses and values and maybe you'll get it.

**PLEASE note that if you hack the Djinn the way I do for this guide what you must hack only one element at a time. If you try to hack multiple elements of Djinn at once the addresses change and I am not going to list all of the possibilities at this point. That also includes trying to hack when your character has two or more Djinn of different elements. Your best off hacking in all of the Djinn and then arranging them in game. That way the game will take care of the messy points for you.

1.11 Djinn Hacking Addresses

Okay so maybe my explanation isn't that clear but I think once you see what I'm talking about you'll be able to successfully hack your Djinn and only have to do it once.

Legend

Vs-> Venus

Ms-> Mars

Mc-> Mercury

Jr-> Jupiter

Felix

| | 00 | 01 | 02 | 03 | 04 | 05 | 06 | 07 | 08 | 09 | 0A | 0B | 0C | 0D | 0E | 0F |
|-----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| B50 | | | | | | | | | Vs | Vs | Vs | | Mc | Mc | Mc | |
| B60 | Ms | Ms | Ms | | Jr | Jr | Jr | | Vs | Vs | Vs | | Mc | Mc | Mc | |
| B70 | Ms | Ms | Ms | | Jr | Jr | Jr | | | | | | | | | |

Status

Vs-> B78 + B7C

Mc-> B79 + B7D

Ms-> B7A + B7E

Jr-> B7B + B7F

Jenna

| | 00 | 01 | 02 | 03 | 04 | 05 | 06 | 07 | 08 | 09 | 0A | 0B | 0C | 0D | 0E | 0F |
|-----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| CA0 | | | | | Vs | Vs | Vs | | Mc | Mc | Mc | | Ms | Ms | Ms | |
| CB0 | Jr | Jr | Jr | | Vs | Vs | Vs | | Mc | Mc | Mc | | Ms | Ms | Ms | |
| CC0 | Jr | Jr | Jr | | | | | | | | | | | | | |

Status

Jr-> CC3 + CC7

Vs-> CC4 + CC8

Mr-> CC5 + CC9

Ms-> CC6 + CCA

Sheba

| | 00 | 01 | 02 | 03 | 04 | 05 | 06 | 07 | 08 | 09 | 0A | 0B | 0C | 0D | 0E | 0F |
|-----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| DF0 | Vs | Vs | Vs | | Mc | Mc | Mc | | Ms | Ms | Ms | | Jr | Jr | Jr | |
| E00 | Vs | Vs | Vs | | Mc | Mc | Mc | | Ms | Ms | Ms | | Jr | Jr | Jr | |

Status

Vs-> E10 + E14

Mc-> E11 + E15

Ms-> E12 + E16

Jr-> E13 + E17

Piers

| | 00 | 01 | 02 | 03 | 04 | 05 | 06 | 07 | 08 | 09 | 0A | 0B | 0C | 0D | 0E | 0F |
|-----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| F30 | | | | | | | | | | | | | Vs | Vs | Vs | |
| F40 | Mc | Mc | Mc | | Ms | Ms | Ms | | Jr | Jr | Jr | | Vs | Vs | Vs | |
| F50 | Mc | Mc | Mc | | Ms | Ms | Ms | | Jr | Jr | Jr | | | | | |

Status

Vs-> F5C + F60

Mc-> F5D + F61

Ms-> F5E + F62

Jr-> F5F + F63

Issac

| | 00 | 01 | 02 | 03 | 04 | 05 | 06 | 07 | 08 | 09 | 0A | 0B | 0C | 0D | 0E | 0F |
|-----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| 620 | | | | | | | | | Vs | Vs | Vs | | Mc | Mc | Mc | |
| 630 | Ms | Ms | Ms | | Jr | Jr | Jr | | Vs | Vs | Vs | | Mc | Mc | Mc | |
| 640 | Ms | Ms | Ms | | Jr | Jr | Jr | | | | | | | | | |

Status

Vs-> 648 + 64C

Ms-> 64A + 64E

Jr-> 64B + 64F

Mc-> 649 + 64D

Garet

| | 00 | 01 | 02 | 03 | 04 | 05 | 06 | 07 | 08 | 09 | 0A | 0B | 0C | 0D | 0E | 0F |
|-----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| 770 | Jr | Jr | Jr | | Vs | Vs | Vs | | Mc | Mc | Mc | | Ms | Ms | Ms | |
| 780 | Jr | Jr | Jr | | Vs | Vs | Vs | | Mc | Mc | Mc | | Ms | Ms | Ms | |

Status

Ms-> 796 + 79A

Vs-> 794 + 798

Mc-> 795 + 799
Jr-> 797 + 79B

Ivan

```
      00 01 02 03 04 05 06 07 08 09 0A 0B 0C 0D 0E 0F
8C0 Vs Vs Vs   Mc Mc Mc   Ms Ms Ms   Jr Jr Jr
8D0 Vs Vs Vs   Mc Mc Mc   Ms Ms Ms   Jr Jr Jr
```

Status

Jr-> 8E3 + 8E7
Mc-> 8E1 + 8E5
Vs-> 8E0 + 804
Ms-> 8E2 + 8E6

Mia

```
      00 01 02 03 04 05 06 07 08 09 0A 0B 0C 0D 0E 0F
A10 Mc Mc Mc   Ms Ms Ms   Jr Jr Jr   Vs Vs Vs
A20 Mc Mc Mc   Ms Ms Ms   Jr Jr Jr   Vs Vs Vs
```

Status

Mc-> A3C + A31
Jr-> A2F + A33
Ms-> A2E + A32
Vs-> A2C + A30

1.12 Djinn Values

The formula for figuring out which Djinn you have is simple: simply add up the values assigned to each Djinn. Then use the hex converter to obtain the correct hex value. Since there are say a few hundred thousand possible combinations per element, I will only list the values assigned to each Djinn.

| | Venus | Mars | Jupiter | Mercury |
|------|---------|--------|---------|---------|
| 1 | Flint | Forge | Gust | Fizz |
| 2 | Granite | Fever | Breeze | Sleet |
| 4 | Quartz | Corona | Zephyr | Mist |
| 8 | Vine | Scorch | Smog | Spritz |
| 16 | Sap | Ember | Kite | Hail |
| 32 | Ground | Flash | Squall | Tonic |
| 64 | Bane | Torch | Luff | Dew |
| 128 | Echo | Cannon | Breath | Fog |
| 256 | Iron | Spark | Blitz | Sour |
| 512 | Steel | Kindle | Ether | Spring |
| 1024 | Mud | Char | Waft | Shade |
| 2048 | Flower | Coal | Haze | Chill |
| 4096 | Meld | Reflux | Wheeze | Steam |
| 8192 | Petra | Core | Aroma | Rime |

| | | | | |
|--------|---------|--------|-------|-------|
| 16384 | Salt | Tinder | Whorl | Gel |
| 32768 | Geode | Shine | Gasp | Eddy |
| 65536 | Mold | Fury | Lull | Balm |
| 131072 | Crystal | Fugue | Gale | Serac |

** Also note the values listed above are NOT hex values. You must add up those numbers and then convert them using the hex converter.

Just so you know, FF 01 will net you the first 9 Djinn and 00 EF 03 will net you the 10th through 18th.

A.4 Frequently Asked Questions

Q: How do I get my game onto the computer?

A: There are two ways that you can get your save on the computer. The first is to buy a special flash reader that connects to your pc and allows you to transfer your data, much the same way a gameshark works. The second is to obtain a "ROM" of the game from the internet.

Q: So this works with my GBA, right?

A: Yes. If you can get your GBA save file on the computer, this is exactly the method to use to hack it.

Q: Where can I find a ROM for Golden Sun?

A: I honestly don't know.

Q: What should I use to play my ROM?

A: Visual Boy Advanced is top dog when it comes to GBA emulators, and it's a free download.

Q: Is this even legal?

A: Read Gamefaqs section about roms/warez to find out.

Q: So what was the name of the hex editor again?

A: You really need to pay attention. I strongly recommend WinHex because it allows you to highlight large chunks of code effortlessly.

A.5 Legal Stuff

This guide is to only be posted on Gamefaqs.com and Neoseeker.com.
If you wish to put this guide on your site contact and I'll let you know.
This guide is not to be reproduced for profit; only personal use. But you wouldn't even think of doing something like that, would you. :)

Copyright Cody Trombley 2006

A.6 Contact Info

If you have any questions, comments, typos, maybe some help please feel free to email me at `keyblade_master_02(at)yahoo.com` or AIM me at `skye0052`. Unfortunately I do not check my email often enough and if I take a while to get back to you I apologize in advance. If you are truly desperate to contact me, I am almost always on Xfire as `skye0053` whenever I'm online so if you request to be added to my friends list please just make sure to say for hacking help or I will most likely ignore you.

A.7 Credits

Ahh, so much credit to give. First I have to give credit to Camelot for making undoubtably the greatest RPG for GBA and one of my favorites of all time. Second a huge amount of credit goes to Kaitia who wrote the other game save hack guide and is responsible for getting me started in hacking and in helping me explain the hacking process. And for my friend for originally giving me the game.

A.8 Coming Soon

Well between my guide and Kaitia's there is not much left to be hacked in Golden Sun 2.