

Golden Sun: The Lost Age Music FAQ

by Barbarossa89

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Golden Sun: the lost age Music FAQ.

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Section 2: How this guide works.

To start off, I am new to writing FAQs. This is, in fact, my first one.If you have any questions or comments, Email me at frederickbarbarossa89[at]juno[dot]com.

If you see a track about which I mentioned something incorrect, or if I missed something, please notify me as quickly as possible. I will mention you in the credits and make changes. If you helped me with this FAQ, and I failed to mention you in the credits, please notify me, and I will put you in there. No flaming, please. Oh, and please notify me if you see any typographical errors ;) In case you missed it, my email is

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This guide works much like any other guide. Just do a search for any of the sections in the table of contents, and you will skip to that section. I will list each of the pieces of music in the order that it is heard in the sound test, then I will list a name I think fitting for each one. (There are no default names.) I will then list whether it appears in Golden sun, Golden sun 2, or both, and I will comment on the music, if necessary. I hope you enjoy this FAQ as much as I enjoyed writing it. There are 97 different tracks, some of them not appearing in either game.

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>*****<
>*HEAVY SPOILERS ALERT! READ ON AT YOUR OWN RISK!*<
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Section 3: The music, and where it appears.

All this music can be heard in the music test option in Golden sun: The lost age. Choose battle on the file load screen, and go to the woman in the lower left corner. While holding either L or R, talk to her. She will let you listen to all the music that you have heard up to that point. After getting a clear data file, you can unlock the full sound test, including music not in either game.

And the names for the music are NOT official. They have been suggested by fans

GS2, this music is heard when doing the lucky dice and the super lucky dice mini games.

Comments: Upbeat song. I like it well.

=====
Track 05: Alhafra theme.
=====

Heard when: In GS2, this theme is heard in the town of Alhafra.

Comments: This theme really fits the mood of the town, making you think of boats. The best town theme I have heard in a long time.

=====
Track 06: Champa theme.
=====

Heard when: This theme is heard in the town of Champa in GS2.

Comments: Kind of slow music. I don't care much for it.

=====
Track 07: Daila music.
=====

Heard when: In GS2, this music is heard in the town of Daila, the first town you come across.

Comments: Gives the town an Indian feel to it. Not one of my favorites, but it is okay, and it fits the mood well.

=====
Track 08: Island theme. "Tropical Paradise"
=====

Heard when: This theme is heard in GS2 on the Apojii islands.

Comments: Sounds sort of islandic, gives feel, not very interesting in my opinion.

=====
Track 09: Izumo after you defeat the serpent. "Party in Izumo"
=====

Heard when: This theme is heard in GS2 in Izumo after you have killed the serpent in Gaia rock.

Comments: I personally think that this music sounds like a primitive dance party. Just my opinion. It gets easily monotonous.

=====
Track 10: Izumo before killing serpent/Izumo catacombs. "Sadness in Izumo"
=====

Heard when: This music is heard in GS2 in Izumo prior to killing the serpent. It can be heard in the Izumo catacombs at any time.

Comments: Boring theme. Makes you think "let's get the heck outta here."

=====
Track 11: Sadness on Mars lighthouse
=====

Heard when: In GS2, this theme is heard on top of Mars lighthouse after you have defeated the doom dragon and have learned the truth.

Comments: Sad piece, fits the mood well. A bit repetitive for my tastes.

=====
Track 12: Kandorean temple inside theme.
=====

Heard when: This theme is heard in the inner part of the Kandorean temple in GS2.

Comments: I kind of like this music. It can't really be put into words, but it sounds good. It sounds like a remix of track 7.

=====
Track 13: Kibombo mountains theme.
=====

Heard when: This theme is heard in the Kibombo mountains in GS2 when you are trying to bypass the guards.

Comments: Not much music, but good if you like rhythm.

=====
Track 14: "I call upon the great Gabomba!"
=====

Heard when: This theme is heard in GS2 in the Gabomba statue when the ceremony to cry to the the great Gabomba is on.

Comments: Again, not much music, but good if you like drums.

=====
Track 15: Lemuria. "Shadows of one-time greatness"
=====

Heard when: In GS2, this is the Lemuria theme. It is heard in the town of Lemuria.

Comments: Sad music, gives a feeling of emptiness and of happiness long gone. Very fitting.

=====
Track 16: Madra theme.
=====

Heard when: This theme is heard in GS2 in the town of Madra.

Comments: This music is pretty unmemorable, if you ask me.

=====
Track 17: Islet theme.
=====

Heard when: This theme is heard in GS2 on some of the Islands, like the

Apojii islands.

Comments: Fits the mood, but nothing exceptional.

=====
Track 18: Garoh theme.
=====

Heard when: In GS2, this music is heard in the village of Garoh.

Comments: This music is sober, reminiscent of death or of a path not chosen. A feel of there being no going back. I love it.

=====
Track 19: Yallam theme.
=====

Heard when: In GS2, this music is heard in the town of Yallam.

Comments: Kind of boring if you ask me. Just kind of lackadaisical and monotonous.

=====
Track 20: Yepp's song
=====

Heard when: In GS2, this song is heard in Yallam if you ask the kids to perform Yepp's song about how to get to Lemuria to you.

Comments: A very interesting piece of music. To the best of my knowledge, this is the only song in either game that has words that could go along with. If you listen to the tune and read the words the kids sing, you can see what I mean.

=====
Track 21: Yepp's song version 2.
=====

Heard when: I do not think this music appears in either game. Either that, or the above song does not. They are very slightly different, if you listen closely. One was used and the other was not.

=====
Track 22: Air's rock theme.
=====

Heard when: In GS2, this music is heard during the long dungeon of Air's rock.

Comments: Good music, but it gets monotonous after hearing it after such a long dungeon.

=====
Track 23: Aqua rock theme.
=====

Heard when: In GS2, this music is heard when doing Aqua rock.

Comments: This song is good. It fits the mood well. It can get monotonous if you do not figure out Aqua rock quickly enough.

=====
Track 24: Sea of time islet cave music.
=====

Heard when: This music is heard in the sea of time Islet cave in GS2.

Comments: A dry sort of music. I find it unexciting. IT fits the mood, though, of being one long dreary dungeon.

=====
Track 25: "Shrine of the Sea God"
=====

Heard when: In GS2, this music is heard in the shrine of the sea god.

Comments: This is quiet laid back music. If you like that, you'll love this.

=====
Track 26: Gaia rock theme. "The Serpent's Lair"
=====

Heard when: In GS2, this music is heard in Gaia rock, near Izumo.

Comments: I LOVED this theme. It has qualities which I have no words for. GREAT MUSIC! Others have expressed the opinion that it is too repetitive, but I don't think so. It has a theme, sure, but the theme is not overly repetitive.

=====
Track 27: Great Gabomba theme.
=====

Heard when: In GS2, this theme is heard in the statue of the great Gabomba.

Comments: Great Gabomba? Oh well. The music does not really have many instruments, just a bass line with drums. I like it a lot though.

=====
Track 28: Jupiter lighthouse theme. "Tales of that long lost"
=====

Heard when: In GS2, this music is heard when doing Jupiter lighthouse.

Comments: I found this music to be boring. You might like it, but I doubt you will. It is monotonous.

=====
Track 29: Magma rock theme.
=====

Heard when: In GS2, this music is heard when doing magma rock.

Comments: I think that this music is the rockiest in the game. It sounds rocky on the GBA, and it sounds even better hooked up to a speaker. I highly recomend doing this. It sounds great that way.

=====
Track 30: Mars lighthouse theme.
=====

Heard when: In GS2, this music is heard when doing Mars lighthouse, the final

dungeon in the game.

Comments: Good music. Has a great melody, with an outstanding harmonizing line. I loved it.

=====
Track 31: Tundaria tower theme. "Tower of ice"
=====

Heard when: In GS2, this music is heard in Tundaria tower, on the southern continent. It also appears when you show Moapa the Shaman's rod.

Comments: One of the deepest bass lines in the game. Very solemn, and great harmonizing of the different lines.

=====
Track 32: Taopo swamp theme."Through the mire"
=====

Heard when: In GS2, this music appears when doing Taopo swamp near Yallam.

Comments: Kind of cold music, but it fits the mood. I found it boring, because it has a dull sort of theme to it.

=====
Track 33: Ankhhol ruins theme."Ancient ruins"
=====

Heard when: In GS2, this music is played while in the Ankhhol ruins.

Comments: An unusual piece of music. It makes you think ancient ruins, but it lacks much substance.

=====
Track 34: "Karst & Agatio"
=====

Heard when: In most cutscenes involving Karst and/or Agatio.

Comments: Makes you think "bad guys." Good tune. great bass line.

=====
Track 35: Briggs runs.
=====

Heard when: This music plays during the cutscene where Briggs steals the ship and leaves Alhafra.

Comments: I love this music! It fits the mood well, and epitomizes the character of Briggs. I love it when you hear this as he sticks out his tongue at the party ^_^ This music is just great. You'll like it :D

=====
Track 36: "The wise one approacheth!"
=====

Heard when: In GS2, this theme is heard in scenes where there is something tremendous about to happen.

Comments: Fits the mood very well, but is too subdued, I think.

=====
Track 37: Loho theme.
=====

Heard when: This theme is heard in GS2 in the town of Loho, and in the Shaman village.

Comments: Pretty slow, with a deep bass line, but it still has a good melody.

=====
Track 38: Sheba's theme.
=====

Heard when: In GS2, this music is heard when the winged ship first takes off. Sheba then has a story to tell you, and this music plays during that.

Comments: Music box. Sounds like a little girl in any case. Cute. Fits the mood.

=====
Track 39: Intense bad guy music. "An overshadowing Menace"
=====

Heard when: This theme is played in several scenes in both games where sinister people are involved in a cutscene.

Comments: Intense, fits the mood.

=====
Track 40: GS2 theme.
=====

Heard when: In GS2, this music is heard on the title screen.

Comments: Fits the mood perfectly. In my opinion, not quite as good as the GS theme, but in excellent taste nonetheless.

=====
Track 41: Lemurian ship overworld. "Let's see the world!"
=====

Heard when: In GS2, this theme is heard whenever you sail on Piers' Lemurian ship.

Comments: Great bass line. Put it on speakers so as to get the true feel of it. Great music. Makes you feel adventurous. Fits the mood well.

=====
Track 42: GS2 overworld 1.
=====

Heard when: In GS2, this theme is heard on the overworld before meeting up with Isaac's party.

Comments: Ahhhhhh, this music feels like a breath of fresh air. Especially after doing a long dungeon like airs rock. I never get tired of it, either.
=====

Track 43: GS2 overworld 2. "March of destiny"

=====
Heard when: In GS2, this music is heard on the overworld after Isaac joins you.

Comments: This is unusual. Most overworlds are in a major key. This one is in a minor key, however. This does not detract in any way, however. I like it even better than the first overworld theme. Makes you think that the end is near.

=====
Track 44: GS2 credits music.

=====
Heard when: This music is heard during the GS2 credits.

Comments: a very bittersweet song. Fits the mood very well. It made me cry the first time I heard it. I love it, and I bet you will too.

=====
Track 45: Super lucky dice double up/running from the boulder.

=====
Heard when: In GS, this theme is heard when your party is running from the boulder in Altin mines.

In GS2, this music is heard when you are playing the super lucky dice and you guess right. You then get the choice to take your money or to double the stakes.

This music is also heard in both games whenever you do linked battles.

Comments: Very fast-paced music. Gets you excited. I like it, but not as much as some others. Extremely high speed piano.

=====
Track 46: Colosso/Trial road theme.

=====
Heard when: In GS, this music is heard when Isaac does his solo Colosso battles.

In GS2, this music is heard when you do trial road and when you fight the three Gladiators from Golden sun. (Transfer only.)

Comments: Great fight music, I must say. Makes you want to get in there and do it.

=====
Track 47: Jenna fight music.

=====
Heard when: In GS2, any time you enter a non-boss battle with Jenna in the party, but without Felix or Isaac.

Comments: Doesn't really sound very RPGish, but it improves if you just hang on and listen. I like it somewhat myself, if for no other reason than that it is so unexpected.

=====
Track 48: GS2 Battle music.
=====

Heard when: In GS2, any time you enter a non-boss battle with Felix in your party, or without Jenna AND Isaac in your party.

Comments: Slow start, but it improves greatly. Not for one who likes to jump right into the action. It builds slowly, with a good climax.

=====
Track 49: Briggs/Moapa theme. "They have strength, but not power"
=====

Heard when: In GS2, this music is heard when you fight Biggs and the sea fighters, and when you fight Moapa and the knights.

Comments: One of my favorites. It has a certain note of finality, and quite an epic feel to it. I decided to give it this title because the bosses in each case are very strong, but they have no psyenergy. I loved it.

=====
Track 50: Golden Sun: The Lost Age Boss theme. "A shrieking terror"
=====

Heard when: In GS2, this music is heard when you fight Bosses up to Poseidon. The exception is Briggs and his sea fighters.

Comments: Good music, even if it doesn't have a real tune. Makes you think of a raging monster. You CAN'T make this sound good on the piano, so don't even try. It sounds good on the instruments it is played on in the game, but I doubt it would sound good on anything else.

=====
Track 51: Boat battles. "We've been boarded!"
=====

Heard when: In GS2, this music is heard whenever you get into a random battle on a boat.

Comments: Fits the mood, with a sailor feel to it. Feels sea-ish. It has a good bass line to it, too, if you listen for it.

=====
Track 52: Karst and Agatio battle theme.
=====

Heard when: In GS2, this theme is heard playing when you battle Karst and Agatio on top of Jupiter lighthouse.

Comments: Sounds similar to the Karst and Agatio cutscene theme, but with more intensity and percussion. I think it fits Agatio's personality well.

=====
Track 53: Flame dragon battle music.
=====

Heard when: In GS2, this music is heard in two places: In the scene where the serpent is disturbed in Gaia rock, and during the fight with the flame dragons in the Mars lighthouse.

Comments: Low, menacing theme. quite good. I can't really describe it in English very well, and I don't speak a foreign language. Listen to it yourself, and you will see what I mean.

=====
Track 54: Doom dragon theme.
=====

Heard when: This theme is heard when fighting the final boss of GS2, the doom dragon, on top of Mars lighthouse.

Comments: Great theme! And you gotta love that intense intro. Makes you think BIG HARD MONSTER, which is not totally accurate, seeing as the doom dragon is by no means the hardest boss in the game. Great theme anyway, in case you didn't see.

=====
Track 55: Battle victory. "Victory is ours!"
=====

Heard when: This music is heard in both games whenever you win a battle.

Comments: Nice music, sounds victorious, but is so monotonous. Not worth listening to after a couple of times.

=====
Track 56: Battle lost. "Dead men tell no tales."
=====

Heard when: This music is heard in both games whenever your entire party gets defeated.

Comments: Even more boring than the last. Don't even bother. VERY repetitive.

=====
Track 57: Hamma/Ivan theme.
=====

Heard when: This theme is heard in both Games in cutscenes focusing on either Hamma or Ivan.

Comments: Soft music, fits both Hamma's and Ivan's personalities. I like it. The harmonizing line fits in really well, I think.

=====
Track 58: Foreboding music.
=====

Heard when: This music is heard a lot in both games, whenever there is a scene of evil. Like on the pirate ship before deadbeard in GS.

Comments: Deeply foreboding music. Has a sense of "let's get out of here." It fits the mood exceptionally well, and has a sense of evil to it, which is very appropriate.

=====
Track 59: Prox theme. "Eternal Winter"
=====

Heard when: This theme is heard in GS2 in the town of Prox.

This theme is heard in GS when Sheba is dangling by one hand from Venus lighthouse.

Comments: Really fits the mood. I love going from Prox, to the arctic, and hearing the music changing. I love going into Mars lighthouse then, and hearing the contrast of music. So much of a note of finality...

=====
Track 60: Imminent danger music. "Imminent annihilation"
=====

Heard when: In GS, this music is heard when mount Aleph erupts, when the kraken appears, and when Saturos and Menardi fuse on top of Venus lighthouse.

In GS2, this music appears in just about all scenes where "Something big" is happening.

Comments: Very intense. Good music, but I think that the rhythm is a little bit off. Other than that, it has a very good sense of "There's something BIG happening!"

=====
Track 61: "Sadness from the tower"
=====

Heard when: This music is heard in GS right after Isaac and Garet get knocked out by Saturos and Menardi near the beginning of the game.

This music is heard in GS2 during the small segment between the top of Mars lighthouse and the town of Prox after beating the game.

Comments: This theme fits the mood very well. It is sad and reminiscent. I liked it quite a bit, and was sad that it did not loop.

=====
Track 62: Sea of time theme.
=====

Heard when: This music is heard in the sea of time in GS2.

Comments: Boring, if you ask me. It has a VERY deep base line, with a violin as well. It isn't worth it, in my opinion.

=====
Track 63: GS Title screen.
=====

Heard when: This music is heard on the title screen of GS.

Comments: The same theme as the GS credits music, just it loops sooner. Very good nonetheless.

=====
Track 64: GS Title screen drum remix.
=====

This theme is heard in GS2 when you enter a password for transferring data.

Comments: Same as the above music, but at a faster pace and with more drums.

=====
Track 65: On Mars lighthouse
=====

Heard when: This theme is heard in GS2 right after the beacon is lit.

Comments: Like track 61, but longer. very bittersweet. I like it a lot.

=====
Track 66: GS Title screen no percussion remix.
=====

This music heard at the end of GS2, when it turns out that the people of Vale are not dead after all, and in GS2 during the prologue.

Comments: This music lacks something when you take away all the percussion instruments.

=====
Track 67: "Vale--gone--but-how?"
=====

Hear when: This music is heard when Isaac and Garet reach the top of the hill at the end of GS2 and see that Vale is destroyed..

Comments: Fits the mood exceptionally well. gets boring after a while, though.

=====
Track 68: "To be continued"
=====

Heard when: This theme is heard in GS after the credits after seeing the cutscene showing that everybody is safe on an island. Then the music plays and the words "To be continued" appear on the screen.

This theme is heard in GS2 at the beginning for the same purpose.

Comments: The only theme in the game that does not loop. Leaves you hanging.

=====
Track 69: Vale theme.
=====

Heard when: This theme is heard in the town of Vale in GS.

Comments: Fits the mood of a quiet town. Quite relaxing.

=====
Track 70: Town freed. "Prosperous Town"
=====

Heard when: This theme is heard in GS in the towns of Bilibin, Kolima, and Tolbi after doing your task there. In GS2, it is heard in the little settlement just north of Magma rock.

Comments: Sounds like a village partying. Not much of a party, if you ask me.

=====
Track 71: Town of turmoil.
=====

Heard when: In GS, this theme is heard in Imil before Mercury lighthouse, and in the town of Lalivero.

Comments: Quite sad. Fitting, seeing as how Sheba has been captured.

=====
Track 72: Palace theme.
=====

Heard when: This music is heard in both games whenever you go into a palace/mansion/manor/very fancy house. There are far more of these types of buildings in GS than GS2, however.

Comments: Nice music, makes you feel like you just stepped out of the hot sun into an air-conditioned building. Classical feel to it. Kinda slow.

=====
Track 73: Altin/Tret tree music.
=====

Heard when: This music is heard in GS when you do the Tret tree and in the town of Altin.

Comments: This music is kind of slow, sounding like a guitar being plucked about once a second. However, it fits the mood of both places.

=====
Track 74: "Lands of the East"
=====

Heard when: This music is heard in GS in the far eastern towns and monestaries. It is heard in GS2 when you first meet Hamma.

Comments: Fits the mood to perfection. I like it quite a bit. Kind of tuneless, though.

=====
Track 75: Kalay/dock music. "Let's go to sea"
=====

Heard when: In GS, this theme is heard in the city of Kalay and at both docks on the Karagol sea.

Comments: A feeling of stepping from the hot outdoors into an air-conditioned building. Sounds great, but it can get boring after too long.

=====
Track 76: Colosso music. "Running to the match"
=====

Heard when: In GS, this song is heard when you are Isaac in Colosso, on your way to the arena.

Comments: I love this song. It is quite intense. It fits the mood very well. It is excellent. You will probably like it too.

=====
Track 77: "It's Donpa!"
=====

Heard when: This music is heard in GS when Isaac walks from the gladiator's waiting room to the arena run in Colosso. It is also heard when Donpa appears after the defeat of Toadonpa to inform his son Dodonpa that he is a bad thief.

Comments: Grand sounding music. Fits the mood exceptionally well, I think.

=====
Track 78: Partying Tolbi theme.
=====

Heard when: This theme is heard in GS in the city of Tolbi before Isaac participates in the Colosso.

Comments: Sounds festive. I think that it is pretty good. It does not really slow down, however.

=====
Track 79: Sol sanctum/Anemos sanctum theme. "Holiness of the Shrine"
=====

Heard when: In GS, this theme is heard in Sol Sanctum.

In GS2, this music is heard in the Anemos sanctum.

Comments: This theme is good, but not exceptional. Sad music, but I think that is good. Makes you think "things will never be the same."

=====
Track 80: Woods/Contigo music.
=====

Heard when: In GS, this music is heard when you are in the woods. In GS2, this music is heard in the city of Contigo.

Comments: Slow, sad theme. A very quiet setting. Soft and soothing. If you like these qualities, you will like this music, as I do. Otherwise, you will just skip it.

=====
Track 81: On top of the lighthouse. "Chamber of stars"
=====

Heard when: This theme is heard in GS when you get to the top of Mercury lighthouse and see that it has been lit.

This theme is heard in GS2 in the first part of Anemos inner sanctum. It is heard on top of Mount Aleph in the scene with Alex and the wise one.

Comments: This theme is great. It starts out small, but slowly builds on itself. I think that it has the feel of a tinkling stream growing into a river.

=====
Track 82: Altin mines.
=====

Heard when: This theme is heard in GS in the Altin mines, and after you have defeated Saturos and Menardi on top of Venus lighthouse It is also heard at

the very beginning of the game, and in Lunpa fortress.

Comments: Mysterious theme, tense buildup awaiting.

=====
Track 83: Cave music.
=====

Heard when: This theme is heard in most caves in both GS and GS2.

Comments: Might not sound very good, but hook it up to speakers and you've got a mighty nice bass line.

=====
Track 84: Desert music. "Heat and dry winds"
=====

Heard when: This theme is heard in GS in the Lamakan desert and the Suhalla desert. This music is heard in GS2 in the Yampi desert.

Comments: I think that this music is boring, but it fits the mood. A dry sort of tone, and a hint of wind.

=====
Track 85: Lalivero theme.
=====

Heard when: This theme is heard in Lalivero in GS.

Comments: Sad music. I don't really go in for sad music much, but you might.

=====
Track 86: Crossbone isle/Treasure isle/Dekhan plateau theme. "Ancient secret"
=====

Heard when: In GS, this music is heard on Crossbone isle.

In Gs2, this music is heard on the Dekhan plateau and in treasure isle.

Comments: I love this music. It is in a minor key, but the bass line RULES! I love it, and I think you will too.

=====
Track 87: Venus lighthouse tunnel music.
=====

Heard when: This music is heard in GS in the Gondwan cave, in the tunnel between Babi lighthouse and Venus lighthouse, and in the scene on top of Venus lighthouse where Saturos refuses to let Sheba go.

Comments: Good music. Not very spectacular, not bad. Just good.

=====
Track 88: Babi theme.
=====

Heard when: In GS, this music is heard in cutscenes that center on Babi.

Comments: I like this theme. It fits Babi's personality well, seeing as he is so old.

=====
Track 89: Ship theme.
=====

Heard when: This theme is heard in GS on the ship that takes you across the Karagol sea.

Comments: Grand and glorious, this music fits the mood. It is one of my favorites.

=====
Track 90: Golden Sun overworld.
=====

Heard when: This theme is heard on the overworld in GS.

This theme is heard when you see Idejema drifting off in GS2.

Comments: I have heard different views on this piece, but my opinion is that is is a fine overworld theme. It feels so good to hear this music after completing a difficult dungeon. It has a very good bass line, which can be heard even if you do not hook your GBA up to speakers. (I still think you should.)

=====
Track 91: Venus lighthouse.
=====

Heard when: This theme is heard in both GS and GS2 in Venus lighthouse.

Comments: I love this music. It is one of the grandest sounding in either game. It is outstanding. Even better on speakers. GREAT!

=====
Track 92: GS fight music "Defend the cause"
=====

Heard when: This theme is heard in GS during battle, and in GS2 when fighting the bandits, And in GS2 whenever you have Isaac but not Felix in your party.

Comments: Phenomenal music. Unbelievable for just regular battle music. Usually they reserve the best music for the bosses, but not here. I never get tired of hearing it. Unbelievably good bass line for the GBA.

=====
Track 93: Saturos/Star magician theme."I live by power"
=====

Heard when: In GS, this theme is heard when you are fighting Saturos and Menardi at the beginning, and when fighting Saturos by himself on top of Mercury lighthouse.

In GS2, this music is heard when you fight the Star magician, who is an optional boss.

Comments: My personal favorite. Kind of rocky, but with an epic feel. Makes you think that only one of you is going to survive this battle. Quite intense.

=====
Track 94: GS Boss/Valukar theme.
=====

Heard when: In GS, this music is heard when fighting most bosses.

In GS2, this music is heard when fighting Valukar.

Comments: Strong beat, good bass line. Fits the mood extremely well. Sounds unusual, but you'll learn to like it.

=====
Track 95: Deadbeard/Sentinel/Saturos and Menardi fight. "I die by power"
=====

Heard when: In GS, This theme is heard when you fight Captain Deadbeard, the hardest boss in the game, and when you fight Saturos and Menardi together on top of Venus lighthouse.

In GS2, this music is heard when you fight the Sentinel, the second hardest boss in the game.

Comments: Great theme. Obviously, a lot of thought was put into this. Makes you think "Here it comes."

=====
Track 96: Fusion dragon/Dullahan theme. "Prepare to die!"
=====

Heard where: In GS, this theme is heard when fighting the final boss, the Fusion dragon.

In GS2, this music is heard when fighting the Dullahan, the hardest boss in either game. Thankfully, he is optional.

Comments: Intense music, makes you think BIG bad guy. Nice tune, but not exactly the type you would want to play on a piano. You could try it though. Fits the mood of both fights.

Section 4: legal stuff

This FAQ is property of Barbarossa89, and can only be hosted by GameFaqs. It may NOT be hosted by anyone else, ESPECIALLY not cheatcodecentral.

Section 5: The credits

Thanks to GameFaqs for hosting this FAQ.

Thanks to those at the Golden Sun: The lost age message boards who I failed to mention in the credits, but who did provide input on where certain music appears.

Thanks to sirkibble2 for lots of suggestions for some descriptions for the tracks, and for a couple of names.

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Thanks to jedimaster23249 for pointing out that track 66 does indeed appear in GS2 at the end.

Thanks to FawkesFire for telling me that track 66 is also heard in GS2 at the beginning.

Thanks to foodboy1993 for help with some of the tracks.

Thanks to msgold for help with some of the tracks.

Thanks to Camelot for producing Golden sun & Golden sun: The lost age, the two best RPGs for the GBA, in my mind.

Thanks to Nintendo for hosting this game on the GBA.

Thanks to my cousin, who introduced me to Golden sun.

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