# Skies of Arcadia FAQ/Walkthrough

by MetroidMoo

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	Skies of Arcadia (DC) -=
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•	ERSION HISTORY -=
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	mail address.
/ERSION 1.21	- DECEMBER 23, 2003
Added and	moved sections, revised the file's format, and adjusted the number

Removed map links from the Discoveries section. If you want the map with the numbers and letters labeled on the sides, then send me an e-mail, and I will forward the .gif file to your address.

## VERSION 1.1 - OCTOBER 15, 2002

Updated contact information and made a few other changes.

#### VERSION 1.06 - FEBRUARY 18, 2002

Added information on the Silver Arm weapon.

#### VERSION 1.05 - DECEMBER 9, 2001

I finally added a \*much\* needed update to the FAQ. Included the Crew Specials in the Ship Information section and added a few more item locations thanks to John Ferry.

#### VERSION 1.01 - OCTOBER 1, 2001

Jiexun Li has recently sent me an edited version of the world map. This contains the locations for all of the Discoveries. You can find the link to it in the Discoveries section.

## VERSION 1.0 - SEPTEMBER 9, 2001

First (and complete!) version of the guide.

The age of exploration has dawned upon the world of Arcadia. Brave adventurers set sail across the vast skies in search of treasures untold.

And, where there is treasure, there will be Air Pirates...

Arcadia is a world of boundless skies, where people lead their lives under the glow of six moons. Floating islands provide a welcome oasis for those who navigate the vast expanse of sky. Imperial armies and Air Pirates alike set sail in search of new discoveries and artifacts from an ancient age.

A young Air Pirate named Vyse sails the skies in search of treasure...and adventure. Accompanied by his childhood friend, Aika, and the mysterious Fina, he begins an epic journey to discover what lies beyond the sunset. Unbeknownst to him, Vyse is heading into a much darker sky than he could ever imagine...

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## =- 3) CONTROLS

-=

This section lists the game's controls.

Analog Stick -> Move character

-> Examine object
Talk to people
Confirm selection

```
-> Open/close status menu
Χ
        -> Change camera angle
Y
L/R
        -> Rotate camera angle
       -> Show/hide map
Start
<>< AIR FIELD CONTROLS
                                            >>>
Analog Stick -> Move ship
D-Pad
        -> Change camera angle
        -> Examine object
          Talk to ships
          Enter area (town, dungeon, etc.)
          Confirm selection
        -> Cancel selection
В
        -> Open/close status menu
X
        -> Descend ship
R
        -> Ascend ship
        -> Display map
Start
          Enter ship's bridge
          Save game
<<< GROUND BATTLE CONTROLS
                                            >>>
Analog Stick -> Move cursor
        -> Confirm selection
Α
        -> Cancel selection
В
        -> Open status menu
          Show/hide item and magic descriptions
Υ
        -> Change weapon color
        -> Rotate camera angle
L/R
Start
      -> Cancel animation of character's Super Move
<<< AIR BATTLE CONTROLS
                                            >>>
Analog Stick -> Move cursor
```

-> Cancel selection

В

- A -> Confirm selection
- X -> Show/hide item and magic descriptions

-> Cancel selection

# =- 4) CHARACTERS

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-=

This section contains an overview of each character along with information on their Super Moves.

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<<<<<<<<<<<<<<<<<<<><<< VYSE >>>

Vyse is the main hero in Skies of Arcadia. He currently resides with his father on Pirate Island, helping out with what needs to be done. One day he hopes to sail around the world and have his own crew and ship. Vyse is an "all-around" character but focuses slightly more on physical attacks than

magic. His Super Moves are great for attacking an enemy party.

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# Swashbuckler Rating

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The Swashbuckler Rating is determined by your answers to the dialogue questions and your fighting style. If you run away from battles enough, your rating drops a rank. You can counteract this by fighting and winning more battles.

- 14. Vyse the Unimpressive
- 13. Vyse the Blue Rogue
- 12. Vyse the Competent
- 11. Vyse the Determined
- 10. Vyse the Respected
  - 9. Vyse the Admirable
  - 8. Vyse the Bold
  - 7. Vyse the Valiant
  - 6. Vyse the Daring
  - 5. Vyse the Dashing
  - 4. Vyse the Fearless
  - 3. Vyse the Hero
  - 2. Vyse, King of Rogues
  - 1. Vyse the Legend

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Super Moves

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Cutlass Fury

Moonberries: N/A

SP Cost: 7

Effect: Vyse does a powerful slash against a single foe.

Counterstrike
Moonberries: 1
SP Cost: 1

Effect: Vyse counters all normal physical attacks for one turn.

Rain of Swords
Moonberries: 2

SP Cost: 14

Effect: Vyse summons the power of lightning to do great damage against

all foes.

Skull Shield Moonberries: 2 SP Cost: 5

Effect: Vyse summons a spirit that defends and counterattacks all normal

physical attacks for the entire party.

Pirates' Wrath Moonberries: 4 SP Cost: 21

Effect: Vyse does critical damage to one enemy.

<<< AIKA

Aika is a childhood friend of Vyse and also lives on Pirate Island. She always travels with Vyse in his adventures in Arcadia. Along the way, Aika shares a few of her bizarre stories, accompanied with an equally strange picture (Vyse's hair on fire, anyone?). She is also an all-around character, but instead focuses more on magic. Her offensive Super Moves rely on the power of the Red Moon, making the attacks worthless against certain foes. However, Delta Shield and Epsilon Mirror are quite useful.

Super Moves -----Alpha Storm

Moonberries: 1 SP Cost: 4

Effect: Aika uses a tornado of fire to lightly damage all enemies in a line.

Delta Shield Moonberries: 1 SP Cost: 2

Effect: Aika creates a barrier around all allies that deflects ANY and ALL

types of magic (including your own). Very cost effective.

Lambda Burst Moonberries: 2

Effect: Aika uses the powers of fire to damage all enemies.

Epsilon Mirror Moonberries: 2 SP Cost: 10

Effect: Aika is covered in a mirror-like barrier, making her invincible for one turn. 10 MP is also recovered.

Omega Psyclone Moonberries: 4 SP Cost: 12

Effect: Aika summons the Red Moon to demolish all enemies.

<<< FINA >>>

Fina is a mysterious person Vyse and Aika encounter in the outset of the game. She belongs to an ancient civilization known as the Silvites. Her morphing pet Cupil follows her everywhere, changing its form when fed enough Chams. Fina is the game's core magic user, having the highest Will and amount of MP. Her Super Moves are mostly healing-related. Lunar Light is one of THE best techniques in the game, so learn it as soon as possible!

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Super Moves

-----

Lunar Blessing
Moonberries: 1

SP Cost: 12

Effect: Fina grants each party member with Regeneration. Restores 200 HP per

turn. Useful technique early in the game.

Lunar Glyph
Moonberries: 1

SP Cost: 3

Effect: Fina causes light damage and can petrify an enemy.

Lunar Cleansing
Moonberries: 2

SP Cost: 6

Effect: Fina erases all adverse effects (except Death) from the party.

Lunar Winds
Moonberries: 2
SP Cost: 6

Effect: Cupil summons a wind storm to damage and remove any beneficial effects

from all foes.

Lunar Light
Moonberries: 4
SP Cost: 18

Effect: The ultimate recovery technique. All party members are revived, HP

levels are fully restored, and all adverse effects are removed.

<<<c><//>
CONTRIBUTION

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The man with an artificial arm lives his days searching out for the legendary arcwhale Rhaknam. You won't learn much about his unknown past until later in the game. Drachma is the typical RPG character that has an incredible amount of strength and limited magical abilities. Dracma's most important flaw is his attack accuracy; don't be surprised if you find him missing a lot. His Spirit Charge move comes in handy early in SoA.

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Super Moves

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Tackle

Moonberries: 1
SP Cost: 10

Effect: Drachma charges at a single enemy. Similar to Vyse's Cutlass Fury.

Spirit Charge
Moonberries: 2

SP Cost: 0

Effect: Drachma doubles his normal SP regeneration rate and defends himself.

Make good use out of this.

Hand of Fate Moonberries: 4 SP Cost: 25

Effect: This slightly comical Super Move can instantly kill a foe.

<<<<<<<<<<<<<<<<><< GILDER

Personally, this is my favorite character... Gilder considers himself the ladies' man, and he and his crew are out to search for the "good life," which would be anything related to treasure and women. Gilder is almost an equivalent of Drachma, just a little more magic. His Super Moves are decent overall, although you probably won't find yourself using Aura of Denial too often.

\_\_\_\_\_

Super Moves \_\_\_\_\_

Gunslinger Moonberries: 1 SP Cost: 9

Effect: Gilder goes trigger-happy and guns down all enemies in a line.

Aura of Denial Moonberries: 2

SP Cost: 3

Effect: Gilder sets up a barrier that blocks all adverse effects for one turn.

The Claudia Moonberries: 4 SP Cost: 18

Effect: Gilder uses the Claudia's cannons to severly damage all foes.

ENRIQUE >>>

Despite the fact that Enrique is actually the prince of Valua, he joins Vyse and his crew after learning of how the other royal Valuans treat the people. It might just be me, but Enrique seems to be too "fragile" to be much of a fighter... However, that doesn't mean he is a horrible character. His Justice Shield, used in conjunction with Aika's Delta Shield, is certainly a spiffy technique.

\_\_\_\_\_

Super Moves

\_\_\_\_\_ Royal Blade Moonberries: 1

SP Cost: 8

Effect: Same as Vyse's Cutlass Fury.

Justice Shield Moonberries: 2 SP Cost: 4

```
Effect: Enrique surrounds everyone in a barrier that reduces damage from
      physical attacks by 50%.
The Judgement
Moonberries: 4
SP Cost: 16
Effect: Enrique summons a snake that severely damages an enemy. Similar to
      Vyse's Pirates' Wrath.
_______
    5)
       SHIP OVERVIEW
______
This section contains general information on the equipment and such for the
ships.
<<< [5.1] DELPHINUS CREW MEMBERS
Don
Position: Helmsman
Stats: Dodge % +15
Location: Talk to him in the tavern in Esparanze after completing the Dark
        Rift segment.
Special Effect: Increases Dodge % (when active).
_____
Lawrence
Position: Helmsman
Stats: Quick +30
Location: Sailors' Island
Special Effect: Increases Quick (when active).
Brabham
_____
Position: Engineer
Stats: Defense +20
Location: Automatically joins the crew.
Special Effect: Increases Defense (when active).
Hans
Position: Engineer
Stats: Defense +20
Location: Talk to him in Horteka after completing the Yafutoma segment.
Special Effect: Increases Magic Defense (when active).
____
Belle
Position: Gunner
Stats: None
Location: Crescent Island
Special Effect: Increases damage done by Secondary Cannons when active.
```

\_\_\_\_\_ Khazim \_\_\_\_\_ Position: Gunner Stats: None Location: Nasrad Special Effect: Increases damage done by Main Cannons when in active crew. Domingo \_\_\_\_\_ Position: Lookout Stats: None Location: Talk to him at Gordo's Bistro after finding at least 30 Discoveries. Special Effect: Increases rate of critical hits (when active). Chat with him at Crescent Island after finding 40, 50, and 64 Discoveries to receive rewards. Tikatika \_\_\_\_\_ Position: Lookout Stats: None Location: Talk to him in Horteka after finding the Ixa'ness Village Discovery. Special Effect: Increases Hit % for torpedoes when in active crew. Kalifa Position: Merchant Stats: None Location: Talk to Kalifa in Maramba when you have a Suiran Blade in your inventory. Special Effect: Increases chances of finding special items (when active). Can also tell your fortune on Crescent Island. Osman Position: Merchant Stats: None Location: Nasrad Special Effect: Increases chances of finding expensive items (when active). Also sets up a shop on Crescent Island. \_\_\_\_\_ Izmael Position: Builder Stats: None Location: Automatically joins the crew. Special Effect: Increases damage done by the Moon Stone Cannon (when active). Can also build and remodel structures on Crescent Island. \_\_\_\_\_ Kirala

Position: Builder

Stats: None

Location: Yafutoma

Special Effect: Fully restores ship's HP when using the Crew Command. Like Izmael, she can build and remodel things on Crescent Island. \_\_\_\_ Urala Position: Cook Stats: None Location: Talk to her in the Yafutoman restaurant after recruiting Kirala. Special Effect: Maxes out the ship's SP when using the Crew Command. Cooks meals on Crescent Island. \_\_\_\_ Polly \_\_\_\_ Position: Cook Stats: None Location: Sailors' Island Special Effect: Fully restores one party member's MP when using the Crew Command. Also cooks on Crescent Island. Ilchymis \_\_\_\_\_ Position: Artisan Stats: None Location: Talk to him at Ilchymis's Island after learning the Riselem spell. Special Effect: Raises the ship's stats for a short while when using the Crew Command. Sets up a shop on Crescent Island. \_\_\_\_\_ Ryu-kan \_\_\_\_\_ Position: Artisan Stats: None Location: Talk to him at Ryu-kan's Island. If your swashbuckler rating is at least at Daring, he will join. Special Effect: Raises the offensive and defensive capabilities of the ship for a short while. Sets up a shop in Crescent Island. Marco Position: Sailor Stats: None Location: Automatically joins your crew. Special Effect: Doubles the ship's SP for one turn. Robinson \_\_\_\_\_ Position: Sailor Stats: None Location: Talk to him in the Dark Rift after recruiting Polly. Special Effect: Reduces the SP cost of actions for one turn. Merida Position: Jester

Stats: None Location: Retrieve the note in a bottle from Sailors' Island and talk to Merida at Horteka. Special Effect: Increases ship's value by 10,000 Gold. She will also dance for you at Crescent Island. ^ ~ Pow Position: Jester Stats: None Location: Pirate Island Special Effect: Raises chances of attacking first for a turn using the Crew Command option. Pinta Position: Delegate Stats: None Location: Sailors' Island Special Effect: Nullifies any enemy cannon fire for a turn using the Crew Command. \_\_\_\_ Moeai Position: Delegate Stats: None Location: Automatically joins the crew. Special Effect: Blocks any damage from enemy magic for a turn using the Crew Command. [5.2] CREW SPECIALS Once you acquire the Delphinus and recruit several crew members, you can use the ship's very own "Super Moves." To do this, you must be fighting right on the deck of the Delphinus (this is usually achieved simply by encountering a random battle on the world map). Now, max out your SP bar. After that is done, the Crew Sp. option appears in Vyse's available commands. You have the choice of two different moves, Prophecy and Blue Rogues. Prophecy seems to do more damage than Blue Rogues, but it cannot heal the party. The power of the Blue Rogues attack depends on what crew members you have set to active duty. While doing damage to the enemy, this move also heals your party. If you don't know what to use, let me sum it up for you. Use Prophecy for pure damage, and Blue Roques for doing some damage and a bit of healing.

```
| Deluxe Kit
              | Restores 8,000 HP.
| Complete Kit
              | Fully restores ship's HP.
| Gear Grease | Restores SP.
| Thermal Grease | Fully restores SP.
| Rudder Grease | Reduces SP cost of actions.
              | Doubles SP regeneration rate.
| Machine Oil
| Hex Shell
              | Protects from cannon fire for one turn.
| Increases Attack and Defense for two turns.
| Apa Wax
| Apo Wax
              | Increases Attack and Defense for four turns.
| Hybrid Wax
| Speed Wax
              | Improves ship's stats for one turn.
              | Increases Quick for one turn.
              | Standard bomb used to damage an enemy.
I Bomb
| Big Bomb | Heavier bomb for more damage.
| Concussion Bomb | Packs twice the punch of a standard bomb.
| Pyro Bomb | Bomb with Red properties.
| Frost Bomb
              | Bomb with Purple properties.
              | Bomb with Yellow properties.
| Thunder Bomb
| Shredder Bomb | Massive bomb for more damage.
| Captain's Stripe | Adds 1,000/2,000 HP to current ship.
| Crystal Ball | Sells for 1,000 Gold.
| Gold Bullion
              | Sells for 10,000 Gold.
+----
<<< [5.3] ITEMS & EQUIPMENT (MAIN CANNONS)</pre>
_____
Main Cannon
_____
Stats: At 35, Hi 80, SP 4
Description: The Little Jack's main cannon. It's rather old, but Drachma has
          kept it in great shape.
Standard Cannon
_____
Stats: At 40, Hi 83, SP 4
Description: The main cannon used on Valuan Warships, sometimes available on
          the Black Market.
Heavy Cannon
-----
Stats: At 45, Hi 85, SP 5
Description: An upgraded version of the Standard Valuan Cannon, used on light
          warships in Mid Ocean.
_____
G-Type Cannon
_____
Stats: At 50, Hi 85, SP 5
Description: Cannons used on Armada ships, when they defeated Ixa'taka.
          Slightly outdated, but powerful.
_____
B-Type Cannon
-----
```

Stats: At 75, Hi 90, SP 6

Description: An upgraded version of the G-Type Cannon, with the same basic design, but greater firepower. \_\_\_\_\_ Prototype Cannon \_\_\_\_\_ Stats: At 100, Hi 85, SP 6 Description: A rotating cannon that can track enemy targets, but doesn't do much damage. Advanced Cannon -----Stats: At 150, Hi 90, SP 7 Description: A new rotating main cannon developed for Valuan Destoyers. Available on the Black Market. \_\_\_\_\_ Pyril Cannon -----Stats: At 200, Hi 120, SP 6 Description: A rotating cannon designed for battleships. Has Red properties, and high accuracy. \_\_\_\_\_ Yamato Spirit Stats: At 250, Hi 90, SP 8 Description: A large and powerful cannon based on traditional Yafutoman craftmanship. Ancient Cannon -----Stats: At 300, Hi 95, SP 9 Description: A durable cannon made from ancient metals from the Old World. \_\_\_\_\_ Harpoon Cannon -----Stats: At 350, Hi 999, SP 15 Description: The Little Jack's ultimate weapon. It was acquired to destroy Rhaknam. \_\_\_\_\_ X-Cannon \_\_\_\_\_ Stats: At 400, Hi 97, SP 10 Description: A very large cannon that enables large ships to blast small ships out of the sky. \_\_\_\_\_

Moon Cannon

Moon Cannon

Stats: At 500, Hi 99, SP 9

Description: A main cannon that uses both Moon Stone energy and gunpowder to fire.

Crystil Cannon

\_\_\_\_\_ Stats: At 550, Hi 60, SP 4 Description: Made of a special alloy for added durability. Has Purple properties, and great firepower. Moon Stone Cannon -----Stats: At 800, Hi 999, SP 20 Description: The ultimate weapon of the Delphinus. Builds up Moon energy and releases it in a massive blast. [5.3] ITEMS & EQUIPMENT (SECONDARY CANNONS) >>> 3" Cannon \_\_\_\_\_ Stats: At 70, Hi 80, SP 2 Description: A small caliber secondary cannon for smaller ships. -----3" Blaster -----Stats: At 80, Hi 83, SP 2 Description: A secondary cannon for the Little Jack. An upgraded version of the 3-Inch Cannon. \_\_\_\_\_ 5" Cannon Stats: At 90, Hi 80, SP 3 Description: A secondary cannon for the Little Jack. More powerful than the 3-Inch Cannon. 12" Cannon -----Stats: At 170, Hi 77, SP 4 Description: A high-caliber secondary cannon developed for warships. Wevl Cannon -----Stats: At 180, Hi 120, SP 4 Description: A secondary cannon designed for battleships. Has Blue properties and high accuracy. \_\_\_\_\_ 10" Cannon Coil \_\_\_\_\_ Stats: At 220, Hi 89, SP 4 Description: A 10-inch secondary cannon with a reinforced barrel that helps to absorb shock. \_\_\_\_\_ 3' Cannon

Stats: At 280, Hi 87, SP 6

```
Description: A secondary cannon devleoped in Yafutoma, inspired by cylindrical
           plants.
_____
5' Cannon
-----
Stats: At 330, Hi 90, SP 6
Description: A secondary cannon used by the Yafutoman Navy. It is a short-
           range, high-powered cannon.
Moon Gun
_____
Stats: At 400, Hi 99, SP 5
Description: A secondary cannon relies on Moon Stone energy instead of
           draining Spirit.
[5.3]
          ITEMS & EQUIPMENT (TORPEDOS)
                                                               >>>
Light Torpedo
_____
Stats: At 120, Hi 60, SP 3
Description: A light torpedo, well-suited for smaller ships. After launch, it
          attacks its target from above.
_____
Shock Torpedo
_____
Stats: At 160, Hi 55, SP 3
Description: A torpedo equippable by the Little Jack. After launch, it charges
           its target from above.
_____
Hunter Torpedo
_____
Stats: At 160, Hi 60, SP 3
Description: A torpedo equippable by the Little Jack. Has greater range than
           standard torpedos.
_____
Valuan Torpedo
-----
Stats: At 220, Hi 60, SP 3
Description: A torpedo used by Valua against Nasrean Navy during the Valua-
          Nasr War.
_____
Heavy Torpedo
_____
Stats: At 250, Hi 50, SP 4
Description: A large torpedo with the same firepower as a main cannon, but has
          lower accuracy.
_____
Serpent Torpedo
_____
Stats: At 300, Hi 65, SP 4
```

```
Description: A medium-sized torpedo that goes after a target like a snake.
          Short range, but very powerful.
_____
Arcwhale Torpedo
_____
Stats: At 400, Hi 70, SP 6
Description: A torpedo with good range and destructive power. But, uses a high
          level of Spirit.
Moon Torpedo
-----
Stats: At 600, Hi 75, SP 3
Description: A torpedo that uses Moon Stone energy to keep Spirit consumption
          low.
[5.3] ITEMS & EQUIPMENT (ARMOR)
                                                              >>>
Armored Deck
_____
Stats: De 10
Description: A standard armored deck, commonly available. Improves ship
          Defense.
_____
Steel Deck
_____
Stats: De 20
Description: A deck armored with multiple layers of steel. Has high defensive
          power.
_____
Compound Deck
-----
Stats: De 40
Description: A deck armored with layers of different steels. Has high
          defensive power.
Heavy Armor Deck
-----
Stats: De 55
Description: A deck with armor three times as thick as the standard weight.
          Improves ship Defense.
_____
Alloy Deck
_____
Stats: De 70
Description: A deck armored with an alloy including Moon Stone dust. Improves
          ship Defense.
_____
Sparkling Deck
_____
Stats: De 500, Do 2, Qu 6
```

Description: An armored deck studded with Moon Stones of 6 different colors. Improves ship Defense. \_\_\_\_\_ Rogue Figure -----Stats: Ma 20 Description: A menacing skull with crossed swords, the symbol of the Air Pirates. Increases Magic Defense. Pryn Figure -----Stats: Ma 30 Description: Crafted after a mystical red bird, and decorated with red feathers. Increases Magic Defense. \_\_\_\_\_ Pyrynn Figure \_\_\_\_\_ Stats: Ma 45 Description: A sculpture based on the mythical guardian of Pyrynn. Increases Magic Defense. -----Bluheim Figure Stats: Ma 130 Description: A sculpture of Bluheim, the Yafutoman Gigas. Increases Magic Defense. Goddess Figure \_\_\_\_\_ Stats: Ma 160 Description: A sculpture of the goddess of love, courage, and victory. Increases Magic Defense. \_\_\_\_\_ Spherical Figure \_\_\_\_\_ Stats: Ma 300 Description: A glowing sphere. Increases Magic Defense. \_\_\_\_\_ Engine Cover \_\_\_\_\_ Stats: Do 3, Qu 10 Description: Protects the ship's engine from getting dirty, and increases the ship's Quick. \_\_\_\_\_ Turbo Kit \_\_\_\_\_ Stats: Do 5, Qu 20 Description: Ship Modification, that increases the Moon Stone power output, increasing the ship's Quick. Bore-up Kit

-----Stats: Do 8, Qu 30 Description: A kit that increases engine size for greater power and exhaust, increasing ship's Quick. Air Intake \_\_\_\_\_ Stats: Do 12, Qu 80 Description: Sends clean air into the engine, stabilizing fuel consumption and increasing ship speed. -----Twin Turbo -----Stats: Do 15, Qu 90 Description: A compound turbo kit that modifies the engine and increases the ship's Quick. \_\_\_\_\_ Timing Valve Stats: Do 17, Qu 100 Description: Standardizes valve timing to stabilize engine exhaust, increasing ship's Quick. Triple Turbo \_\_\_\_\_ Stats: Do 20, Qu 130 Description: A triple turbo kit for maximum engine power, for a speed boosts even greater than the Twin Turbo. \_\_\_\_\_ Double Shaft -----Stats: Do 26, Qu 200 Description: Splits the engine into two independent stages, doubling power output and increasing ship speed. -----Enhanced Kitchen \_\_\_\_\_ Stats: De 1 Description: State-of-the-art cooking facilities for great-tasting dinners every night. Chandelier -----Stats: De 1 Description: Luxurious lighting favored by Valuan nobility. Brings a touch of opulence to airborne life. \_\_\_\_\_ Floor Heater \_\_\_\_\_ Stats: Ma 1 Description: Takes advantage of engine heat to keep living quarters nice and

comfortable.

Air Purifier \_\_\_\_\_ Stats: Ma 2 Description: Purifies the air below decks to keep everything smelling clean and fresh, not sweaty. -----Yafutoman Alcove -----Stats: Ma 2 Description: A bit of Yafutoman culture to help calm the mind and soothe the soul. Wooden Doll \_\_\_\_\_ Stats: None Description: A carved wooden doll, shaped like a cuddly animal. Simple, cute, and adored by Fina. =- 6) WALKTHROUGH \_\_\_\_\_\_ This section guides you through the game. <<< INTRODUCTION >>> Skies of Arcadia begins with a scene involving Alfonso chasing after a strange silver vessel. Alfonso's cruiser attacks and retrieves the girl aboard it. Then, much to his suprise, the Air Pirates decide to jump in. Vyse and Aika appear and engage a battle with Valuan soldiers... \_\_\_\_\_\_ BOSS: Soldier (x2) EXP: 1 MAGIC EXP: 1 Since this is your first battle, don't expect the game to throw any unexpected punches at ya. Have Vyse and Aika concentrate their attacks on one soldier, and then move onto the other. Piece o' cake. ITEMS: None GOLD: 10 The Valuan soldiers surround Vyse and Aika, but Vyse's dad, Dyne, pops a cap into one of them. Dyne tells the duo to enter the ship. INSIDE ALFONSO'S SHIP 

<<< INSIDE ALFONSO'S SHIP

<<<<<<<<<<<<<<<<<<<<<<><<<>>TITEMS
---50 Gold
Magic Droplet (x2)
Sacri Crystal (x3)

Open up the chest for a crystal and enter the door in the southeast corner (using the mini-map). Continue through the hall into the next room, where Alfonso greets Vyse and Aika with a bit of Valuan hospitality... Follow the same strategy used in the first battle.

There's a chest in this room containing a few more crystals. Run to the southern end and go up the metal staircases. You can try following the admiral, but he decides to use what little brain cells he has by locking the door. So Vyse and Aika need to seek out an alternate route.

Go outside of the cruiser by exiting through the tiny hallway. Climb down the ladder. After marveling SoA's sun flare, go through the entryway. The Vice Captain opens the hangar bay as the "mighty" Alfonso plans to flee the scene. However, the admiral conjures up another one of his brilliant schemes. Syonara Vice Cap'n!

Vyse wishes to fight Alfonso, but he wants one of his pets to duel with him instead...

BOSS: Antonio EXP: 18 MAGIC EXP: 2

This will be your first major fight... Have Vyse attack the mechanical beast using normal attacks and Cutlass Fury (when available). Then have Aika heal and focus for most of the battle. Use Sacri Crystals instead of the actual spell to free up SP. What you need to watch out for is Thunder of Fury. This maneuver can take off roughly 50% of a member's HP.

ITEMS: Moonberry GOLD: 165

Alfonso leaves the coop, and the Blue Rogues now have control of the ship. The mysterios girl that was kidnapped wakes up and reveals her name, Fina.

DIALOGUE SELECTION: That's a great name.

Situations like the above occur frequently throughout your journey in Skies of Arcadia. Making the correct selection results in a chime, meaning that Vyse's Swashbuckler rating increased. If you keep doing so, his rank will gradually move up.

After that, Vyse and Aika give a lil bit of background information on the Air Pirates in Arcadia. Dyne tells the group to get a move on and meet him in the bridge.

Talk with Dyne and then Briggs. The Vice Captain lends Vyse control of the Albatross. Here is where you'll learn how to fly the ships in the game. Head to Pirate Island.

ITEMS
---150 Gold
Magic Droplet (x2)
Purple Moon Stone
Sacri Crystal (x3)

Sacres Crystal (x2) Sacri Crystal (x2)

The Albatross docks inside the island, where the headquarters for the Blue Rogues is. After they do some celebrating over their raid, talk with Dyne in his office.

DIALOGUE SELECTION: Sit quietly and listen.

Search behind Dyne's bookcase to find a chest with gold. Exit the docking area to the outside of the island. Aika says she has to return to her house for a moment. Now, if you REALLY need to satisfy your perverted side, you can have Vyse look through the hankerchief on the side of Aika's home for an "interesting" scene. Poor Vyse... ^ ~

This place is pretty much a training ground for the rest of the game. Talk to people to learn various things about SoA. You can also save your file here. When you're ready, enter Vyse's house (right by the save point).

Climb the mile-high ladder to the lookout point for a purdy sunset sequence. A shower of Moon Stones appear, and one of them lands on Shrine Island. Vyse and Aika want to head to the isle tomorrow to get the stone.

Once morning arrives, chat with Dyne to receive a Purple Moon Stone to use with the party's weapons. You can change a weapon's color via the equipment screen, or with the Y button in the middle of battle.

Walk up the wooden pathway and board the boat. Now wouldn't be a bad time to do some fighting around the isle. Build Vyse's and Aika's levels to at least 5 and try to have both of 'em learn Sacri, Pyri, and Crystali. When you have acquired enough gold, go back to the shops on Pirate Island and purchase new equipment and crystals.

When you land on the isle, Aika points out where the Moon Stone has crashed and that water is now flowing into the shrine. Save your game and enter the

and that water is now flowing into the shrine. Save your game and enter the structure. Unfortunately for the crew, the hub with the Moon Stone is flooded. So now you must find a way to drain the place.

Walk around the outside ring here and go through the red entryway to the outside. Activate the crystal device to lower the entire island. Head right to find a chest with 2 Sacri Crystals. Backtrack into the shrine and make yer way through the entrance, which is now underground. Follow the pathway and open the floodgate. Too bad you can't stick Aika in front of it... Then you

wouldn't have to put up with her memorable lines she says after battle. =P

Enter the hub, take a left, and find a chest with a Moonberry in it. Make your merry way up the staircase in the central room and open up the next door ya see. Continue along the path to locate...yet another door! Steal the crystals from the chest. Keep movin' and let the water flow out in the upcoming floodgate (but heal and save before doing so!). Notice there is a save point before an usually large door...I wonder what that could mean...

BOSS: Sentinel EXP: 233 MAGIC EXP: 2

Just who the hell does this guy think he is? Rayman?

Anywhoo, like before, have Aika focus and heal while Vyse beats him down. Sentinel's Blaster will cause the most trouble, taking off  $\sim 350$  HP and possibly to both Aika and Vyse. Now, if one of the party members should happen to fall, well, you're screwed. Just hang in there and don't immediately give up.

ITEMS: Moonberry GOLD: 755

Once Vyse and Aika do their slapping routine, they depart for Pirate Island with the Moon Stone intact. But back on the isle, Ben spots the Imperial Armada heading straight for the Blue Rougues' headquarters.

Head back to Pirate Island to see what the fuss is about...

As you can see, just 'bout everything has been burnt to hell and back. Enter Dyne's office and chat with Vyse's mother to find out what exactly happened.

DIALOGUE SELECTION: Try and save everyone!

The scene transitions to Galcian's Serpent cruiser. Galcian has taken Fina captive and desires some information from her. Of course, she doesn't comply, and they head off for Valua.

Walk up the wooden path to the boat, and engage a conversation with Lindsi there. Tell her that you'll return safely with Dyne and the crew. Head off!

<<<<<<<<<<<<<<<<<><<< MID OCEAN >>>

ITEMS

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Blue Moon Stone

Pass Shrine Isle and continue northeast to a rock formation. The screen gets all foggy, and a mammoth arcwhale rides along Vyse and Aika. Then they get eaten and find Pinocchio inside. Okay, maybe not...

DIALOGUE SELECTION: Retreat!

Actually, no matter what you pick, the ship gets blown away. So do what you want... The dynamic duo land on some foreign vessel, owned by the Man with an Artificial Arm. Doesn't that name just strike terror into you? Well, if you were in Vyse's position you'd think so. Heh heh...

Drachma wants Vyse to bring up two crates from below deck. Vyse struggles tremendously to carry whatever is in those crates. Drachma joins the party, gives you a Blue Moon Stone, and control of the Little Jack. Head to the rock area you saw before and pass through the low tunnel to spot Sailors' Island.

Note in a Bottle

Drachy doesn't like the idea of babysitting Vyse and Aika and decides to leave the group. So you must persuade him to stay. Talk to the guy at the counter in the Sailors' guild to learn about how SoA's Discovery system works. If you have a Sega VMU with the screen, make sure you don't forget to yak with Pinta in the weapons store. Doing so opens up the Pinta Quest option under the menu.

Trot on over to the ship parts store and discuss the information the merchant has about a brand spankin' new cannon, the Harpoon Cannon. Speak with Drachma about it. He agrees to take Aika and Vyse to Valua, although he'll need a passport to do it. Chat with the Guildmaster to continue.

DIALOGUE SELECTION: We accept your offer!

Before you leave, check the lighthouse for a balloon containing a note in a bottle. You'll need this much later in the game.

Valuan Passport

Your objective here is to simply follow the merchant's directions and reach Nasr. When you attempt to pass through the South Dannel Strait, Captain Baltor's ship flies in...

BOSS: The Blackbeard EXP: 137 MAGIC EXP: 0

This is your first of many ship battles in Skies of Arcadia. Pay very close

attention to Drachma's instructions, as you'll be using 'em for the rest of the game. Generally, attack when the grid blocks are green and take a defensive stance when they reach yellow and red. Try and maneuver behind Baltor when the time arises. Then let loose with everything ya got. Remember

you can still use Sacri during ship battles.

ITEMS: Captain's Stripe, Bomb GOLD: 300

Now that you kicked Baltor's ass, he won't be bothering you anytime soon. Move through the strait to Nasr to acquire the passport. Backtrack to Sailors' Island and head north to Valua.

After showing the patrol ship the passport, the crew is granted permission to enter the city. The scene moves to Galcian and the admirals of the Valuan Armada. The game also introduces you to this "unique" band of people.

The Little Jack docks in the Lower City area, and Drachma departs to install the Harpoon Cannon. As you're exploring this place, a little boy, Marco, will stop Vyse and Aika in their tracks to speak with 'em. Once Marco is PO'ed, hop on the cart to ride to the next sector of Valua. Stop at the inn and rest.

Drachma reports that Dyne and his crew will be executed the next day at the Coliseum.

DIALOGUE SELECTION: Let's sneak into the Coliseum!

The crew notices someone was spying on them (\*cough\*Marco\*cough\*). Jump from rooftop to rooftop and meet Marco at the sewer manhole. Collect the Moonberry from the passage behind the mass of barrels and enter the Catacombs.

Assassin Blade
Curia Crystal (x3)
Heavy Armor
Magic Droplet (x4)
Pyri Box
Sacri Crystal (x4)
Yellow Moon Stone

The path here is very linear, so directions aren't necessary. There are a few side rooms that contain treasure chests. Have Aika learn Alpha Storm since many of the enemies' formations will help to make good use out of it.

You will know when you reach the Coliseum entrance when you spot one of Kirby's relatives up a staircase. I would suggest build everyone to at least Lv 12 if you want to make things easy. Having a party member (preferably Aika)

with Sacres wouldn't hurt either.

BOSS: Bleigock EXP: 433 MAGIC EXP: 2

This mutant sack of marshmallows tends to poison the party. If you were lucky enough to win a couple Ivy Bands off of enemies, equip them. Have Vyse and/or Aika heal and focus. For Drachma, use his Tackle tech. Tackle does  $\sim 600$  HP damage, so this battle won't take that long.

ITEMS: Vidal Seed GOLD: 953

Heal and save your game file. When you're ready, climb the ladder!

BOSS: Executioner, Spell Warden (x2) EXP: 238 MAGIC EXP: 2

Now, honestly, did you expect you could do this without a fight? =P Concentrate your attacks on the two Spell Wardens before attempting the big guy. Tackle and Cutlass Fury maul them to pieces. Try and take 'em down before one can cast Increm on the Executioner, which will make his physical attacks even more damaging. Have Vyse and Aika focus and heal, while Drachma Tackles him.

ITEMS: Electri Box, Sacres Crystal GOLD: 1122

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Rush back to the save point to find Marco, who has revealed a hidden room in the sewers. Meet up with Dyne in there. Apparently Fina is missing and has been taken captive...

DIALOGUE SELECTION: We have to go save Fina!

Dyne hands over the Yellow Moon Stone, and Marco informs ya how to reach the Upper City. Open the two chests and make your way through the tunnel. When you reach the end, Marco and Vyse have a touching moment.

Looks vastly different the lower city, don't ya think? Walk up the stairs to the bridge. Vyse spots Fina being taken to the Grand Fortress in a railcar. Our hero elegantly jumps onto the train, while Aika gets her face smashed in!

Dash towards the front of this vehicle. Along the way, you must fight groups of Patrol Guards, but they're just pushovers. Just make sure the godly Lord Galcian doesn't nab ya! In the front car, you have to duke it out with a couple Royal Guards...

BOSS: Royal Guard (x2) EXP: 440 MAGIC EXP: 2

These two goons are, overall, easy. You just need to keep an eye out for

their Counter Stance. Every time you hit one of 'em, he counter attacks. Then there's Sacri... The Royal Guards use it frequently. If one goes down, taking out the other is \*much\* easier.

ITEMS: Magic Droplet (x10) GOLD: 1562

Before the group can celebrate their victory, Galcian pays a visit.

DIALOGUE SELECTION: Never!

And of course, Drachma flies in and saves the day. Now Valua is closing the gates and has ships blocking it. Time to test out the Harpoon Cannon, ya whack sucka!

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BOSS: Valuan Cruiser EXP: 231 MAGIC EXP: 0

Fire Harpoon Cannon. Watch Valuan Cruiser go down in flames. Celebrate.

ITEMS: Repair Kit GOLD: 500

After taking out one single ship, the whole blockade seems to have disappeared. And Galcian is still standing in that rail car. It would be humorous if one of the guards \*accidentally\* nudges him...but then we wouldn't have much of a game, now would we?

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Cham (x2)

Silver Moon Stone

Back on Pirate Isle, Fina reveals her mission and story background. Your main objective now is to collect all of the six Moon Crystals.

DIALOGUE SELECTION: Leave everything to us!

Fina finally joins the party and gives you the Silver Moon Stone. Now you can learn any spell set in the book. Enter the underground docking sector, and Fina explains about feeding Cupil Chams. You can find one on the walkway by Luke the Raider. Talk with Vyse's parents and board the Little Jack.

I'd suggest heading to Sailors' Island and buy new equipment, particularly for the Little Jack. Just as a little side note, you can pick up a Cham near the note you found there. Since Fina starts out at Lv 1, it wouldn't be a bad idea to level her up now.

When you're ready, head southeast through the stone reef and look for a fairly large desert isle with Maramba. Then Vyse and Aika begin talking about the Nasr deserts. And Aika brings up one of her kooky stories... The picture you see here is Vyse with his hair on fire. Trust me, folks, it gets better

<<<<<<<<<<<<<<<<<<<<<<<<<<<<<><<< MARAMBA

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ITEMS
---Cham

Excavation Arm

Gem of Fluidity

Magic Droplet (x3)

Moonberry

Unfortunately for you, Drachma leaves the group, along with the Little Jack. Now Vyse must find someone to take them to the temple with the Red Moon Crystal. Head to the main portion of Maramba.

Hit the shops and buy what you can. There's also a Cham hidden near the chest on top of the inn. The weapons merchant mentions some sort of cache containing equipment hidden beneath Maramba. Chat with the Dhabu trainer and ride to the detached section of the town.

Here there's a ladder leading underground to the sewers. You can find several items here just by moving the switches on the pedestals. These devices flip the gates. Flip 'em correctly to open a pathway to a chest. You can collect a Gem of Fluidity and Excavation Arm from here. A ladder leads outside to a chest with a Moonberry.

Enter the pub, talk with the customers, and then Bellena. Agree to watch her dance. While Aika rambles on about the adventure, Vyse just sits and watches the dancer (if you were in his shoes, you probably would too. ^\_^).

DIALOGUE SELECTION: Hehe... Okay, I'll stop staring!

Bellena sits down with Vyse and says she'll take him to the temple tomorrow. So, rest at the inn, unless you desire watching her a couple more times... Heh heh heh...

Drachma continues searching for Rhaknam and sees a vessel heading in the general direction of the temple. When Vyse and the crew wake up, head to the docks and speak with the dancer.

DIALOGUE SELECTION: We'll do it!

Dancing Arc

Fly off to the Temple of Pyrynn in the east. Build the party's levels to at least Lv 15-17 and try to have two of them learn the Risan and Sacrum spells. Investing time into learning Ice spells would help, too.

Magic Droplet (x5)
Moonberry
Rune of Ill Omen
Sacres Crystals (x3)

Bellena wants to wait outside the temple while you go search for this crystal. Save your file at the save point and enter. Go down the corridor to a room with two barrels. Have Vyse run on top of 'em to get across. To your left, you should see another hallway. Use the barrel to reach it, walk on through, and attempt to open the casket. You're automatically engaged in battle with three Magma Tikis. Ice spells will easily eliminate them.

Backtrack and go down the third hall. Eventually you'll come across a room with boulders rolling through it. Take a right at the first opening you find. Walk through to find another casket, with an Ancient Robe.

Continue on to discover a puzzle involving those barrels. Move the two barrels on the left and right sides into the slots in the floor. Then take the final barrel into the last opening to open the exit.

Dash on through to locate yet another treasure chest, this one with Sacres Crystals. Head east to find a goodie, the Dancing Arc. Return to the area with the crystals in the chest and move north, then west.

Another puzzle! Move the upper red container in the appropriate opening. Then the other red one. Repeat said steps for the blue barrels. Once that's completed, the entire floor shakes and falls to the lower sector of the temple. Pass through the now open entryway.

Vyse goes Indiana Jones and must outrun a rock. Slip to the west opening and search for the Cham there. The east exit has a Moonberry. Move the heavy barricade to reach the Temple of Pyrynn's lava section. Along the path there be a chest with five Magic Droplets.

In the next room, there's a switch that sends water here. Don't worry about it now, just move on. The chest up the stairs is guarded by Zivilyn Bane, a character you will encounter quite frequently in Arcadia.

BOSS: Zivilyn Bane EXP: 199 MAGIC EXP: 2

Well, Bane isn't really a boss, but he is much tougher than the average bear. Cast Crystali/Crystales on him and heal when needed. His Burst technique can take off nearly a 1/3 of a character's HP.

ITEMS: Zaal Seed GOLD: 1898

Defeating Zivilyn nets you a rare treasure, the Rune of Ill Omen. The next spot has the temple's final annoying puzzle to solve. Move the middle-right blue barrel into the slot in front of it. Now push the one below it. Then the lower-left blue, lower-middle blue, and ultimately the red barrel.

The completion of this increases the level of the lava. Activate the water flow to solidfy the molten lava. A boss is up next, so heal and save! If you desire to restore all of your HP without wasting any MP, use Fina's Lunar Blessing in a battle against weak foes. Just defend until everyone's health

is maxed out.

BOSS: Rokwyrm EXP: 1021 MAGIC EXP: 4

The difficulty ramps up a bit here... Rok's Cinder Storm can instantly petrify a party member, so be prepared to use Curia. Try to set up Fina's Lunar Blessing move as soon as possible. Give everyone's weapon the purple attribute and pummel away with attacks and Ice spells. If you're fortunate enough to purchase Aika's Swirlmerang, that'd be a big help.

ITEMS: Riselem Box GOLD: 1584

Walk over the remains of Rokwyrm into the room with the Red Moon Crystal on a pedestal. A secret passage to the outside reveals itself. Save and talk with Bellena, who seems to have other plans about the crystal...

Belleza summons the Red Gigas, Recumen, to kick your booty. Vyse, Aika, and Fina try running away from this monstrosity. And, out of the blue, Drachma comes to rescue them, again...

BOSS: Recumen EXP: 0 MAGIC EXP: 0

The Litte Jack won't be able to put a dent into this funky thing, so don't even try to defeat it. Recumen attacks with Red Ray when his turn pops up on a red square. Keep healing with Sacres. Fire the Harpoon Cannon on the red squares to knock the Red Ray attack off balance. Continue attacking the head with the Harpoon Cannon until Drachma gives you the choice to retreat. Do so.

ITEMS: None GOLD: 0

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Yer not out of the woods yet...

DIALOGUE SELECTION: You mean, attack Belleza's ship, right?

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BOSS: The Lynx EXP: 881 MAGIC EXP: 0

The Lynx has a Magic Cannon equipped, which means she can throw an offensive spell at ya. Most of the spells do  $\sim 2,000+$  HP damage, so keep an eye on the health bar. Choose the "Catch her off guard" option to gain an advantage for a few turns. Then get behind her the next selection. Head upward and blast the Lynx with the Harpoon Cannon.

ITEMS: Captain's Stripe, Magic Cannon, 3" Blaster GOLD: 2400

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After defeating Belleza, she calls off Recumen and makes an emergency landing in the desert. Drachma gets the wonderful idea of taking the engine from the Lynx and putting it into his own ship to get through South Ocean. Fly southwest of Maramba to reach it.

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There is a handwind in Couth Open, on flying through will take muite a hit

There is a headwind in South Ocean, so flying through will take quite a bit of time. Expect many random battles to fight. Get past this place, and the Ixa'taka Discovery is automatically added to your log. Map out the place and drop anchor at Horteka.

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Cham
Moonberry
Moon Stone Fuel
Paranta Seed
Sacri Crystal (x25)

The crew walks into Horteka and receives a rather awkward greeting. Don't bother talking to anyone, as none of 'em trust Vyse and his friends at the moment. Take the right path, then left, and climb down the ladder. Pass through the tunnel and enter the leader's hut here. Chat with the elder to learn what's goin' on. He speaks of the king's hideout north of here.

Go back to the beginning of this place. In the northern section of the Horteka minimap, there is an exit to where Centime's ancient ship is located. Right before the entrance, you can collect a Cham. Talk to Hans to receive the Moon Stone Fuel.

Return to the Little Jack, and fly north to the King's Hideout. The forest is now on fire because of De Loco's Chameleon ship. Now, of course, we must stop this mad man from comitting such an atrocity. =P

BOSS: The Chameleon EXP: 726 MAGIC EXP: 0

The battle starts out easy. Just plug a couple cannonballs into the side of De Loco's ship. But once the red squares start rollin' in, defend yourself or have the Little Jack turn into crispy chicken. Blast him before he uses the Flamethrower to knock him off balance, enabling you to hookshot the Chameleon from behind. Two shots, and he's done for. "Well done" at that... Ha ha ha...

ITEMS: Captain's Stripe, B-Type Cannon GOLD: 1900

De Loco passes out, and the Chameleon is barely able to flee. Now you may reach the king.

 Cham

Vyse explains the dilemma to the king of Ixa'taka. The king mentions that the High Priest Isapa knows where to find the lost city that holds the Green Moon Crystal. But...Isapa is being held prisoner in Moon Stone Mountain.

DIALOGUE SELECTION: Let's break into the Moon Stone Mines!

Be sure to take the Cham before you jet. Head southwest of Horteka to Moon Stone Mountain.

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Access the save point and enter the interior of the prison. When Vyse steps onto the blue panel, the alarm sounds, and De Loco knows who has intruded. Walk left.

In this room, there's a Cham lying on the floor by the shutter. Go up the slope and then left. You will see three squares: O, X, O. Cross over the X. Otherwise, Vyse'll fall into a trap and have to start over. Continue on to spot yet another set of squares. Again, walk ONLY on the Xs.

The next area is essentially the hub of the mountain. Run across the arrow panel on the left. You can also collect another Cham...it's near the middle arrow. If you want to obtain the De Loco Mail, go through the door up ahead and procede. Now you end up a floor above where you just were. Head left and step on the O. Open the chest and hit this O to get sent on a mine cart ride to the beginning.

Retreat to that exact room again and fall through the O on the right side. This presents you with three arrows. Walk on top of the middle panel. Open up the first door to rescue Centime from his cell. As a reward for freeing him, he will activate the elevators in the mines. Procede into the elevator in front of ya.

Take a right and continue on through the moutain. Eventually you'll find a room with Mine Partol enemies. Slap some sense into them. Sort through all of the doors, and Isapa will be in one. Isapa is so suprised that two women have come to rescue him and wishes to spend some "time" with them. Of course Aika isn't too happy over this...

De Loco opens up one of the massive entryways to his "favorite room." You know ya gotta do it, so walk through the tunnel... Try and get everyone's

level to around 20. Save and enter. De Loco is just about ready to send the spiked ceiling plummeting on Vyse and the crew, but the obnoxious Alfonso has to screw things up.

BOSS: Antonio 2 EXP: 1503 MAGIC EXP: 4

Yes, you have to fight this improved boss again... Set up Lunar Blessing, and use Drachma's Tackle when you have plenty of SP. Aika and Fina should do the routine focus and heal. You can have Vyse focus or use Cutlass Fury.

ITEMS: Moonberry GOLD: 2387

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In a humorous turn of events, Alfonso gets knocked down by his own creation. De Loco throws the switch...but nothing happens. Centime saves the day again. Exit Moon Stone Mountain and return to the king.

The wise Isana shares his knowledge of the Lost City with Vyse and the

The wise Isapa shares his knowledge of the Lost City with Vyse and the party. Unfortunately, Isapa doesn't even know what the riddle means either, but Fina explains.

Locate the Golden Man and Great Bird Discoveries. Each one contains a gem you need. Follow the general direction the Golden Man is pointing at. You should spot a stone head, which is the Lost City of Rixis.

ITEMS

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Cham

Put the gem from the Golden Man into the statue on the left. There's also a Cham southwest of that statue. Insert the other gem into the other head. This opens up the gate to Rixis.

<<<<<<<<<<<<<<<<<<<<<><<< LOST CITY OF RIXIS >>>

ITEMS

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1186 Gold

Golden Mask

Icyl Seed

Light Coat

Moonberry

Ruin Arm

Sacrulen Crystal (x2)

The city area is shrouded in mist, making visibility not so spiffy. Rixis was hit by the Rains of Destruction. Because of this, you have to weave in and out among the craters and city ruins.

The next sector of Rixis is simply platform-hopping. Just keeping moving from floor to floor and open up any treasure chests you spot along the way. Move onto the platform and step off onto the ledge. Step up the staircase and pick up the Cham. Go down, take a left, and attempt to lift the lid on the chest to fight Zivilyn Bane.

BOSS: Zivilyn Bane EXP: 397 MAGIC EXP: 2

Again, watch out for Burst. This time it takes out 800-1,000 HP, possibly to multiple characters. Focus, heal, and use Tackle. Have at least one character with a revive spell and/or crystals. You'll be needin' them.

ITEMS: Magus Seed GOLD: 2912

The treasure you acquire is the Golden Mask. Now exit via the stairs near the chest. Walk up to the ledge and hitch a ride on the hover pad. The alcove to the side has a Moonberry. The floor up above has a Light Coat in a chest.

The top floor has three paths. The very left takes ya to the beginning of Rixis. In the middle, there be a ledge that leads to the Ruin Arm. You should head to the right path.

At the northern point on the minimap, Vyse spots the "ghost" Aika saw earlier in Rixis. You have to chase him around these three circular platforms. Get him to run into the middle one and then approach from the east to force the apparition into a new place. Follow him to a temple.

File your game progress at the save point. Have everyone at Lv  $\sim 20$ . Waltz up the structure's stairs to get ambushed by a giant bird.

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BOSS: Rik'talish EXP: 1830 MAGIC EXP: 4

If you're feeling lucky, you can try to use Lunar Glyph on Toucan Sam here to save the party from harm for a short while. Assign Aika and Fina to do the focusing and healing, while Vyse and Drachma take up the usual spot of using physical attacks and Super Moves. Cast Increm on those two to help speed things up slightly.

ITEMS: Sylph Seed GOLD: 2700

The Green Moon Crystal is supposed to be in the pedestal, but it's gone. I wonder who could have it...? \*cough\* After Vyse tackles the mysterious dude that's been following the crew, it turns out he is a High Priest of Ixa'taka. And he reveals the entire plan the King and Isapa wish to carry out, summon the Green Gigas.

Of course, that's what exactly happens. However De Loco blasts the King with his prototype Moon Stone Cannon. Grendel is no longer controlled by the

Ixa'takan and decides to rip through anything and anyone it sees. Save and board the Little Jack.

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BOSS: The Chameleon EXP: 1043 MAGIC EXP: 0

For the first round, focus and fire once. Choose the option to open fire upon the Chameleon to gain a better shot at blasting De Loco. Defending yourself on the red squares to soften the blow from the Moon Stone Cannon. A hit or two from the Harpoon Cannon should cripple the Chameleon.

ITEMS: Hunter Torpedo GOLD: 2400

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And next up to bat is...

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BOSS: Grendel EXP: 1161 MAGIC EXP: 0

Like the Red Gigas, you can't really take him down, so you need an alternate strategy. As Drachma explained, you have to knock Grendel into the river. Just continually pummel the Gigas with cannon fire and use the harpoon when available. Eventually the Jolly Green Giant acts like a drunk, opening the door for you to boot 'im into the river. Slap a harpoon into his back and watch Grendel trip.

ITEMS: Captain's Stripe, Complete Kit, Grendel Wing GOLD: 2700

While the Gigas can demolish a city in seconds, they can't even swim, apparently... The King of Ixa'taka thanks you and hands Vyse the Green Moon Crystal. He mentions the Iron Net has been removed, allowing easy access between Valua and Ixa'taka. Exit and depart for the north.

As you head into Valuan airspace, the crew encounters the bizarre Black Pirate named Gordo. And he decides to board the Little Jack...

BOSS: Gordo, Mad Chef (x3) EXP: 648 MAGIC EXP: 2

Take out the Mad Chefs first so you don't need to put up with their Pyres attacks. The chefs can also poison your party members whenever they use the normal Attack. Once they're out of the picture, focus and have Drachma use Tackle on Gordo.

ITEMS: Cham, Flying Fish (x20) GOLD: 1049

Continue on to the Maw of Tartas (the Stonehenge-like circle).

<>< MAW OF TARTAS	>>>
<<<<<<<<<<	<<<<<<<<>>:<<
ITEMS	
Chom (x3)	

There are three Choms (not Cham =P) hidden around the seal. Walk into the hub of the circle. While the crew is discussing about how to get in, they're ambushed by four Valuan Enforcers. Piece of cake. They then blurt out some important info. Drachma hears about Rhaknam being nearby and desires to find him.

DIALOGUE SELECTION: We understand. We'll go with you...

Drachma drops anchor in a canyon near the seal and waits for the arcwhale. Vyse can't sleep, so he walks around the Little Jack. Go on deck to engage a cutscene with Vyse and Drachma. This provides background information on Drachma, so pay attention!

Fogs rolls in, and the mammoth whale is finally here. Fly east to a deadend with Rhaknam and Ramierz's cruisers. Drachma wants Vyse to fight the gunboat first.

BOSS: Valuan Gunboat EXP: 306 MAGIC EXP: 0

Choose the fight aggressive option and launch the harpoon. End of fight.

ITEMS: Deluxe Kit GOLD: 600

Drachma fires the Harpoon Cannon and latches onto Rhaknam. But the sly bastard Ramirez throws everything at the Little Jack, forcing everyone to abandon ship. Head down below into the room with the lifeboats.

The crew jets out, but Drachma has a different idea... The boats get shot down, and they're all disconnected from each other now...

Gonzales's Map
Moonberry

Head to the cliff at the end of the isle to see an improved view of what's here. Near the entrance to the eastern cave is a skeleton. Vyse notices there is something in his pocket and pulls out a piece of a map. Explore the tunnel directly in front of Vyse to locate a Moonberry and a resting place.

While Vyse is stranded in the middle of nowhere, Aika and Fina end up on Clara's ship. She hands them 5,000 gold and drops the two at Nasrad. And for the first time ever, you can actually control someone other than Vyse! \*gasp\* Well, okay, it's not that exciting... Explore the city, talk to people, and stop in at the inn when you're done.

Vyse needs to do a bit of huntin' for food supplies... Wander around the island and kill at least 15 Grapors. Don't worry, you can take 'em out just with a single slash.

The following day, Vyse sets up a signal flare just in case someone happens to fly by. Collect the fire wood and Moon Stones, and Vyse begins to fix what's left of the Little Jack's lifeboat.

And of course, since Vyse has the boat working again, another ship moves in nearby. He signals the vessel to come down.

Vyse explains to Gilder what's been happening. Then Gilder mentions his famous motto... "Women are like sunsets... They're beautiful, but there will be a different one tomorrow." He hands control over the Claudia to Vyse and tells him to fly to Nasrad. So head south!

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Abirik Cham

Cham

Pedro's Map

Sacres Crystals (x4)

Walk into the inn and rest. For a while, you'll notice how Vyse, Aika, and Fina will never meet face-to-face although they're in the same place. Talk to the old merchant you helped out earlier (in the weapons shop) for an Abirik Cham

Enter the tavern and speak with the man at the counter. Now head to the door that leads into the inn. There's an old man lying on the ground. Aika and Fina help him out. As a reward, Pedro gives them a piece of a map (\*hint\* \*hint\*). Pedro explains the past about this paper and the pirate named Daccat.

Now Vyse and Gilder are in control. Run north to the palace.

DIALOGUE SELECTION: We have important information.

Vyse attempts to warn the almight, overconfident Nasultan, but he merely laughs at the two. Don't you just love his mustache?;)

As Aika, depart for Daccat's Island. Fly north, behind Crescent Island. There you'll find several isles. Land on the larger one.

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ITEMS

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2001 Gold

Cham (x2)

Daccat's Armor

Daccat's Coin

Electrum Box

Magic Dew

Magic Droplet (x4)

Maiden Armor (x2)

Risan Crystal (x2)

Sacrulen Crystal (x2)

Skywing

Soul Crystal

Vidal Seed

Have Aika move onto the black panel and read the wall inscription. Pick up the Cham near the trees, too. Repeat said steps for Vyse (minus the Cham part). With both groups on the panel, it opens up the doorway.

Aika & Fina: Take the left hall to find the Skywing. Touch the cutlass-boomerang icon to switch to the other party.

Vyse & Gilder: The hall off to the side has a chest guarded by Zivilyn Bane.

BOSS: Zivilyn Bane EXP: 518 MAGIC EXP: 2

Since Vyse and Gilder are the only two here, Zivilyn Bane is weaker than he typically is. Vyse should focus and use Cutlass Fury, while Gilder fires away with his pistol.

ITEMS: Paranta Seed GOLD: 3444

And this Zivilyn Bane treasure is the Soul Crystal. The other nearby hall has a lever that opens up the door by Aika. Switch.

Aika & Fina: Open the chest, flip the switch, and change to Vyse.

Vyse & Gilder: Open chest and step on the tile.

Aika & Fina: Walk down the stairs and pick up the two Maiden Armors. Now touch the icon.

Vyse & Gilder: Rotate the device in the next room, head up the staircase, and open the chest with the Magic Droplets. Activate the thing twice, go down, and open chest. Rotate it twice AGAIN and switch.

Aika & Fina: Open box, step on tile, and switch.

Vyse & Gilder: Step onto the tile...

Aika & Fina: Get the Vidal Seed from the chest. You can also collect a Cham that's on the circle directly left from the entrance to here. Step on the next panel and change.

Vyse & Gilder: Touch the door in front of ya. You can find an Electrum Box and two Risan Crystals here. Hop onto the tile...

Aika & Fina: Change groups at the next icon.

Vyse & Gilder: This area is essentially the same as the other spot. Just keep moving forward by rotating the device and switching groups. Eventually all four will end up on two panels, moving the entire room around.

Heal and save at either point. And AT LAST, the entire group is reunited, but before they can celebrate with this touching moment, you have to defeat two kooky heads.

BOSS: Sinistra, Destra EXP: 2373 MAGIC EXP: 4

Sinistra and Destra are red- and purple-elementals (respectively). So hit Sinistra with purple spells/attacks, and Destra with red ones. Both of these characters hit HARD. Their Explode and Tundra Blast attacks hit each party member for 500-650 HP. And Death Waltz is twice as bad. Concentrate all fire on one of them first. Once one head is removed, Death Waltz is no more.

Approach Daccat's treasure chest. Gilder opens and finds...a piece of paper and a single gold coin. Vyse and Gilder laugh at this, but Aika fails to see the humor in it.

Meanwhile, Ramirez and his fleet have passed through the rift and plan to burn Nasrad to the ground. Fly back to Nasrad.

<<<<<<<<<<<<<<<<<<<<<>> Nalk into the central part of the city, and the Valuan Armada comes in.

Before the group can leave the port, Ramirez demands you to surrender.

DIALOGUE SELECTION: Surrender.

You could \*try\* to fight Ramirez, but you won't stand a chance. Vyse, Aika, and Gilder are in the Grand Fortress, for the second time...

<<<<<<<<<<<<<<<<<<<<<<<<<<<><<< GRAND FORTRESS

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ITEMS
---Cannon Room Key
Harbor Key
Moonberry
Unholy Dagger

A rather interesting scene occurs in Aika's cell with her and Vigoro. You see, kids, this is why the game has a T rating.;) In Vyse's cell, Gilder's parrot flies in carrying a note. Gilder picks the lock and opens the cell door.

Down the hall there are two Officers. Slay 'em and ride an elevator to the other prison block. Interrupt Vigoro's fun to engage a battle.

=-=-=-=BOSS: Vigoro EXP: 2101 MAGIC EXP: 4

Vigoro constantly uses his Charm attack on Aika, which causes confusion. Use Cutlass Fury and Gunslinger on him until he falls to his knees.

ITEMS: Cannon Room Key GOLD: 4087

With the key in hand, head to the cannon room via the elevator. Here Vyse and Aika look at a gigantic cannon Valua has fabricated. Vyse suggests exiting through the hole, so do it. Use the platform to ride to the top of the Grand Fortress. Along the way, Gilder's crew fires away. Save your progress at the save point and enter the gate.

After Ramirez has left the corridor, engage combat with the two Officers. Defeating them nets you the Harbor Key. Open the door to recruit Fina back. Ride the platform down and go through the entryway off to the side.

Every time you touch an area the spotlight shines on, a random battle begins. One chest is guarded by, you guessed it, Zivilyn Bane...

BOSS: Zivilyn Bane EXP: 809 MAGIC EXP: 2

Burst does 1,000-1,750 HP damage to your characters now, so break out the healing spells.

ITEMS: Magus Seed GOLD: 3807

The Unholy Dagger is now yours. When Vyse enters the next room, an elevator pops up with the Dralkor Tank...

BOSS: Dralkor Tank EXP: 2014 MAGIC EXP: 4

Pain in the butt, plain and simple. The tank's Wheel Blast can easily cut off 50% of a character's HP. Possibly the "easiest" way to win is to cast Increm on Vyse and Gilder and let them use their Super Moves. Aika and Fina should focus, heal, and/or defend.

ITEMS: Riselem Crystal (x5) GOLD: 4678

The alarm sets off, and guards are on their way...

DIALOGUE SELECTION: Let's take our chances and hop on.

Prince Enrique decides to help the crew, which seems rather odd to them. He explains why he is doing this.

DIALOGUE SELECTION: Of course you can come with us.

You're now in control of the newest airship, the Delphinus! Now you just need to break through the gate to get out of Valua.

BOSS: Fortress Gate EXP: 1408 MAGIC EXP: 0

Fire the Moon Stone Cannon. You're done.

ITEMS: Gear Grease GOLD: 3000

Everyone must now decide who should be the captain. It's Vyse, of course. =P

DIALOGUE SELECTION: I'll do it!

Enrique and Gilder mention about giving the Delphinus a flag and that they should check out the rest of the ship. Check out the compartment to the left of the bridge. Inside is Marco, who automatically joins Vyse's crew as its first member.

Speak with Gilder when you're done. He says he is going to leave the group and leaves Vyse with some advice about getting a crew and headquarters. Fly to Crescent Island.

ITEMS

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Cham

Moonberry

You can tell Enrique hasn't been outside of Valua too much... Gilder has sent Brabham and Izmael to help tweak the Delphinus and construct a base, all at the low, low price of...100,000G! If you already have the moolah, then just

give to 'em. If not, then fight, sell Discoveries, etc. until you have the cash.

Now you can pick one of three designs to be used on the Delphinus. It doesn't really matter what you choose, you can adjust it later. While the group sits around a campfire, Fina tells who Ramirez really is.

DIALOGUE SELECTION: Try and cheer her up.

Back in the bridge, Fina suggests heading to Yafutoma in the east. And Aika creates yet another wonderful picture... Enrique says to visit Esparanza. Head directly south of Maramba.

You can also pick up a Cham near what's left of the fountain in the Nasrad square. There's also a Moonberry between two shops in Nasrad.

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Enrique is still airsick after that ride, so Fina looks after him. Pass through the fortress walls into the town. Climb down the ladder and search for a Cham. Enter the pub and talk with Don to learn about the Dark Rift. Fina rushes in and tells Vyse to head to the port. Head to the Delphinus and talk with Enrique.

Admiral Gregorio wants the prince to return to Valua, but Enrique doesn't plan to do so anytime soon. Save at the inn and return to the airship to battle Gregorio...

BOSS: Gregorio Cruiser EXP: 848 MAGIC EXP: 0

Just focus for four turns, heal on the fifth, and let loose the Moon Stone Cannon.

ITEMS: Speed Wax GOLD: 1700

Round two...

BOSS: Gregorio Gunboat EXP: 848 MAGIC EXP: 0

Focus and heal until you have the dialogue choice box. Select the close in option. One hit from the Moon Stone Cannon will cripple the gunboat.

ITEMS: Shredder Bomb, Crystal Ball GOLD: 1700

And the final bout...

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BOSS: The Auriga EXP: 2573 MAGIC EXP: 0

The Auriga will pose much more trouble than the other two ships. Don't fire your cannons too much when the battle first begins. Focus and heal whatever damage you take. When the red square appears, cast Quika right before that square. This prevents Gregorio from hitting you with the Hull Ram attack. Dodging it allows the Delphinus to pummel the hell outta him. As long as you don't get rammed, you'll survive easily.

ITEMS: Captain's Stripe, Heavy Armor Deck, 12" Cannon GOLD: 5200

Now it's time to tackle the Dark Rift. But before you leave, you can collect a Moonberry in the town. Approach the arms merchant, turn right, follow the wall on the right, and open the chest.

Fly south of Esparanza and scan the dark wall for a portal.

<<<<<<<<<<<<<<<<<<<><<< DARK RIFT >>>

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ITEMS

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Aura of Valor
Chalice of Blood
Dream Cutlass
Magus Seed
Moonberry
Moss Armor
Sacrum Crystal (x3)

Think of this place as a dungeon, except you use the Delphinus instead of Vyse. Scattered around the rift are derelict ships that act as treasure chests. The Dark Rift is perhaps THE most confusing area in SoA to navigate through. While you're here, you can recuit Robinson if you have Polly in the crew.

If you want to travel directly to the exit, follow these directions (Let's see if I can confuse the hell outta ya. ^\_^) Fly through the tunnel by the save point. Move up, through the gap in the wall, then down, and through the portal you see. Now the Delphinus should be in a huge room with black Moon Stones. Fly forward and then to the right wall. There should be two portals, both diaganol from each other. Take the lower-right one. Hover up. Now, wouldn't you know it, Zivilyn Bane is guarding yet another chest here!

BOSS: Zivilyn Bane EXP: 751 MAGIC EXP: 3

Nothin' new here. Use Pirates' Wrath if you have it by now.

ITEMS: Zaal Seed GOLD: 4361

And your prize today is...Chalice of Blood! Head into the tunnel. And viola! The final room! Save and approach the bizarre critter you see...

BOSS: Anguila EXP: 2708 MAGIC EXP: 0

For the first set of commands, focus and then defend on the red square. Choose to stay in your current position when given the chance. Doing so opens up the Moon Stone Cannon option. Anguila's attacks are not exactly effective, so you'll be okay. Eventually it leaves its hole. Now's your chance to beat 'im down!

ITEMS: Concussion Bomb, Heavy Torpedo, Timing Valve GOLD: 5400

With that thing out of the way, you can finally leave the rift! Fly a bit northeast until a cutscene starts. Mysterious vessels from the East attack the Delphinus...

BOSS: Tenkou Spellship EXP: 478 MAGIC EXP: 0

This battle is tricky... The Tenkou ship can fly much higher than the Del, making it more difficult to nail it. Just shoot when ya got the chance.

ITEMS: Pyro Bomb, Crystal Ball GOLD: 900

Then a couple shadowy figures from the Tenkou flagship board the airship. Go out on deck to encounter Mao and Jao...

DIALOGUE SELECTION: Fight.

BOSS: Mao, Jao EXP: 1490 MAGIC EXP: 3

Don't be fooled by their lack of any weapons, these two can wreck lots of havor to your party, dealing out at least 1,000 HP to a character. Set up Lunar Blessing and keep the health levels high (Sacrum Crystals are a HUGE help). Boot one off the boat, and the another'll easy to eliminate.

ITEMS: Moonberry GOLD: 2554

Continue your flight to Yafutoma.

3,000 Gold Cham Moonberry

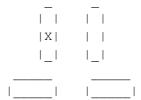
Upon arrival, Vyse and the gang are escorted to Lord Mikado. Vyse explains what he is trying to do, and the ruler mentions that the Blue Moon Crystal is hidden somewhere inside Mount Kazai. Hop into the elevator once you gain control.

There's a Cham near the waterfall on the right side of the minimap. Hit the shops and stock up on crystals, and you might as well recruit Kirala and Urala while you're here. When you are ready to fly off to Mount Kazai, speak to the ship parts merchant.

<<<<<<<<<<<<<><<<<<><<<<<<><<<<><<<<><<<><<<>>>>	·>>>>>>
<<< MOUNT KAZAI	>>>
<<<<<<<<<<<<<<<<>>>>>>>>>>>>>>>>>>>>>>>	·>>>>>
ITEMS	
Cham	
Moonberry	
Windsong Orb	

Aika immediately sees the Blue Gigas, Bluheim, encased in a rock wall. Anyway, enter and follow the path. You'll come up to an azure crystal switch. Press it to raise the room's water level. What ya need to do here is activate all of these devices. For now, let's take the path that leads to the right.

When you first enter the room, the area in front of you should look something like this:



Walk down the one with the  ${\tt X}$  in it. Jump down and traverse the pathway. Then turn on the switch you find. Backtrack to the main room.

Pass through the doorway directly across from your current position. This sector is a piece of cake. Go up the one slope and activate the crystal. Then do the same to the other one.

Now go through the final door into an frozen cavern. Take the right path when it forks. This leads to an underwater area. The tunnel on the right wall (from the minimap perspective) leads to a room with a box guarded by...

BOSS: Zivilyn Bane EXP: 854 MAGIC EXP: 3

Nothin' terribly new here... Aika and Fina should do the routine healing and focusing while the other two use their Super Moves on Bane.

ITEMS: Vidal Seed GOLD: 4738

And Windsong Orb is found in the chest... Go back to the former room and search for another short passage that exits the water. Head up, take a left this time, and turn on the last switch. Now traverse the entire way back to the central room.

Now after all that work the entire place is flooded. Make a long leap down to the bottom and head up the slope. Again, you have another path splitting up. Go straight for a Moonberry, then travel through the other one. You can find a Cham on the ground right after you turn left. When you make an entry into the next stone room, there are two strange things latched into the wall. Try to walk past them, and you gotta fight 'em. Just watch out for their petrifying attack.

Hit the next switch you see. When the water lowers, turn to the side and turn that device on. Run past the third one but hit the fourth. Walk across the tiles and board the hover platform. Everyone's level should be around 30 by now. Heal, save, and go over the stone walkway to...

BOSS: Tortigar EXP: 3875 MAGIC EXP: 6

This turtle is one pain in the ass... Its Steelskin ability covers itself in a metallic shell, neutralizing ALL attacks for a round. Ice Storm does ~1,000 HP damage per character, and Tortigar can petrify as well. It can't get any worse, right? Wrong... It can cast Sacrulen, healing ALL damage... Cast Increm/Incremus and equip Fina with a Gem of Fluidity (remember that you can change equipment during battle). Pirates' Wrath will be your best bet against Tortigar. If not, well, just do what you can... Since it can heal itself, it is absolutely necessary that you beat Tortigar down with everything you have as soon as possible.

ITEMS: Moonlight Robe GOLD: 4350

Now you can retrieve the Blue Moon Crystal... Speak to the merchant and tell him to head back to Yafutoma.

Chat with Mikado about the crystal. He wants it back and decides to throw a celebration for this event. While Moegi is taking the group to the guest

celebration for this event. While Moegi is taking the group to the guest house, the wimpy Muraji talks about this exiled prince named Daigo. And out of nowhere appears Belleza...

The Valuan Armada shows up at the port the following morning. So, run there! Aika is rather stunned to see Vigoro here. Belleza and Vigoro are going to try to weasel their way into "borrowing" the Blue Moon Crystal.

DIALOGUE SELECTION: Wait and see what happens.

The Valuan crew end up taking over Yafutoma by force. Moegi rushes in and tells Vyse that they should get the heck outta here.

DIALOGUE SELECTION: Run and hide.

Moegi pushes a revolving door and opens up a hidden exit. Go left to acquire the Sacrulen Crystals. Head the opposite direction and jump onto the escape ship. Moegi suggests picking up her brother Daigo to help take back Yafutoma.

Along the path you will need to fight against the Tenkou soldiers. They're pushovers. Collect the Cham that is on the circular platform right after the wooden structure. At the tip-top of the island is a shrine with Mao and Jao. Don't worry, you won't be fighting the twins this time. Daigo walks through the door, and Moegi explains the situation to him.

DIALOGUE SELECTION: Of course!

Fly back to Yafutoma to take on Valua...

Muraji is now in possession of the Delphinus, and being Air Pirates, Vyse and the crew gracefully jump on board, well, except for poor Enrique. ^\_~ The first battle is against four Yafutoman soldiers. Just pummel 'em with Rain of Swords until they fall. Now head to the bridge.

BOSS: Muraji, Soldier (x3) EXP: 1650 (varies) MAGIC EXP: 6

Like before, use Rain of Swords until the three Soldiers are dead. Two times should do it. Muraji acts as a spellcaster, casting Increm and other various spells. If he ends up boosting his speed, defense, and offense, just weaken him with Lunar Winds. He also summons more Soldiers to come to his aid, so be prepared for that.

ITEMS: Magic Dew (x4) GOLD: 3096

After hearing Aika's humorous comment about the Draco, you must fight the ship.

BOSS: The Draco EXP: 3246 MAGIC EXP: 0

"Hey Vyse! My cannon's bigger than yours! Hahaha!"

On the red squares Vigoro fires the Draco Cannon which deals at least 6,000 HP damage per hit. Defend during those times and focus on the green squares. Once you have at least 20 SP, fire the Moon Stone Cannon. Three hits will send Vigoro fleeing.

ITEMS: Captain's Stripe GOLD: 6100

Belleza wants to fight Vyse, but another problem arises...Kangan has summoned Bluheim. Being the Blue Gigas, it sends nearly every ship out of the area with its wind.

BOSS: Bluheim EXP: 4286 MAGIC EXP: 0

Bluheim is not very different compared to the other Gigas creatures you've fought. Its wind attacks deal anywhere from 3,000-7,000 HP a piece. Pay attention to what the next command set is like. If you see two red squares, that mean Bluheim will use the Blue Winds maneuver. Engage evasive action so the Delphinus doesn't get blown all over Creation. Make use of the C! squares with your cannons and attack with the Moon Stone Cannon whenever possible.

ITEMS: Captain's Stripe GOLD: 8100

Bluheim bites the dust, and Kangan surrenders to Daigo. Mikado eventually comes up with the decision that the Blue Moon Crystal belongs to Vyse. Daigo also gives them the Book on Polarity, and Moegi joins the ship's crew.

Return to the bridge of the Delphinus to discuss what to do next.

DIALOGUE SELECTION: Let's try heading east.

And, now you have FINALLY completed Disc 1! Fly east until you encounter a gray stone reef. Head south, and you will eventually find a gap you can move through. Now fly to Crescent Island.

Upon arrival you obtain the World is Round Discovery (why is it they have mechanical warships, but don't even know the world is round...?). Izmael and Brabham greet Vyse and join the crew of the Delphinus. Vyse hands the engineer the Book on Polarity and begins the construction on an engine that would carry the Delphinus higher and lower than ever before.

Talk to Belle, who is standing by the save point. This \*bouncy\* girl decides to join Vyse in his quest. You can find a Cham in this port by the barrels and

junk that are near the structure with the cannon. Leave the port to the outside of Crescent Island.

Ride the platform up the side of the mountain and enter the meeting room Izmael set up. Fina suggests the Lands of Ice to the south be the next target for a Moon Crystal. Aika speaks of one of her famous "legends" she has heard... This time Vyse is entrapped in an icicle, or a "Vysicle" as Aika says. ^ ^

Check around the flagpole outside for another Cham. Then head on out of here. Fly off to the Lands of Ice. You can reach it by going to the very north or south of the game map. In one spot there, you can see through the sheet of ice. Scan the ground for some sort of structure beneath the ice. Crash into it with the Delphinus.

I've been informed that there is a Moonberry hidden under Glacia. Search for an entrance in Low Sky under Glacia for the item.

<<<<<<<<<<<<<<<<<<<<<<<<<<<<><<< GLACIA

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Lucky you, there's a Cham right in the first room! Pass through the first automatic door and consult the Guardian Stone in the center. It asks you a question...

Q: What is the Purple Moon Stone's power?

A: The power of Ice.

Answering correctly the FIRST time contributes towards raising Vyse's swashbuckler rating. Anyhow...slide down the frozen tunnel the stone opens for ya. Then there be another question...

Q: What number is hidden in the Crest?

A: Maybe two?

And for the final Q...

Q: Which abilities?

A: Will and spirit.

In the upcoming room, it's completely shrouded in fog. Vyse doesn't pay attention and ends up falling off a ledge, well, almost. ^\_^ Suddenly the fog lifts and displays a topsy-turvy city of ice. Ride the platform over.

Take a left at path split you first spot to pick up Aika's Ice Splitter. Go back and walk through the other path choice. Then you find a chest guarded by Zivilyn Bane, containing the Winter Orb. I think you've tackled Bane enough times by now, so I won't list any more info on 'im from now on.

Continue along yer merry until you come upon a three-way split. The east path has a Cham on it. North contains a chest with the Frostblade. So, of

course, that means the last path is where you should head to. Build the party to at least Lv 35, save, and move on...

BOSS: Veltarn EXP: 3357 MAGIC EXP: 6

Like Destra, Veltarn is a purple-elemental (since we are in the Lands of Ice that should be obvious =P), so fight using weapons with a red element and cast the Pyri family spells. Avalauncher will be your greatest fear in this fight. This inflicts 1,800+ HP damage to at least one party member. Death Laser has a CHANCE at instanting knocking out a character... Make use out any Riselem Crystals you might have in your inventory. Cast Increm on Vyse and then use Pirates' Wrath (if you actually enabled it by now). The most important objective is to keep everyone's HP at 2,000 or more. Things get ugly if half the party is wiped out because you didn't bother healing them.

ITEMS: Crystalen Box GOLD: 6491

Take the hovering platform to the central temple thingy. Aika notices someone in the fog, and it is...Drachma! The game goes into a sequence with Drachma talkin' about why Rhaknam is here. The Purple Moon Crystal is embedded in Rhaknam's skin. The arcwhale perishes and drops the crystal.

Drachma believes he should leave the group for good and start a new life.

DIALOGUE SELECTION: Yeah. We should just let him go.

Make the long trak back to Crescent Island.

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Using that Yafutoman book, Brabham has constructed an engine that allows the Delphinus to fly anywhere on the map. Ride up to the meeting room. Fina says that you need to obtain the Yellow Moon Crystal. With this brand new engine, you're now able to get to it this time.

Leave the island the following morning. Since you can go anywhere, now would be a great time to locate the crew members. Recruiting Ilchymis should be one of your main priorities since he can set up a shop that sells Seeds. There's also a Cham in his island.

Remember that there are absolutely no random battles while in High Sky or Low Sky. This makes the situation much, MUCH easier. Search for the Dancing Lights Discovery under the Valuan continent. Near it is the entrance to the Maw of Tartas.

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<// MAW OF TARTAS
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Nothin' too interesting here. Go west, then east, and enter the open room. Float up to the top to the Yellow Gigas...

BOSS: Yeligar EXP: 4763 MAGIC EXP: 0

Assuming you went and upgraded the Delphinus, Yeligar is a breeze. Its attacks are weak (3,500 or so HP), however, its HP level is quite high. Select attack from above when able to do so. Diminish its health slowly with your main cannons and let loose the Moon Stone Cannon.

ITEMS: Captain's Stripe, Thunder Cutlass GOLD: 8700

Yeligar goes out with a bang and leaves a huge crater with the Yellow Moon Crystal. Retreat back to the homebase...

Vyse walks in and discovers Gilder sitting at the meeting room table. After their discussion, Fina plans to return to the Great Silver Shrine. The only way to accomplish this task is by using the ship she had waaay back at the beginning of the game.

Morning arrives, and you should head off to the port. Gilder lets Vyse know about this secret base Valua is building that travels down into the "bottom" of Arcadia.

Depart for Dangral Island. You can find it a hair northeast of Shrine Island in Low Sky.

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ITEMS

4,000 Gold
Imperial Blade
Moonberry

Sacrum Crystal (x2)

Save at the point and climb down the ladder into the air duct. Vyse spies on two Valuan guards around a power switch. In this section of the base, there are fans you must pass through, but the power needs to be shut off. So you know what that means? Bust out the C4!

You can peer into the grates in the duct to see what's on the next floor. One of 'em shows the guards at a table with unique schematics for the ship that can reach Deep Sky. Search out for the power lever and pull it, although C4 would be more fun...

Pass through the fans and jump down to the lower floor. The eastern zone has six rooms, some of which have chests. Take the hallway in the west.

Enter the doorway directly in front of you. Borrow the plans for the ship off the table. Galcian notices the crew so, of course, he has some scheme ready to use...

Attempt to leave Dangral Island, and Galcian intervenes. Gregorio appears and leaves the evil mastermind to himself. Don't let his sacrifice go in vain, just get the hell outta here!

Hand the schematics to Brabham and have him modify the Delphinus. Then fly to the Vortex near Shrine Island.

<<<<<	<<<<<<<<<<<<><<>>>>>>>>>>>>>>>>>>>>>>>>	·>>>>>>>>
<<<	THE VORTEX	>>>
<<<<<	<<<<<<<<<<<<><<<<<><<<<<><<<<><<>>>>>>>	·>>>>>>>
ITEMS		
Velori	ium (x2)	

Descend into the unknown... Enrique gives a demonstration of how the sonar system works. The device is limited to ten charges. You will need to resurface to gain the charges back. But just to make things easy for ya, here's a grid with the locations:

F = FINA'S SHIP
V = VELORIUM

The Velorium pieces are used in constructing Vyse's Vorlik Blade. Return the items to Ryu-kan to create the weapon. Retrieve the ship from the mud when you're ready.

As soon as it's picked up, the Delphinus is fired upon by De Loco..

BOSS: The Chameleon EXP: 3988 MAGIC EXP: 0

It's pitch black in the Vortex, meaning that you have absolutely no idea when De Loco is open to attack. You'll just have to fire and hope they hit... Fortunately, the Chameleon's HP is fairly low. But defeating De Loco once ain't cuttin' it... He decides to hook on to the Delphinus with his own variant of the Harpoon Cannon. Like before, you can't tell what's going on. De Loco won't be any trouble.

ITEMS: Captain's Stripe, Twin Turbo, Magic Shell GOLD: 7000

And the Chameleon finally crashes and blows to bits. Exit via the vortex you came down in. Move off to Sailors' Island, and Captain Baltor spots the Delphinus...

------

BOSS: Blackbeard II EXP: 1381 MAGIC EXP: 0

The "improved" Blackbeard is incredibly weak, defensively anyway. A few cannon shots will take down Baltor.

ITEMS: Timing Valve, Spherical Figure, Hybrid Wax GOLD: 2400

Park the airship at Sailors' Island and drop off Enrique.

DIALOGUE SELECTION: Be careful!

Now return to Crescent Island...

<<<c><<c><<c>CRESCENT ISLAND >>>

Gilder and Clara show up and hold a farewell party for Fina. While they're sharing stories and such, the Valuan Armada attacks out of the blue. Three soldiers paradrop from a ship...

BOSS: Shadow (x3) EXP: 2272 MAGIC EXP: 4

Although you only have three party members here, the Shadows are not too tough. Use Cutlass Fury/Pirates' Wrath or Rain of Sword. The only attack worth watching out for is Death Strike, which can instantly kill a character.

ITEMS: None GOLD: 3351

\_\_\_\_\_\_

Ramirez appears and demands to have the Moon Crystals.

DIALOGUE SELECTION: You'll have to kill us!

Battle time...

BOSS: Ramirez, Shadow (x2) EXP: 0 MAGIC EXP: 0

Try as much as you want, you can't win this fight... When I first did this, I thought you could actually win. >\_< Anyway, just let the foes beat you down.

ITEMS: None GOLD: X

Now big, bad Ramirez has all of the crystals and informs you of the true purpose of the Moon Crystals. He \*tries\* to remove the crystal from Fina's body, however, Gilder saves the day.

DIALOGUE SELECTION: I will not give up!

The homebase has been burnt to the ground, and reconstruction has begun. Fina is in a bit of a slump, so Aika suggests talking to her in the meeting room.

DIALOGUE SELECTIONS: I understand...

We'll go anywhere with you, Fina!

Now it's time to shove off for the Great Silver Shrine, and Gilder rejoins the party. Hop into Fina's ship.

This cardboard box in the sky is one kooky place. Save your game and activate the teleporter down the line. The next section of the shrine is essentially a maze...

Head up the ramp and go forward to flip the world upside down. Now you can choose one of three ways. The north path leads to a Silver Armor. Take a left when yer ready. Walk right when the new pathway appears. Grab the Moonberry there and keep headin' straight until you reach a hover platform device. Again, dash forward to find a Moonberry box. Backtrack and procede until you encounter a sort of three-way. Left has another Silver Armor. The other takes ya to the Chamber of Elders.

The Elders learn of Ramirez's theft of the crystals and takes the party to the Hall of Knowledge. Elder Prime reveals \*everything\* of the background information in the game.

DIALOGUE SELECTION: Who do you think you are?!

Galcian and Ramirez just happen to show up and extricate the Silver Moon Crystal from Elder Prime. Flee back to headquarters.

The base is rebuilt, and Gilder says that the elevator in Dangral Island is now constructed and ready to go. So make that your next destination.

Work your way through the air duct to the outside. Look around for an elevator with a control panel. Activate it and ride to Soltis...well, not quite...

BOSS: Vigoro EXP: 4658 MAGIC EXP: 8

Vigoro is more prepared this time around...with a bazooka. He can either do 3,500+ damage to one character or about 1,500 to all using his two bazooka attacks. Gilder and Vyse should duke it out with physical attacks, while the two left heal and focus. Hopefully you have Lunar Light by now...

ITEMS: Paranta Seed GOLD: 6812

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Vigoro knows when he is defeated and leaves. Move on and locate the elevator to reach Deep Sky. Soon you come to a walkway with several flickering lights. Run up to Galcian and Ramirez...

BOSS: Eliminator EXP: 4658 MAGIC EXP: 8

Apparently this guy is a distant cousin of the Sentinel...

The Eliminator does a "Target Search" before it uses its Laser Blast or Blaster attack. The former can petrify an ally. Cast Incremus and pummel the boss with Super Moves.

ITEMS: Moonberry GOLD: 6812

\_\_\_\_\_\_

Although you have defeated their guardian, Galcian and Ramirez break the seal and raise the continent of Soltis. Run up the elevator rail and flee from the island.

Fly the Delphinus into Soltis. The Dome of Light sets itself up and prevents any sort of entry. Galcian gives a demonstration of the Rains of Destruction on Valua. Needless to say, there's nothing leftof the city after that... Fly back to HQ.

<</p>

Vyse needs a fleet to penetrate Galcian's defenses and that's exactly what he receives. Various characters from the game, even Baltor, are aiming to help Vyse against Galcian.

DIALOGUE SELECTION: We can't let Galcian get away with this!

Talk with Aika near the meeting room entrance.

DIALOGUE SELECTION: Hey, I'm scared, too.

And then Fina by the flagpole...

DIALOGUE SELECTION: Say comforting words.

Leave the isle the following morning.

DIALOGUE SELECTION: Let's make history!

Your first ship battle is against...

Most, if not all, of its attacks can't even do more than 10 HP damage. A couple shots to the hull, and this thing is kaput.

ITEMS: Frost Bomb, Thunder Bomb GOLD: 600

The second line of defense...

BOSS: Galcian's Elite EXP: 1446 MAGIC EXP: 0

Certainly a step up from the last fight. No real strategy needed here. Remember to hold your position when the ship "runs away."

ITEMS: Complete Kit, Crystil Cannon, Double Shaft GOLD: 2400

And here we go...

BOSS: The Hydra EXP: 6943 MAGIC EXP: 0

Just as a friendly warning here, this battle will probably take you AT LEAST 30 minutes to complete. If you don't have that kinda time, turn off your DC now until you can. =P

The Delphinus is open to heavy fire almost every single turn, and some of these attacks can deal more than 10,000 HP damage at a time. ALWAYS keep the Del's HP gauge at least 50% full. Heal only by using either Complete Kits or Sacrulen.

Retaliate with your best cannons when the C! square is available. Casting Increm can help, too. Use the Moon Stone Cannon when you can. Eventually the Hydra drops some of its metal casing and reveals the Hydra Cannon. Galcian can fire it on the red squares at the end of each round, so take evasive action. The Hydra can also heal itself. Fortunately it's only Sacres (8,000 HP) instead of Sacrulen. Hang in there and slowly dish out the damage.

ITEMS: Captain's Stripe, Moon Cannon, Moon Torpedo GOLD: 11900

Yeah, even though you crippled the hell out of the Hydra, it's still flying. Vyse and the party board the air fortress to find Galcian.

<<<<<t ri>

ITEMS

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Magic Dew (x2)

Moonberry

X Cannnon

Heal up with Enrique, save, and enter the interior of the Hydra. Travel down the catwalk and get across to the other side. Take the X Cannon from the chest and then climb up the pole and ladder.

Four entrances are on the deck of the Hydra. The middle-left has a chest with two Magic Dews. The far right has a Moonberry. Since you just came out of the middle-right, that leaves the entrance way left as your ultimate destination. Look around for the hall into the engine room. Exit out to the bridge to find Galcian...

BOSS: Galcian EXP: 7471 MAGIC EXP: 8

Galcian loves to use instant death spells, so setting up Delta Shield every round would be recommended. And Terminal can take off 75% of an ally's HP. Use crystals instead of spells to help conserve SP.

I found that this battle flow works pretty well:

Vyse - Pirates' Wrath / Focus

Aika - Delta Shield / Focus / Heal

Fina - Lunar Light / Focus / Heal

Gilder - Focus / Heal

ITEMS: Valuan Medallion

GOLD: 10387

Galcian refuses to lose to Vyse and his friends. He flees using the bridge as an escape pod. However, Belleza's ship comes into the picture...

Ramirez plans to use the Rains of Destruction again, but the Elders are going to stop that from occuring... Their noble deed also crushes the Dome of Light over Soltis.

ITEMS

Abirik Cham (x2)

Cham

The next place to shove off to is Shrine Island in Soltis. During this time you can switch your fourth party position between Gilder, Enrique, and Drachma on the deck of the Delphinus. There's a Cham on the deck, too.

If you want to do heavy leveling before venturing into Soltis, there are two spots I could recommend. One is the area around the Loopers' Nest. The only enemies there are Loopers, of course. The other place is in the final room of the Dark Rift (enter it via the Yafutoma portal). You'll notice a giant Looper named Elcian there. It's a tough fight, but Elcian is worth 7,500 EXP, 20 Magic EXP, and 15,000 gold. You can fight it again by reentering the Dark Rift.

There are also two Abirik Chams you oughta get if you plan to evolve Cupil all the way. Capture 10 Sky Sardis. Some are near Gordo's Bistro above a tiny

island. Take the fish to the vessel flying around south of Horteka. The captain gives you the Cham in return. You need to do a bit of running around to get the second Abirik Cham. Talk to the tavernkeep in Esparanza and then her mother in Maramba. Keep conversing between the two until the woman from Esparanza wants Vyse to search for three food ingredients: Kabal, Khale, and Gentum. Speak with Gordo (either at his restaurant or his ship near Soltis) to receive Kabal. Find the Spice Island Discovery in the East to get the Khale. And chat with the items merchant in Nasrad to purchase Gentum for 500 gold. Deliver the improved skewer to the mother and return to Esparanza for your reward.

Before you fly to Shrine Island, make sure the party's levels are at least 60. Have 'em at 70 if it all possible. If you don't mind being really cheap, spend all of your money on buying Paranta Seeds from Ilchymis's shop on Crescent Island and give them to Vyse. In the end he'll do a ridiculous amount of damage, especially when firing cannons in ship battles. ^\_^ Now head to the Shrine.

Before you even move anywhere, a boss appears...

BOSS: Gadianos EXP: 1531 MAGIC EXP: 0

You just need to be quick here. A couple shots will take it down.

ITEMS: Complete Kit, Sparkling Deck, Moon Gun GOLD: 2500

Traverse down the pathway and pass through the door. Walk around the outside ring to the bottom of the hub. If you continue left past the stairs that lead to the Sentinel's remains, you can collect a Cham. When you're done, activate the large door near the Sentinel.

The next area has several dead ends for you to run into. Go straight, right, right, left, left, straight, walk around the ring, right, forward, right, and finally...left (hopefully those directions are correct ^\_^). If you look on the minimap, check out the northern most circle in the yellow ring for a Cham.

Continue on to a circular room in the style of the Great Silver Shrine. There's a Cham here, too. Warp through the place and scan the walls for a door. Record your progress at the save point you encounter and enter the entryway to Ramirez. Needless to say, he is rather pissed about the incident with Galcian...

BOSS: Ramirez EXP: 7835 MAGIC EXP: 10

Now, if you actually leveled up to what I recommended, this boss is

incredibly easy. Ramirez uses Drilnos and Eterum, so set up the Delta Shield

every round. His Silver Eclipse does at least 1,000 HP da	mage per character.
And he has his own version of Lunar Blessing, except this	regenerates 600 HP
at a time. Cast Increm on Vyse (when you can) and have hi	m use Pirates' Wrath.

ITEMS: None GOLD: 0

Ramirez goes insane and "merges" with Zelos. Now you must battle this Gigas, which reminds me of the Technodrome for some reason...

This battle takes time but not as much as the Hydra did. Zelos has power from all of the Moons, allowing it to cast any type of spell. Take an aggressive stance and fire yer best stuff.

Eventually Zelos transforms into a clawlike shape. The Delphinus is open to many more attacks... The Great Moon Ray will deal around 6,000 damage, and it is used nearly every other turn. And then there's Judgement and Moon Lament, which cause over 10,000 a hit. Use any Complete Kits you have with you. The chance to fire the Moon Stone Cannon is rare, so obviously make use of it when you can.

ITEMS: Captain's Stripe GOLD: 0

And just when you thought it was over Ramirez appears with a little aid. Heh, I like the way he says "DIE!" here...

Follow the exact general strategy as before. The new techniques at Ramirez's disposal include Silver Nightmare, where he takes control of a random character and has he/she use a Super Move on the group, Destruction, an ice attack that causes 1,000+ to all, and Silver Binds, which nearly rips a character to shreds. Always keep an eye on the health bars...

ITEMS: None GOLD: 0

Now you can sit back and enjoy the kick-ass ending! And it looks like Cupil finally received the eye patch we've been looking for!  $^-$ 

This section covers the spells and their SP costs.

----

```
Sacri
SP Cost: 2
Effect: Restores 500 HP to one party member.
Sacres
_____
SP Cost: 4
Effect: Restores 1,000 HP to one party member.
Sacrum
SP Cost: 8
Effect: Restores 1,000 HP to all party members.
_____
Sacrulen
-----
SP Cost: 6
Effect: Restores all HP to one party member.
Noxi
SP Cost: 3
Effect: Damages and can Poison one enemy.
____
Noxus
SP Cost: 6
Effect: Damages and can Poison all enemies.
<>< RED MOON STONE MAGIC
                                                            >>>
Pyri
SP Cost: 2
Effect: Damages all enemies with fire.
____
Pyres
----
SP Cost: 4
Effect: Damages all enemies with a fiery explosion.
____
Pyrum
SP Cost: 6
Effect: Damages all enemies with fireballs.
-----
Pyrulen
-----
```

```
SP Cost: 10
Effect: Summons a firestorm and scorches all foes.
_____
Increm
SP Cost: 4
Effect: Increases offensive and defensive powers of one party member by 25%.
_____
Incremus
SP Cost: 16
Effect: Increases offensive and defensive powers of all party members by 25%.
<>< PURPLE MOON STONE MAGIC
Crystali
_____
SP Cost: 1
Effect: Freezes one enemy in ice.
-----
Crystales
-----
SP Cost: 2
Effect: Impales a single enemy with an icicle.
Crystalum
-----
SP Cost: 3
Effect: Uses a column of ice on one enemy for massive damage.
-----
Crystalen
-----
SP Cost: 4
Effect: Most powerful ice spell. Summons pillars of ice.
Sylenis
_____
SP Cost: 2
Effect: Causes Silence to one enemy.
_____
Panika
_____
SP Cost: 3
Effect: Causes Confusion to one enemy.
<>< BLUE MOON STONE MAGIC
                                                    >>>
```

```
Wevli
SP Cost: 2
Effect: Summons a whirlwind that damages one enemy and any others nearby.
Wevles
_____
SP Cost: 4
Effect: Summons a tornado that damages one enemy and any others nearby.
Wevlum
_____
SP Cost: 6
Effect: Summons wind and rain to damage all foes.
-----
Wevlen
_____
SP Cost: 8
Effect: Summons several tornados that rips through all enemies.
Quika
SP Cost: 6
Effect: Doubles the speed of all party members. Helps to dodge attacks run
      away from battle easier.
----
Slipara
----
SP Cost: 6
Effect: Can cause Sleep to all enemies.
YELLOW MOON STONE MAGIC
_____
Electri
_____
SP Cost: 2
Effect: Creates a bolt of electricity that damages a single enemy and anyone
      else in its path.
-----
Electres
-----
Effect: Creates a damaging electric bolt that hits all foes in a line.
Electrum
_____
SP Cost: 6
Effect: Creates a massive bolt that strikes all enemies in a line.
-----
```

```
Electrulen
_____
SP Cost: 8
Effect: Causes critical damage to all enemies in a straight line.
Driln
----
SP Cost: 3
Effect: Lowers a single enemy's stats by 25%.
Drilnos
_____
SP Cost: 6
Effect: Lowers all enemies' stats by 25%.
<>< SILVER MOON STONE MAGIC
                                                               >>>
Curia
SP Cost: 2
Effect: Cures one party member of any status effects (except death).
Risan
SP Cost: 4
Effect: Has a 50/50 shot of reviving a party member with 50\% of their HP.
_____
Riselem
-----
SP Cost: 8
Effect: Revives one party member with maximum HP.
_____
Eterni
SP Cost: 5
Effect: Can cause instant death to one enemy. Of course, this does not work on
      bosses and a few powerful enemies.
_____
Eternes
SP Cost: 10
Effect: Can cause instant death to all foes.
_____
Eternum
_____
SP Cost: 15
Effect: Causes instant death to one enemy, unless it is immune. If that's the
      case, then the foe takes damage.
```

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     8)
        DISCOVERIES
This section lists the discoveries and where they're found.
NOTE: If you need help determining where a map coordinate is located on the
     world map, I made a simple image with the letters and numbers on the
     sides. Drop me a message, and I can send you this image as soon as I
     can.
Pirate's Grave
_____
Guild Hint: "It stands on a small island north of Moon Stone Waterfall, in
          Blue Rogue territory."
Map Coordinate: E8
_____
Guidestones
-----
Guild Hint: "If you go north from Sailors' Island, you'll see a small island.
           You'll find something there."
Map Coordinate: H6
_____
Sky Coral
Guild Hint: "From the ruins on Shrine Island, go southeast, and it's just
           beyond the stone reefs."
Map Coordinate: G8
Silver Moon Pit
_____
Guild Hint: "Silver Moon Stones are found near Shrine Island. Try going
          through the stone reefs east of there."
Map Coordinate: G8
-----
Topple Rock
_____
Guild Hint: "It's on the island that Maramba is on. You'll see it when you get
           there."
Map Coordinate: I7
_____
Wandering Lake
_____
Guild Hint: "If you go to the Nasr desert, you should be able to find it right
          away."
Map Coordinate: J7
____
Oasis
Guild Hint: "Try looking in the narrow strip of desert in southern Nasr."
Map Coordinate: J8
```

Sandfalls

```
Guild Hint: "Try looking high above Nasr. I hear it's an island high above the
            desert."
Map Coordinate: J8
Temple of Pyrynn
-----
Guild Hint: "It's a huge ruin that stands in the middle of the Nasr desert."
Map Coordinate: K6
Beak Rock
_____
Guild Hint: "Somewhere in the South Ocean, there's an island that never moves
            in the wind."
Map Coordinate: E10
Sky Anemone
_____
Guild Hint: "It lives in South Ocean. There's all kinds of creatures out
            there, eh?"
Map Coordinate: G10
Ixa'taka
Guild Hint: "You know, you're still the only one who's ever gotten to the new
            continent via South Ocean."
Map Coordinate: D10
-----
Garpa Fruits
_____
Guild Hint: "I hear that Ixa'takans usually settle on islands where these
            fruits grow."
Map Coordinate: C8
_____
The Great Bird
_____
Guild Hint: "It's on the plains near the large lake in Ixa'taka, with a
            waterfall feeding into it."
Map Coordinate: B7
-----
Golden Man
Guild Hint: "It's right next to the King Ixa'taka's hideout. They say it
            points to the lost city of Rixis."
Map Coordinate: C7
Gates of Rixis
_____
Guild Hint: "The ruins are by a plateau in north Ixa'taka, indicated by the
            Golden Man and the Great Bird."
Map Coordinate: B6
```

```
_____
Ixa'takan Palace
-----
Guild Hint: "You can find it on a large island north of where the Ixa'takans
           live."
Map Coordinate: C7
-----
Ixa'ness Village
-----
Location: "Look for an island to the north of the Moon Stone Mountain in
          Ixa'taka."
Map Coordinate: B9
-----
Mysterious Rings
-----
Guild Hint: "Try looking right in the middle of North Ocean, between Valua and
            Ixa'taka."
Map Coordinate: C5
Will o' Wisps
-----
Guild Hint: "Try looking right in the middle of North Ocean, Valua, and
           Ixa'taka."
Map Coordinate: C5
_____
Roc's Nest
Guild Hint: "They say the nest is on the tip of a peninsula in the north of
            Ixa'taka."
Map Coordinate: B5
The Giant Throne
_____
Guild Hint: "It's on an island near the middle of North Ocean. Once you get
           there, you'll see it."
Map Coordinate: E5
_____
Lighthouse Ruins
-----
Guild Hint: "It's on an island facing North Ocean, on the west coast of the
           Valuan continent."
Map Coordinate: F3
-----
Ancient Palace
Guild Hint: "There's a large valley in the middle of the Valuan continent.
           It's somewhere near there..."
Map Coordinate: H4
_____
Skull Rock
Guild Hint: "On the tip of a peninsula on the east side of Valua, there's a
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strange-looking rock..."
Map Coordinate: J3
_____
Stone City
-----
Guild Hint: "Try flying along the northern coast of Valua. You should be able
            to see it."
Map Coordinate: H3
_____
Ship Graveyard
-----
Guild Hint: "It's near North Dannel Strait. You can't get there with a normal
            ship, though."
Map Coordinate: 16
-----
Philoshopy Stone
_____
Guild Hint: "It's in the skies of northern Valua. A philosophizing sailor, eh?
           Sounds interesting..."
Map Coordinate: G1
_____
Balloon Flower
Guild Hint: "I never thought anyone would actually find it... Try looking in
            the skies above northern Valua."
Map Coordinate: J2
The Lands of Ice
_____
Guild Hint: "Far south of South Ocean, under the Purple Moon, that's where the
           frozen continent is."
Map Coordinate: F11
Icebird
_____
Guild Hint: "They live on the western snowy plains, in the Lands of Ice."
Map Coordinate: E12
_____
The Frozen Giant
_____
Guild Hint: "Near the Land of Ice, there's floating masses of ice called
            icebergs. It's in one of those."
Map Coordinate: E12
_____
Aurora
Guild Hint: "Go to the Lands of Ice, and I'm sure you'll have no problem
            finding it."
Map Coordinate: E1
-----
Blimp Wreck
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```
Guild Hint: "You might want to try looking in the area right near the entrance
            of the Dark Rift."
Map Coordinate: J11
Giant Squid Nest
_____
Guild Hint: "It's somewhere in the southern area of the Dark Rift. I guess not
            too many people go there..."
Map Coordinate: K12
Black Moon Stone
_____
Guild Hint: "I've heard rumors about a strange Moon Stone floating somewhere
           in the Dark Rift."
Map Coordinate: K11
_____
Yafutoma
Guild Hint: "The object of many a sailor's dreams...it's to the East, beyond
            the Dark Rift."
Map Coordinate: M6
-----
Uquisu's Nest
Guild Hint: "It's on an island straight south from Yafutoma, near the Dark
            Rift."
Map Coordinate: L9
_____
Guardian Walls
_____
Guild Hint: "Go through the Dark Rift to Yafutoma, and you can't miss it."
Map Coordinate: M8
_____
Wonderbirds
Guild Hint: "They've been seen flying in the skies north of a mountain called
            Kazai, in Yafutoma."
Map Coordinate: M4
_____
Dheerse
Guild Hint: "I hear there's a big wall that goes around Yafutoma. It lives on
           an island on that wall."
Map Coordinate: N5
_____
Grieveing Prince
_____
Guild Hint: "Try looking for an island near the stone reefs far to the south
            of Ixa'taka."
Map Coordinate: B9
-----
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```
Spice Island
Guild Hint: "The island is in the skies south of Yafutoma, they say. They
            they got pepper there, too."
Map Coordinate: L7
 ------
Mystic Orchard
_____
Guild Hint: "It's in a wide area south of Yafutoma. Apparently it comes up a
           lot in Yafutoman stories."
Map Coordinate: All
_____
Inverse Isle
_____
Guild Hint: "It's in an area east of the Dark Rift. I guess no one goes there
           too often."
Map Coordinate: M10
_____
World is Round
_____
Guild Hint: "Everyone said monsters lives beyond the end of the world...but...
            the two ends were connected!"
Map Coordinate: N/A
-----
Ruins of Rolana
_____
Guild Hint: "It's really hard to get to, between a sky rift and some mountains
            in eastern Nasr."
Map Coordinate: K7
_____
Southern Cross
Guild Hint: "It's just south of South Ocean. I hear it's a beautiful place..."
Map Coordinate: D11 (Low Sky)
_____
Rainbow Island
Guild Hint: "Somewhere at high altitude, they say there's a place where
           there's always a rainbow."
Map Coordinate: K5 (High Sky)
Moon Stone Lake
-----
Guild Hint: "Just follow the Moon Stone waterfall to its source. You should
           find it easily."
Map Coordinate: E9 (High Sky)
_____
Iron Star
Guild Hint: "It's high above Nasrad. I hear it's some relic from some ancient
            civilization..."
Map Coordinate: K5 (High Sky)
```

```
Alupas
Guild Hint: "There's an island with a waterfall that feeds a lake in Ixa'taka.
            Look in the forest there."
Map Coordinate: B7 (High Sky)
_____
Observatory
_____
Guild Hint: "The ruins are on the continent of Ixa'taka, on a plateau that
            rises above the clouds."
Map Coordinate: B7 (High Sky)
-----
Dancing Lights
_____
Guild Hint: "You can find 'em near a giant crevasse low on the eastern side of
           the Valuan continent."
Map Coordinate: I4 (Low Sky)
_____
The Mother Tree
_____
Guild Hint: "It's on an island north of Yafutoma. I hear it's pretty well
           known among the locals."
Map Coordinate: M2 (High Sky)
-----
The Ghost Ship
Guild Hint: "I hear it flies in a circle along the sky rifts around the Dark
            Rift."
Map Coordinate: H11 (High Sky)
Flutterflies
-----
Guild Hint: "I hear they fly in the high areas of Mid Ocean. You gotta be
            pretty lucky to see 'em."
Map Coordinate: C6 (High Sky)
NOTE: Flutterflies move from C6 to about I6 and then back to C6 again.
_____
Eclipse Point
_____
Guild Hint: "In north Ixa'taka, find an area inside the sky rifts and stone
            reefs where the sky turns dark..."
Map Coordinate: C2 (High Sky)
NOTE: Stay close to cloud level around C2. The sky should darken slightly if
     you reached the correct spot for this Discovery.
Loopers' Nest
Guild Hint: "Try searching the area bounded by stone reefs and currents, north
            of Ixa'taka."
```

Map Coordinate: C4

```
_____
Flying Machine
_____
Guild Hint: "It's at low altitude, near the Vortex. Maybe it's a relic of an
        ancient civilization..."
Map Coordinate: F8 (Low Sky)
-----
Valuan Wreckage
______
Guild Hint: "It's down low, west of North Dannel Strait, where one of the
        Valua-Nasr battles happened."
Map Coordinate: H6 (Low Sky)
Rabbats
Guild Hint: "They live on the bottom of the Valuan continent, on the eastern
         side."
Map Coordinate: I4 (Low Sky)
Bottomless Pit
_____
Guild Hint: "Head east from Dangral Island. It looks just like it sounds, so
         you'll spot it easily."
Map Coordinate: D7 (Low Sky)
_____
Ancient Fish
Guild Hint: "It's somewhere at low altitude, near the Dark Rift. You gotta
         keep your eyes peeled, though..."
Map Coordinate: J12 (Low Sky)
_______
=- 9) ITEMS
______
This section lists the items and their effects.
<<< [9.1] EXPENDABLES
                                                        >>>
+----+
      NAME
                               DESCRIPTION
+----+
| Sacri Crystal
              | Restores 500 HP to one party member.
| Sacres Crystal
              | Restores 1,000 HP to one party member.
| Sacrulen Crystal | Fully restores HP to one party member.
| Sacrum Crystal | Restores 1,000 HP to all party members.
               | Fully restores party's HP and MP. Cannot be used in
| Ilchymix
| the middle of battle.
| Magic Droplet | Restores 1 MP to one party member.
| Magic Dew
              | Restores 10 MP to one party member.
| Curia Crystal
               | Erases all adverse effects (except death) from one
               | party member.
| Risan Crystal
               | Has a 50/50 chance of reviving a party member with
               | half of their max HP.
```

| Revives a fallen party member to full HP.

| Riselem Crystal

```
| Regenerates 200 HP per round for one party member.
| Healing Salve
| Glyph of Might | Temporarily increases a party member's Power. | Glyph of Speed | Temporarily increases a party member's Quick.
            | Casts "Sacri murch
| Casts "Sacrulen" multiple times.
              | Casts "Sacri" multiple times.
| Sacri Box
| Sacrulen Box
| Cham
              | Helps Cupil evolve if given enough.
| Chom
              | Cupil spews up all Chams given to him.
| Rune of Ill Omen | Valuable treasure worth 1,000 gold.
| Golden Mask | Valuable treasure worth 2,000 gold.
| Soul Crystal | Valuable treasure worth 3,000 gold. | Unholy Dagger | Valuable treasure worth 4,000 gold.
| Chalice of Blood | Valuable treasure worth 5,000 gold.
| Winter Orb
              | Valuable treasure worth 7,000 gold.
+-----
<>< [9.2] WEAPONS (VYSE)
Cutlass
Stats: At 20, Hi 90
Description: Vyse received these swords as a gift from his father, Dyne. It is
         light, with a short blade.
Pirate's Cutlass
_____
Stats: At 33, Hi 90
Description: The favorite sword among Air Pirates in the Mid Ocean area. It is
         light and very easy to wield.
_____
Sky Cutlass
-----
Stats: At 45, Hi 90
```

Description: A cutlass used by Pirates and fishermen alike. Its edge is

perfect for cleaning fish.

\_\_\_\_\_

Assassin Blade

-----

Stats: At 58, Hi 90

Description: A favorite among assassins of the world, mainly because it has a chance to Poison its target.

-----

Nasr Cutlass

-----

Stats: At 70, Hi 90

Description: A cutlass used by desert-faring merchants for self-defense, its blade is finely worked stone.

Hunter's Sword

-----

Stats: At 87, Hi 90

Description: A hunting blade fashioned to resemble a beast's fang. A favorite

about Ixa'takan warriors.

-----

Iron-cutter

-----

Stats: At 112, Hi 90

Description: An ancient blade of pre-Old World times, it is said that this

blade was used to cut iron ore.

\_\_\_\_\_

Sword of Daccat

-----

Stats: At 120, Hi 90

Description: The sword of the great Air Pirate Daccat, it has the power to

lull enemies to sleep.

-----

Admiral Cutlass

-----

Stats: At 128, Hi 90

Description: An old sword that once belonged to a Valuan Admiral when he was

stationed in Esparanza.

-----

Dream Cutlass

-----

Stats: At 137, Hi 90

Description: A legendary sword that can supposedly rip the fabric of reality

and make dreams come true.

-----

Suiran Blade

-----

Stats: At 141, Hi 90

Description: A short sword used by Yafutoman soldiers, its thick, heavy blade

is still easy to handle.

-----

Tuna Cutlass

-----Stats: At 150, Hi 0 Description: A special item for people on the Net. Boasts high attack power, but low accuracy. Windslicer \_\_\_\_\_ Stats: At 153, Hi 90 Description: A blade so slender that it is fabled to be able to cut the very air in half. -----Thunder Cutlass \_\_\_\_\_ Stats: At 160, Hi 90 Description: An ancient cutlass made from Yeligar's hardened skin. Some say it can cut through lightning. \_\_\_\_\_ Soul Sword Stats: At 174, Hi 90 Description: The ultimate sword, the best work of the master swordsmith, Ryu-kan. Can cause instant death. Vorlik Blade \_\_\_\_\_ Stats: At 200, Hi 200 Description: A masterpiece of the legendary swordsmith, Ryu-kan, forged from Velorium. [9.2] WEAPONS (AIKA) >>> Boomerang -----Stats: At 19, Hi 110 Description: Aika's favorite boomerang. It's large but light, and relatively easy to aim. \_\_\_\_\_ Leather Crescent \_\_\_\_\_ Stats: At 30, Hi 110 Description: A leather-reinforced boomerang that is very sturdy in build, and packs an extra punch. \_\_\_\_\_ Throwing Blade -----Stats: At 38, Hi 110 Description: An ancient weapon found near Sailors' Island. Thought to have been used for wood and stone work.

Valuarang

-----Stats: At 46, Hi 110 Description: A light boomerang used to practice for the annual boomerang contest in the Valuan Coliseum. Scout Wing \_\_\_\_\_ Stats: At 53, Hi 110 Description: A weapon carried by crews of scouting parties, it is meant to be fast and deadly. \_\_\_\_\_ Dancing Arc \_\_\_\_\_ Stats: At 65, Hi 110 Description: A decorative throwing blade used by Nasrean dancers. It is used as a hunting weapon as well. \_\_\_\_\_ Wing of Hope Stats: At 119, Hi 110 Description: Crafted in memory of those lost in the Dark Rift and in hopes that others will fare better. Storm Wing \_\_\_\_\_ Stats: At 69, Hi 150 Description: Used by guards in an ancient imperial palace, this blade has the power to weaken enemies. \_\_\_\_\_ Hunting Arc -----Stats: At 80, Hi 110 Description: A traditional Ixa'takan hunting weapon, children are taught to use them from a very young age. \_\_\_\_\_ Grendel Wing \_\_\_\_\_ Stats: At 96, Hi 150 Description: A boomerang made from a bone of the Green Gigas. Its power rivals the Fist of Grendel. \_\_\_\_\_ Swirlmerang -----Stats: At 100, Hi 200 Description: A special item for people on the Net. Will always Confuse enemies without fail. \_\_\_\_\_ Skywing \_\_\_\_\_

Stats: At 107, Hi 110

Description: A boomerang shaped like a flying bird. It always returns, no matter how far it is thrown.

```
Yin Wing
_____
Stats: At 130, Hi 110
Description: A tear-shaped blade crafted by a master weaponsmith from a single
           piece of Moon Stone.
_____
Ice Splitter
-----
Stats: At 142, Hi 110
Description: A boomerang with an icy clear, sharp blade that seemingly freezes
           the air it flies through.
_____
Moon Wing
-----
Stats: At 161, Hi 110
Description: A superb weapon created by the master, Ryu-kan. A perfect balance
          of design and functionality.
_____
Hydra Wing
_____
Stats: At 168, Hi 110
Description: A boomerang modified by the Valuan army with reinforcement for
          close-quarters combat.
[9.2] WEAPONS (FINA)
NOTE: Depending on when you feed Cupil Chams and Abirik Chams, you might not
     see all of its evolutionary forms.
Cupil
Stats: At 58, Hi 120
Description: An artifical life form created by Silvites. Cupil has been with
          Fina since she was 4.
-----
Cupil Blade
_____
Stats: At 67, Hi 115
Description: Cupil learns the ability to morph into an extremely sharp knife.
_____
Cupicone
_____
Stats: At 73, Hi 120
Description: Morphs into a sharp cone, and lunges itself at its enemies.
_____
Cupil Cannon
-----
Stats: At 86, Hi 105, Do 5
```

Description: Morphs into a small, but heavy, cannonball, and drops on an enemy

from high above. Cupil Sword Stats: At 90, Hi 115 Description: By morphing into a sword, Cupil can cleave almost any enemy into Cupil Club -----Stats: At 99, Hi 110 Description: Morphs into a club and bludgeons enemies into submission. Even Cupil has a mean-streak. Cupil Star Stats: At 103, Hi 120 Description: Cupil morphs into a star and spirals toward its enemy. \_\_\_\_\_ Cupil Lance -----Stats: At 110, Hi 120 Description: Cupil morphs into a lance and lunges itself at whatever enemy Fina commands. \_\_\_\_\_ Cupil Cutlass Stats: At 127, Hi 115 Description: Cupil learned to morph into a cutlass by watching Vyse fight. Cupil Fury!!! Cupil Spike -----Stats: At 141, Hi 105, Do 10 Description: Cupil morphs into a spike-laden board and drops on an enemy's head. It misses a lot, though. -----Cupil Spear -----Stats: At 147, Hi 120 Description: Morphs into a barbed spearhead. Each barb helps Cupil inflict more damage. \_\_\_\_\_ Cupil Claymore \_\_\_\_\_ Stats: At 157, Hi 115 Description: Morphing into a giant 2-handed sword, Cupil can cause massive amounts of damage on any enemy.

Final Cupil

Stats: At 500, Hi 100

Description: Cupil's final and ultimate form, it looks very impressive, and

packs quite a punch.

<</p>

-----

Artifical Arm

Stats: At 43, Hi 80

Description: A mechanical arm that shows signs of rigorous use over many  $\ensuremath{\mathsf{D}}$ 

years, yet it looks sturdy.

-----

Hook Hand

-----

Stats: At 51, Hi 80

Description: An attachment for Drachma's arm, it is a hook-shaped blade that

is razor sharp.

-----

Beak Hand

-----

Stats: At 60, Hi 80

Description: An attachment for Drachma's arm that is shaped like a bird's

beak. It can also Confuse enemies.

-----

Excavation Arm

\_\_\_\_\_

Stats: At 73, Hi 80

Description: An instrument designed for archeological digs, it can even be

used for delicate movements.

-----

De Loco Drill

-----

Stats: At 95, Hi 80

Description: A drill taken from mining equipment designed by De Loco, its

spinning blade can kill instantly.

-----

Dragon Arm

-----

Stats: At 181, Hi 80

Description: An arm specially designed for Drachma by the master swordsmith,

Ryu-kan.

<-< [9.2] WEAPONS (GILDER)

-----

Silver Arm

-----

Stats: At 190, Hi 80

Description: Part of an android soldier created by the silver civilization.

Boasts high attack power.

>>>

```
Marksman Gun
-----
Stats: At 100, Hi 200
Description: A small pistol used by Valuan assassins. Can cause instant death
          with a good shot.
_____
Gilder's Own
-----
Stats: At 104, Hi 100
Description: A gun that has gotten Gilder through many a tight spot. Small,
          but easy to handle.
Nasr Pistol
_____
Stats: At 112, Hi 100
Description: A replica of the weapon used by the Royal Guard, without the
          unnecessary decorative elements.
_____
Gilder Special
_____
Stats: At 168, Hi 100
Description: A gun made specifically to fit Gilder's touch. It has unequaled
          accuracy and power.
-----
Warrior's Pistol
Stats: At 176, Hi 100
Description: A small gun used by ancient warriors. Its appearance hides its
          destructive power well.
[9.2]
         WEAPONS (ENRIQUE)
_____
Rapier
_____
Stats: At 122, Hi 95
Description: A thin but sharp blade, a symbol of the noble warrior. Can impose
          Silence on enemies.
Blade of Slumber
-----
Stats: At 138, Hi 95
Description: A large sword used in Yafutoman ceremonies, its mysterious powers
          can put enemies to Sleep.
_____
Frostblade
_____
Stats: At 150, Hi 95
```

Description: A blade so sharp and cold, it is almost numbing to the touch.

It can Confuse enemies.

Imperial Blade \_\_\_\_\_ Stats: At 163, Hi 95 Description: The sword of the legitimate heir to the throne. Can impose Silence on enemies. -----Stoneblade -----Stats: At 171, Hi 95 Description: A work of genious by the master swordsmith, Ryu-kan. It can also turn enemies to stone. <<< [9.3] ARMOR Aika's Shorts Used By: Aika, Fina Stats: De 19, Ma 21 Description: Aika's favorite pair of shorts, given to her by Vyse's mother. Vyse's Uniform -----Used By: Vyse, Aika, Gilder Stats: De 20, Ma 20 Description: Uniform of the Blue Rougues. Given to him by his father. \_\_\_\_\_ Light Robe \_\_\_\_\_ Used By: Aika, Fina, Enrique Stats: De 29, Ma 34 Description: A lightweight robe crafted from magically resistant fabric. \_\_\_\_\_ Valuan Uniform \_\_\_\_\_ Used By: Vyse, Aika, Drachma, Gilder Stats: De 32, Ma 32 Description: A uniform stolen from a low-ranking Valuan navigator. Mystic Dress -----Used By: Aika, Fina Stats: De 42, Ma 46 Description: A dress made of magically resistant fabric that enables the wearer to resist magic attacks. \_\_\_\_\_

Sailor Uniform

Used By: Vyse, Aika, Drachma, Gilder

Stats: De 44, Ma 44

Description: Inexpensive, light weight, and durable, this is the preferred dress of sailors.

-----

Drachma's Shirt

\_\_\_\_\_

Used By: Drachma Stats: De 45, Ma 42

Description: An extra large, heavy shirt that's been well worn by years of

hard work.

-----

Valuan Armor

Used By: Vyse, Drachma, Gilder

Stats: De 51, Ma 44

Description: An old suit of armor worn by guards in the Valuan Imperial

Palace.

-----

Elastamor

Used By: De 54, Ma 54

Stats: All

Description: A tight-fitting suit that resists damage from yellow magic

spells.

-----

Fina's Robe

-----

Used By: Aika, Fina, Enrique

Stats: De 55, Ma 64

Description: A traditional Silvite Dress, worn by women of the Silver

Civilization.

-----

Raincoat

\_\_\_\_\_

Used By: Vyse, Aika, Drachma, Gilder

Stats: De 56, Ma 56

Description: Durable coat worn by sailor to protect them from the harsh

elements.

-----

Heavy Armor

-----

Used By: Vyse, Drachma, Enrique, Gilder

Stats: De 58, Ma 53

Description: Very thick and heavy armor made for a man. Offers protection

against physical attacks.

-----

Agile Robe

-----

Used By: Fina, Enrique

Stats: De 65, Ma 65, Hi 10, Do 5

Description: A lightweight robe that increases the wearer's Agile.

-----

Nasrean Mail

-----Used By: All

Stats: De 66, Ma 66

Description: Durable, lightweight outfit made for desert travel. Defends the

wearer against Red Magic.

Nasr Combat Mail \_\_\_\_\_

Used By: All

Stats: At 5, De 66, Wi 5, Ma 66

Description: An old uniform worn in the Valua-Nasr War. It boosts attack power

and spirit.

\_\_\_\_\_

Ancient Robe

Used By: Aika, Fina, Enrique

Stats: De 69, Ma 82

Description: A robe belonging to a long-dead, but once powerful wizard.

Ceramic Armor

\_\_\_\_\_

Used By: Vyse, Drachma, Gilder

Stats: De 73, Ma 62

Description: Light, but very durable armor created from baking different types

of Nasrean Clay.

\_\_\_\_\_

Fiber Robe

Used By: Aika, Fina, Enrique

Stats: De 77, Ma 90

Description: Ceremonial Robe woven from plants. Protects the user from magic

attacks.

\_\_\_\_\_

Miner's Overalls

-----

Used By: Vyse, Drachma, Enrique, Gilder

Stats: De 87, Ma 80

Description: Thick overalls, worn by miners. It is very difficult to find a

pair that isn't dirty.

\_\_\_\_\_

Golden Armor

-----

Used By: Vyse, Drachma, Gilder

Stats: De 90, Ma 77

Description: Extremely heavy armor forged from Ixa'takan gold.

-----

Holy Robe

-----

Used By: Aika, Fina, Enrique

Stats: De 92, Ma 108

Description: Sacred Robes worn by the Priests of Nasr. Protects the user from

magic attacks.

-----De Loco Mail \_\_\_\_\_ Used By: Vyse, Drachma, Gilder Stats: De 99, Ma 84 Description: A suit of armor crafted by De Loco, designed to protect the wearer from enemy attacks. \_\_\_\_\_ Caravan Armor \_\_\_\_\_ Used By: Vyse, Aika, Drachma, Gilder Stats: De 100, Ma 100 Description: Thick armor made from the hides of the desert animals. Light Coat \_\_\_\_\_ Used By: Fina, Enrique Stats: De 103, Ma 103, Hi 10, Qu 5 Description: A lightweight robe crafted from magically resistant fabric. Maiden's Armor \_\_\_\_\_ Used By: Aika, Fina Stats: De 103, Ma 112 Description: Legendary armor given to a great female warrior by Daccat. \_\_\_\_\_ Nasr Uniform Used By: Vyse, Drachma, Enrique, Gilder Stats: De 104, Ma 96 Description: A uniform designed for the Nasr Sailors. It's in good condition, but has no rank markings. \_\_\_\_\_ Daccat's Armor \_\_\_\_\_ Used By: Vyse, Aika, Drachma, Gilder Stats: De 108, Ma 108 Description: Very durable, light armor, engraved with Daccat's seal. -----Ixa'takan Armor \_\_\_\_\_ Used By: All Stats: De 109, Ma 109 Description: A cloth tunic worn in the jungle, designed to protect the wearer from Green Magic. Naval Uniform -----Used By: Vyse, Aika, Drachma, Gilder Stats: De 112, Ma 112

Description: A fairly light type of armor, designed for stealth missions.

-----

Miracle Robe \_\_\_\_\_ Used By: Aika, Fina, Enrique Stats: De 114, Ma 133 Description: A robe worn by a monk who miraculously returned unharmed after being lost in the Dark Rift. \_\_\_\_\_ Gilder's Mail Used By: Vyse, Drachma, Gilder Stats: De 116, Ma 99 Description: Light armor, worn by Gilder under his coat. Gilder likes to have fun, but he's no dummy. \_\_\_\_\_ Enrique's Coat -----Used By: Enrique Stats: De 119, Ma 119, Hi 10, Do 5 Description: The light armor of the Valuan Imperial Court. It improves the wearer's agility. \_\_\_\_\_\_ Daccat's Tunic \_\_\_\_\_ Used By: All Stats: De 121, Ma 121 Description: A Legendary Tunic said to have been worn by Daccat. Protects the user from Blue Magic. Moss Armor \_\_\_\_\_ Used By: Fina, Enrique Stats: De 126, Ma 126, Hi 20, Do 10 Description: An old suit of armor crafted from moss found in the Dark Rift. -----Ghost Mail \_\_\_\_\_ Used By: Vyse, Aika, Drachma, Gilder Stats: De 128, Ma 128 Description: A strange outfit that appears transculent in light, and floats eerily when released. \_\_\_\_\_ Long Robe Used By: Fina, Enrique Stats: De 130, Ma 130, Hi 20, Do 10 Description: A long cloth, designed to wrap around the wearer's body. Increases Agile.

Battleworn Armor

Used By: Vyse, Drachma, Gilder

Stats: De 133, Ma 114

Description: A well-worn suit of armor that has apparently saved the previous

owner's life many times.

\_\_\_\_\_

Moonlight Robe

\_\_\_\_\_

Used By: Aika, Fina

Stats: De 134, Ma 145, Do 20

Description: A shimmering robe that reflects moonlight, the way a calm lake

reflects light at night.

-----

Soranchu Robe

-----

Used By: Vyse, Aika, Drachma, Gilder

Stats: De 136, Ma 136

Description: A robe belonging to a legendary Yafutoman adventurer, who earned

the nickname "Sky King."

-----

Scale Mail

-----

Used By: Vyse, Drachma, Enrique, Gilder

Stats: De 141, Ma 130

Description: Extremely effective armor from the east, crafted from the scales

of large creatures.

-----

Blessed Robe

-----

Used By: Fina, Enrique

Stats: De 142, Ma 142, Hi 30, Do 15

Description: Robe blessed in holy water, it's light weight allows the wearer

to be more agile.

-----

Insulated Mail

-----

Used By: All

Stats: De 145, Ma 145

Description: An insulated tunic made from very thin fabric. Protects the

wearer from Purple Magic.

-----

Captain's Cloak

-----

Used By: Vyse, Aika, Drachma, Gilder

Stats: De 148, Ma 148

Description: A thick cloak, designed to protect a ship's captain as he braves

the elements.

-----

Swift Dress

-----

Used By: Aika, Fina

Stats: De 149, Ma 170, Qu 20

Description: An enchanted dress that increases the wearer's speed.

-----

Robe of Truth

-----

```
Used By: Aika, Fina, Enrique
Stats: De 154, Ma 181
Description: A lightweight robe that allows the user to resist magic spells.
Silver Armor
Used By: All
Stats: De 160, Ma 160
Description: A silver suit of armor that has a high resistance to Silver
          attacks.
_____
Robe of Faith
_____
Used By: Fina, Enrique
Stats: De 161, Ma 161, Hi 30, Do 15
Description: For the pure of heart. This robe will protect the user from enemy
           attacks.
_____
Vengeance Armor
-----
Used By: Vyse, Drachma, Enrique, Gilder
Stats: De 162, Ma 149
Description: Enchanted Armor that improves the wearer's counterattacking
          skills.
-----
Gaia Cape
Used By: Vyse, Aika, Drachma, Gilder
Stats: De 168, Ma 168
Description: An enchanted Cape that protects the wearer as he enters new lands
          in search of adventure.
Plated Armor
_____
Used By: Vyse, Drachma, Gilder
Stats: De 181, Ma 154
Description: Finely crafted armor forged by the greatest smiths in Arcadia's
          history.
<<< [9.4]
          ACCESSORIES
This section contains info on the accessories and their properties.
NOTE: Items are listed in alphabetical order.
_____
Behemoth's Ring
_____
Used By: All
Stats: De 5, Ma 5
```

Description: Boosts Defense & Magic Defense, especially to Yellow Magic, and protects against Weak.

Black Eyepatch

-----

Used By: Vyse, Drachma

Stats: At 7

Description: Drachma's old leather eyepatch, made from the hide of a wild

beast. Increases Attack Power.

-----

Black Map

-----

Used By: Vyse Stats: None

Description: A map that leads enemy creatures to the holder. Also improves

chances for First Strike. Prevents enemies from running.

-----

Blue Rogue Patch

-----

Used By: All

Stats: At 18, De 18, Wi 18, Ma 18

Description: Can be worn to show determination. Improves Attacks, Defense,

Will and Magic Defense.

-----

Burocca's Shell

-----

Used By: Vyse, Aika, Drachma, Gilder

Stats: De 36

Description: The shell of a Burocca, even harder than that of a Marocca.

Improves Defense.

-----

Crescent Amulet

-----

Used By: Aika, Fina, Drachma, Gilder

Stats: De 28, Ma 28, Qu 19

Description: A magic amulet, in the form of a Crescent Moon. Improves Quick,

Defense, and Magic Defense.

\_\_\_\_\_

Critical Vision

-----

Used By: Vyse, Aika

Stats: At 19, Wi 19, Hi 50

Description: An enchantment that allows a fighter to detect an enemy's weak

points.

-----

Crylhound's Claw

-----

Used By: Vyse, Aika, Drachma, Gilder

Stats: At 2, Hi 20

Description: A weapon modification used by Valuan Soldiers. Improves Hit %,

and Attack Power.

-----

Defensive Aura

\_\_\_\_\_

Used By: All

Stats: De 40 Description: Renders the wearer invulnerable to normal Attacks and improves Defense as well. Everlasting Gem -----Used By: All Stats: De 10, Ma 10 Description: Boosts Defense and Magic Defense, and protects against Fatigue. Flashribbon \_\_\_\_\_ Used By: Aika Stats: Qu 2 Description: An enchanted ribbon that improves Aika's Quick. Gem of Fluidity \_\_\_\_\_ Used By: All Stats: De 10, Ma 10 Description: Boosts Defense and Magic Defense, and protects against Stone. \_\_\_\_\_ Gemstone Ring \_\_\_\_\_ Used By: Vyse, Aika, Fina, Enrique Stats: Ma 21 Description: A finely crafted ring engraved with runes, that protect the wearer against magic. -----Gilder's Amulet \_\_\_\_\_ Used By: Vyse, Aika, Gilder Stats: At 11, De 11, Wi 11 Ma 11 Description: Worn around Gilder's neck. Improves Defense, Magic Defense, Attack Power, and Will. Hunter's Hand \_\_\_\_\_ Used By: At 4, Hi 40 Stats: Vyse, Aika, Drachma, Gilder Description: A gauntlet worn by Ixa'takan men while hunting. Improves Hit % and Attack Power. \_\_\_\_\_ Immunity Ring -----Used By: Drachma, Gilder Stats: De 21 Description: Sacred Ring. Boosts Defense and Resistance to adverse effects. \_\_\_\_\_ Ivy Band Used By: All

Stats: De 5, Ma 5

Description: Boosts Defense and Magic Defense, especially to Green Magic, and

protects against Poison.

\_\_\_\_\_

Jade Swirl Ring

-----

Used By: Vyse, Aika, Fina, Enrique

Stats: Wi 45, Ma 45

Description: A ring decorated with two drops of liquid jade. Increases Magic

Defense and Will.

-----

Lover's Ring

-----

Used By: Vyse, Aika, Fina, Enrique

Stats: Wi 12, Ma 12

Description: A finely crafted ring that depicts two lovers embracing.

Increases Magic Defense and Will.

-----

Marocca's Shell

\_\_\_\_\_

Used By: Vyse, Aika, Drachma, Gilder

Stats: De 6

Description: The shell of a large primitive crustacean. Improves Defense.

-----

Mage's Bane

-----

Used By: All

Stats: At 4, De 4, Wi 4, Ma 4

Description: A helm that increases the wearer's Attack, Defense, Will, and

Magic Defense.

\_\_\_\_\_

Meditation Ring

\_\_\_\_\_

Used By: Vyse, Aika, Fina, Enrique

Stats: Wi 8

Description: A ring crafted from weaving the sprigs of magic trees. Increases

the wearer's Will.

\_\_\_\_\_

Moondust Ring

-----

Used By: Vyse, Aika, Fina, Enrique

Stats: Wi 48

Description: A ring decorated with tiny shards of Moon Stones. Increases Will.

-----

Nocturnal Sight

-----

Used By: Vyse, Aika

Stats: At 6, Hi 60

Description: An enchantment that allows a fighter to detect targets at night.

-----

Nomadic Veil

-----

Used By: All Stats: De 9, Ma 9

Description: A veil worn by tribes of nomads in Nasr. Improves Defense and

Magic Defense.

-----

Prophet's Sand

Used By: Vyse, Aika, Fina, Enrique

Stats: Ma 63

Description: A ring created from enchanted sand found around Moon Stones.

Protects the wearer against magic.

-----

Quetya Feather

Used By: Vyse, Aika, Fina, Drachma, Gilder

Stats: De 4, Do 20

Description: A feather ornament imbued with the power of the Quetya. Improves

Dodge % and Defense.

-----

Radiant Fur

Used By: All

Stats: De 24, Ma 24

Description: A thick fur, designed to protect sailors from the cold. Improves

Defense and Magic Defense.

-----

Revered Voice

-----

Used By: All

Stats: De 5, Ma 5

Description: Boosts Defense and Magic Defense, especially to Purple Magic, and

protects against Silence.

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Sailor's Buckler

\_\_\_\_\_

Used By: Vyse, Aika, Drachma, Enrique, Gilder

Stats: De 20, Do 15

Description: A light, but small shield worn by sailors. Improves Dodge % and

Defense.

-----

Sand Storm Ring

-----

Used By: All

Stats: At 9, Wi 9

Description: An enchanted ring worn by desert nomads. Improves Attack Power

and Will.

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Shard of Purity

-----

Used By: Drachma, Gilder

Stats: De 38

Description: An enchanted Moon Shard that protects the wearer from adverse

effects and improves Defense.

Silver Veil \_\_\_\_\_ Used By: Fina, Enrique Stats: Wi 16, Ma 16 Description: A mystic veil that protects the head. The silver strands increase Will and Magic Defense. Silvite Ring -----Used By: All Stats: De 5, Ma 5 Description: Boosts Defense and Magic Defense, especially to Silver Magic, and protects against Death. -----Skull Cap -----Used By: All Stats: At 24, Wi 24 Description: A unique hat sometimes worn by Eastern Air Pirates. Improves Attack Power and Will. \_\_\_\_\_ Skyseer Goggles -----Used: Vyse, Aika Stats: Hi 5 Description: A pair of goggles that can zoom in on distant targets. Improves Hit %. -----Slayer Ring -----Used By: All Stats: De 8, Wi 8, Hi 10, Qu 8 Description: Raises Defense, Hit %, Will, and Quick. Its background is \_\_\_\_\_ Thermo Ring -----Used By: All Stats: None Description: A ring that increases resistance to Red and Purple attacks. Thief's Aura Used By: Vyse, Aika, Fina Drachma, Gilder Stats: De 2, Do 10 Description: A ring with a black stone that improves the wearer's Dodge % and Defense. \_\_\_\_\_ Throkryn's Scale

Used By: Vyse, Aika, Drachma, Gilder

Stats: At 10

Description: A weapon modification made from a Throkryn. Raises Attack Power.

Thryllak's Scale

-----

Used By: Vyse, Aika, Drachma, Enrique

Stats: At 36

Description: A scale of a Thryllak, an animal even deadlier than the Throkryn.

Raises Attack Power.

\_\_\_\_\_

Unseen Hand, The

Used By: Aika, Fina, Drachma, Gilder

Stats: Do 5, Qu 30

Description: An enchantment that enables a warrior to attack faster, and avoid

enemies.

-----

White Map

Used By: Vyse Stats: None

Description: A map that leads the holder away from enemies. Also improves

chances of running away.

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Wind Gem Ring

-----

Used By: All

Stats: De 5, Ma 5

Description: Boosts Defense and Magic Defense, especially to Blue Magic, and

protects against Sleep.

\_\_\_\_\_

Valuan Medallion

-----

Used By: All

Stats: De 30, Ma 30

Description: Enchanted medallion worn by officers in the Armada. Negates

Eterni spells.

-----

Vigoro's Chain

-----

Used By: Vyse, Drachma, Gilder

Stats: At 20, Hi 30

Description: Vigoro's idea of a fashion statement. Improves Hit % and Attack

Power.

=- 10) SHOPS

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This section tells what shops sell what items.

<<< RANDOM >>>

<<<<<<<<<<<<<<><<

Mystery Merchant	
ITEM	PRICE
Thermo Ring	
Slayer Ring	
Crystales Box	800
Sylenis	600
(After Installing Int	ternet Download)
Tuna Cutlass	
Swirlmerang	.11111
<<<<<<<<	<<<<<<<<<<<
<>< PIRATE ISLAND	
<<<<<<<	<<<<<<<<<<<<>>
Erinn's Items	
ITEM	PRICE
Sacri Crystal	
Magic Droplet	
Curia Crystal	
Zack's Weapons	
 ITEM	 PRICE
Pirate Cutlass Leather Crescent	
Light Robe	
Valuan Uniform	
Meditation Ring	100
Marocca's Shell	130
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	of the shops here change periodically throughout the ga er to purchase better items.
Bonita's Items	
ITEM	PRICE
Sacri Crystal	20
Magic Droplet	
Curia Crystal	30
Lor's Ship Parts	
ITEM	PRICE

-----

Standard Cannon		
3" Cannon		
Engine Cover		
Armored Deck		
Bomb		
Repair Kit	30	
Roscoe's Weapons		
ITEM	PRICE	
Sky Cutlass	450	
Hook Hand	580	
Sailor Uniform	330	
Mystic Dress		
Gemstone Ring		
Throkryn's Scale	300	
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		/// //////////////////////////////////
Item Distributor		
ITEM	PRICE	
Sacri Crystal	20	
Sacres Crystal		
Magic Droplet		
Curia Crystal		
Arms Distributor		
AIMS DISCIDUCOI		
ITEM	PRICE	
Valuarang	480	
Hook Hand	580	
Valuan Armor	480	
Lover's Ring	300	
Mage's Bane	480	
Gem of Purity	300	
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Vala's Item Shop		
ITEM	PRICE	
Coord Court 1		
Sacri Crystal		
Sacres Crystal		
Magic Droplet		
Gylph of Might		
Glyph of Speed		
Healing Salve	50	

Dak's Ship Parts	
ITEM	PRICE
Heavy Cannon	1900
3" Cannon	700
Light Torpedo	1520
Rogue Figure	800
Turbo Kit	1520
Steel Deck	1900
Big Bomb	150
Pyro Bomb	
Repair Kit	
Deluxe Kit	
Apa Wax	100
Quemal's Weapons	
ITEM	PRICE
Nasr Cutlass	1340
Nasrean Mail	
Ceramic Armor	
Agile Robe	
Nomadic Veil	
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<<<<<<<<><<<<><<<<<><<<<><<<>NASRAD < <<<>><<>   Karah's Items ITEM Sacres Crystal Sacrum Crystal	PRICE60
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Alaz's Weapons				
ITEM	PRICE			
Iron-cutter  Nasr Pistol  Nasr Uniform  Caravan Armor  Holy Robe  Immunity Ring	3870 3520 2070 1930 1520			
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The Black Market				
ITEM	PRICE			
G-Type Cannon  5" Cannon  Shock Torpedo  Pryn Figure  Bore-up Kit  Floor Heater  Concussion Bomb  Deluxe Kit  Gear Grease	1330 2000 2400 3000 200			
<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<				
Kiski's Items				
 ITEM 	PRICE			
Sacres Crystal Sacrum Crystal Magic Droplet Curia Crystal Risan Crystal	600			
 Puck's War Shop				
ITEM	PRICE			
Hunter's Sword Hunting Arc Miner's Overalls Fiber Robe Golden Armor Quetya Feather	2280 1820 910 1040			

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TEM 	PRICE			
dmiral Cutlass				
Ving of Hope				
Daccat's Tunic				
Battleworn Armor				
Miracle Robe				
Vigoro's Chain				
Sailor's Buckler				
Nocturnal Sight	1930			
Sacrum Crystal				
Magic Droplet	40			
Magic Dew	400			
Curia Crystal	30			
Advanced Cannon	5500			
10" Cannon Coil	3710			
Valuan Torpedo	2400			
Pyrynn Figure	4400			
Compound Deck				
Deluxe Kit	75			
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Thorn's Items		·<<<<>>>>>>	>>>>>>>>>	
Thorn's Items	PRICE	·<<<<>>>>>>	>>>>>>>>>	
Thorn's Items	PRICE	·<<<<>>>>>>	>>>>>>>>>	
Thorn's Items ITEM Sacrum Crystal	PRICE 	·<<<<>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>	>>>>>>>>>>	
Thorn's Items  ITEM  Sacrum Crystal  Sacrulen Crystal	PRICE  600	·<<<<>>>>>>	»»»»»»»»»»»»»»»»»	
Thorn's Items  ITEM  Sacrum Crystal Sacrulen Crystal Magic Droplet	PRICE600200	·<<<<>>>>>>>	>>>>>>>>>>	
Thorn's Items  ITEM  Sacrum Crystal  Sacrulen Crystal  Magic Droplet	PRICE60020040	<<<<<>>>>>>>	>>>>>>>>>>>	
Thorn's Items  ITEM  Sacrum Crystal  Sacrulen Crystal  Magic Droplet  Risan Crystal	PRICE60020040400	·<<<<>>>>>>>	>>>>>>>>>>>	
Thorn's Items  ITEM  Sacrum Crystal  Sacrulen Crystal  Magic Droplet  Risan Crystal	PRICE60020040400	·<<<<>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>	>>>>>>>>>>	
Fhorn's Items  ITEM  Sacrum Crystal  Magic Droplet  Magic Dew  Risan Crystal  Riselem Crystal	PRICE60020040400	<<<<<>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>	
Thorn's Items  TTEM  Sacrum Crystal  Magic Droplet  Asisan Crystal  Riselem Crystal  Kan's Ship Parts	PRICE60020040400150450	<<<<<>>>>>>>>	>>>>>>>>>>	
Thorn's Items  ITEM  Sacrum Crystal  Sacrulen Crystal  Magic Droplet  Risan Crystal  Riselem Crystal  Kan's Ship Parts	PRICE60020040450450	<<<<<>>>>>>>	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>	>>>
Thorn's Items  ITEM  Sacrum Crystal  Magic Droplet  Magic Dew  Risan Crystal  Riselem Crystal  Kan's Ship Parts	PRICE60020040450450	<<<<<>>>>>>>>	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>	>>>
Thorn's Items  ITEM  Sacrum Crystal Sacrulen Crystal Magic Droplet Magic Dew Risan Crystal Riselem Crystal Kan's Ship Parts  ITEM  Yamato Spirit	PRICE60020040450450	<<<<<>>>>>>>>	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>	>>>>
Thorn's Items  ITEM  Sacrum Crystal  Magic Droplet  Magic Dew  Risan Crystal  Riselem Crystal  Kan's Ship Parts  ITEM  Yamato Spirit  3' Cannon	PRICE60020040450450450450	<<<<<>>>>>>>>	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>	>>>>
Thorn's Items  ITEM  Sacrum Crystal  Sacrulen Crystal  Magic Droplet  Risan Crystal  Riselem Crystal  Kan's Ship Parts  ITEM  Yamato Spirit  S' Cannon	PRICE60020040450450450	<<<<<>>>>>>>>	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>	>>>>
Thorn's Items  ITEM  Sacrum Crystal  Sacrulen Crystal  Magic Droplet  Magic Dew  Risan Crystal  Riselem Crystal  Kan's Ship Parts  ITEM  Yamato Spirit  3' Cannon  Serpent Torpedo	PRICE60020040450450450450	<<<<<>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>	>>>
Thorn's Items  ITEM  Sacrum Crystal  Sacrulen Crystal  Magic Droplet  Magic Dew  Risan Crystal  Riselem Crystal  Kan's Ship Parts  ITEM  Yamato Spirit  S' Cannon  Serpent Torpedo  Blueheim Figure	PRICE600200404504504504504506700469053605360	<<<<<>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>	>>>
Thorn's Items  ITEM  Sacrum Crystal  Sacrulen Crystal  Magic Droplet  Magic Dew  Risan Crystal  Riselem Crystal  Xan's Ship Parts  ITEM  Yamato Spirit  S' Cannon  Serpent Torpedo  Blueheim Figure  Yaufotman Alcove	PRICE6002004045045045045067004690536053606700	<<<<<>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>	
Thorn's Items  ITEM  Sacrum Crystal  Sacrulen Crystal  Magic Droplet  Magic Dew  Risan Crystal  Riselem Crystal  Kan's Ship Parts  ITEM  Yamato Spirit  S' Cannon  Serpent Torpedo  Blueheim Figure  Yaufotman Alcove  Concussion Bomb	PRICE6002004045045045045067004690511053605360536053605360200	<<<<<>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>	
Thorn's Items  ITEM  Sacrum Crystal  Sacrulen Crystal  Magic Droplet  Risan Crystal  Riselem Crystal  Kan's Ship Parts	PRICE60020040450450450450670046905360536053605360536053605360	<<<<<>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>	>>>
Thorn's Items  ITEM  Sacrum Crystal  Sacrulen Crystal  Magic Droplet  Magic Dew  Risan Crystal  Riselem Crystal  Kan's Ship Parts  ITEM  Yamato Spirit  S' Cannon  Serpent Torpedo  Blueheim Figure  Yaufotman Alcove  Concussion Bomb  Deluxe Kit	PRICE6002004045045045045067004690511053605360670020075500	<<<<<>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>	
Fhorn's Items  TTEM  Sacrum Crystal  Magic Droplet  Magic Dew  Risan Crystal  Riselem Crystal  Kan's Ship Parts  TEM  Yamato Spirit  S' Cannon  Serpent Torpedo  Blueheim Figure  Yaufotman Alcove  Concussion Bomb  Deluxe Kit  Gear Grease	PRICE6002004045045045045067004690511053605360670020075500	<<<<<>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>		
Thorn's Items  TEM  Sacrum Crystal  Sacrulen Crystal  Magic Droplet  Magic Dew  Risan Crystal  Riselem Crystal  Can's Ship Parts  TEM  Mamato Spirit  S' Cannon  Serpent Torpedo  Saufotman Alcove  Concussion Bomb  Deluxe Kit  Gear Grease	PRICE6002004045045045045067004690511053605360670020075500	<<<<<>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>	>>>

ITEM PR	ICE	
Suiran Blade7	 500	
Surran Brade Yin Wing5		
Blade of Slumber5		
Scale Mail3		
Soranchu Robe3		
Long Robe4		
Jade Swirl Ring2		
The Unseen Hand2	960	
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Belle's Store		
ITEM PR	.ICE	
	_	
Ancient Cannon8	500	
Wevl Cannon10		
Arcwhale Torpedo6		
Goddess Figure6		
Air Intake6		
Chandelier9		
Shredder Bomb		
Complete Kit		
Rudder Grease2		
Machine Oil2	000	
Ilchymis's Lab		
ITEM PR	ICE	
Sacri Crystal	.20	
Sacres Crystal		
Sacrum Crystal		
	200	
Sacrulen Crystal		
Sacrulen Crystal Magic Droplet	.40	
Sacrulen Crystal Magic Droplet Magic Dew	.40 400	
Sacrulen Crystal Magic Droplet Magic Dew Curia Crystal	.40 400 .30	
Sacrulen Crystal Magic Droplet Magic Dew Curia Crystal Risan Crystal	.40 400 .30 150	
Sacrulen Crystal  Magic Droplet  Magic Dew  Curia Crystal  Risan Crystal  Riselem Crystal	.40 400 .30 150 450	
Sacrulen Crystal  Magic Droplet  Magic Dew  Curia Crystal  Risan Crystal  Riselem Crystal  Glyph of Might	.40 400 .30 150 450	
Sacrulen Crystal  Magic Droplet  Magic Dew  Curia Crystal  Risan Crystal  Riselem Crystal  Glyph of Might  Glyph of Speed	.40 400 .30 150 450 100	
Sacrulen Crystal  Magic Droplet  Magic Dew  Curia Crystal  Risan Crystal  Riselem Crystal  Glyph of Might  Glyph of Speed	.40 400 .30 150 450 100	
Sacrulen Crystal  Magic Droplet  Magic Dew  Curia Crystal  Risan Crystal  Riselem Crystal  Glyph of Might  Glyph of Speed  Healing Salve	.40 400 .30 150 450 100	
Sacrulen Crystal  Magic Droplet  Magic Dew  Curia Crystal  Risan Crystal  Riselem Crystal  Glyph of Might  Glyph of Speed  Healing Salve  (After Upgrade)	.40 400 .30 150 450 100 100	
Sacrulen Crystal  Magic Droplet  Magic Dew  Curia Crystal  Risan Crystal  Riselem Crystal  Glyph of Might  Glyph of Speed  Healing Salve  (After Upgrade)  Paranta Seed  5	.40 400 .30 150 450 100 100 .50	
Sacrulen Crystal  Magic Droplet  Magic Dew  Curia Crystal  Risan Crystal  Riselem Crystal  Glyph of Might  Glyph of Speed  Healing Salve  (After Upgrade)  Paranta Seed  5  Icyl Seed	.40 400 .30 150 450 100 100 .50	
Sacrum Crystal  Sacrulen Crystal  Magic Droplet  Magic Dew  Curia Crystal  Risan Crystal  Riselem Crystal  Glyph of Might  Glyph of Speed  Healing Salve  (After Upgrade)  Paranta Seed  Icyl Seed  5  Zaal Seed  5	.40 400 .30 150 450 100 100 .50	
Sacrulen Crystal  Magic Droplet  Magic Dew  Curia Crystal  Risan Crystal  Riselem Crystal  Glyph of Might  Glyph of Speed  Healing Salve  (After Upgrade)  Paranta Seed  5  Icyl Seed	.40 400 .30 150 450 100 100 .50	
Sacrulen Crystal  Magic Droplet  Magic Dew  Curia Crystal  Risan Crystal  Riselem Crystal  Glyph of Might  Glyph of Speed  Healing Salve  (After Upgrade)  Paranta Seed  Icyl Seed  Sylph Seed  5	.40 400 .30 150 450 100 100 .50	
Sacrulen Crystal  Magic Droplet  Magic Dew  Curia Crystal  Risan Crystal  Riselem Crystal  Glyph of Might  Glyph of Speed  Healing Salve  (After Upgrade)  Paranta Seed  Icyl Seed  Sylph Seed  Sylph Seed  Suidal Seed	.40 400 .30 150 450 100 100 .50 000 000 000 000 000 000	
Sacrulen Crystal  Magic Droplet  Magic Dew  Curia Crystal  Risan Crystal  Riselem Crystal  Glyph of Might  Glyph of Speed  Healing Salve  (After Upgrade)  Paranta Seed  Icyl Seed  Zaal Seed  Sylph Seed  Vidal Seed  Magus Seed  S	.40 400 .30 150 450 100 100 .50 000 000 000 000 000 000 0	
Sacrulen Crystal  Magic Droplet  Magic Dew  Curia Crystal  Risan Crystal  Riselem Crystal  Glyph of Might  Glyph of Speed  Healing Salve  (After Upgrade)  Paranta Seed  Icyl Seed  Sylph Seed  Sylph Seed  Suddal Seed	.40 400 .30 150 450 100 100 .50 000 000 000 000 000 000 0	
Sacrulen Crystal  Magic Droplet  Magic Dew  Curia Crystal  Risan Crystal  Riselem Crystal  Glyph of Might  Glyph of Speed  (After Upgrade)  Paranta Seed  Zaal Seed  Sylph Seed  Vidal Seed  Magus Seed  S	.40 400 .30 150 450 100 100 .50 000 000 000 000 000 000 0	

ITEM	PRICE
Pyri Box	
Crystales Box	
Wevles Box	
Electri Box	
Sacri Box	
Sylenis Box	
Panika Box	
Silpara Box	
(After Upgrade)	
Pyrum Box	1200
Crystalen Box	1600
Wevlen Box	1600
Electrum Box	1200
Sacrulen Box	
Driln Box	600
Ryu-kan's Forge	
ITEM	PRICE
Windslicer	
Captain's Cloak	
Blessed Robe	
Insulated Mail	
Radiant Fur	
Skull Cap	4300
(After Upgrade)	
Soul Sword	12340
Moon Wing	10170
Dragon Arm	11850
Stoneblade	9850
Gilder Special	9460
Gaia Cape	5910
Robe of Faith	
Plated Armor	7430
Robe of Truth	4590
Crescent Amulet	5710
Critical Vision	6660
Shard of Purity	4760
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This section contai	ns general information about the Internet downloads
available for Skies the SoA site from D	of Arcadia. You can retrieve these files by logging int $0 \le 1$ .
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<-<-< download 1	······································

The first game download sets up a new island, Hamachou Island. Here you will

File Size: 4 Blocks (1 File)

find several little Hamachous partying and dancing. There's also a new Cham to find. At top of this tiny place is an old man in a giant Hamachou costume. Talk to him, and he'll inform you of various game statistics, such as how many times you've run away from battle, your treasure discovery rate, and a few other things.

The second download adds a new shipfight to the game. Head a bit northwest of Gordo's Bistro and search the long island for the Loopers' Nest. Now head north, and a Giant Looper will be movin' around. You can engage battle with it if you wish. Doing so gets you a Captain's Stripe and a few other goodies.

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Color DownLoad 3

Color Size: 4 Blocks (1 File)

The third download adds two interesting weapons to the Mystery Merchant's shop, the Tuna Cutlass and Swirlmerang. To purchase both of them, you will need a total of 33,333 Gold.

This section is here to recognize those who have contributed to this FAQ.

Jiexun Li - For sending me the updated world map with Discovery locations.

John Ferry - For informing me of some items I did not list in the FAQ.

Joel Rae - For information on the Silver Arm.

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