

Skies of Arcadia FAQ/Walkthrough

by ADK

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SKIES OF ARKADIA WALKTHROUGH BY ADK :
FINAL VERSION :

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Join my Forum for quick answer and to discuss about Sega Games.

UPDATE (02/23/2003) : I'm back on the scene of video games, less active than before but back.

If you wish to talk of video games with me or other fans in the future join my forum.

Hi to everyone, thanks for reading my walkthrough of Eternal Arkadia. I want to say that i used the american version of the game but as sometimes you need to take a decision i note the good answer for those who plays the japanese version and don't understand anything to katakanas or simply japanese (believe me those people exist). Note also that some names are different of the japanese version.

This walkthrough is the result of many hours of play. Note that i take all my time and search for every secrets i can.

Version 1.0 : 11 hours of play.

Version 1.2 : 22 hours of play and i decided to open a section for the Pinta's quest and for the homepage of the game. The section you didn't see are under construction. Other sections appeared.

Version 1.3 : 35 hours of play. Will i ever end the CD 1 ? new sections appeared and also the magics section opened. New charaters also.

Version 1.4 : After 55 hours of play. So long so good.
After 40 hours and 2 minutes of play i completed CD 1. Now Begin the walkthrough for CD 2. Thanks to every people who sent me e mail for misconceptions, in the walkthrough. I didn't answer to them cause of a lack of time but i thank them all in this new version. Also i tried to correct some faults in the text. Thanks also for the mails of congratulations i received, it's so cool.

Version 1.5 : After 66 hours of play i completed the game with all the miscellaneous things possible to do.
The internet section has opened and it is useful. Foreigners especially must read it. I have received 35 mails about this game and 10 of them were for congratulations, so really thanks to everyone who congratulated me, it's a honor for me.

Version 2.0 : i added the 26 main locations on the big map for the boat and corrected some faults in english. It seems that some names in the japanese version are different.

Version 2.01 : I just added the two secret furies, thanks to Joe who e mail me them.
See the skill section. Look at my personal notes for some gameshark codes.
Beware however because they are not tested by me.

Version 2.1 : I added important informations about the mysterious Elcian in Dark Rift and also about the last item of Zivilyn Bane also in Dark Rift. SEE THE DARK RIFT SECTION in walkthrough for CD 1. See also the download three section for a small add on it.

Version 2.12 : Brian Graham sent a map of deep skies.

Version 2.2 : i opened the section zero for the three great problems of this game. Be sure that you are not in the three current problems of this section before e mailing me a question. I want to add that i stop to answer to those questions. I have also changed a little the text for the ingredients quest. See the beginning of Walkthrough for CD 2 section. See also after the air boss fight of Jao and Mao to look at some improvment about the spice island.

Version 2.3 : i added an information about a third piece of velorium in the vortex.

Final version : it's a version for my site and gamefaqs.

Now is the program :

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1 REVIEW :

At least a true RPG for my Dreamcast. I despaired because i have played all the potential RPG of the DC from Evolution to Napple Tale and each time i was disapointed by the RPG part in these games.

Well, i have waited specially the english translation to be sure that i won't miss

the storyline. It's incredible. The game is exactly what i expected from Sega and even more. Since i have played a long series of RPG on other SEGA machines i have found here a mix of most of them. (Story of Thor, Shining Force, Phantasy Star, Panzer Dragoon Saga, Lunar and even a little of Final Fantasy for the design of some people unfortunately). This time Sega gives all he had to create the best RPG ever made. My absolute reference was Lunar Eternal Blue on SEGA CD and now i change for Eternal Arkadia on Dreamcast.

What can i say about the presentation, well it's full of cinematics. There aren't any FMV here. Fortunately the cinematics are excellent and numerous.

I regret that Sega didn't include a song in the game but maybe next time. The graphics are incredible. They are various and full of colors. The brightness effects are too numerous to talk about each one and they are all wonderful. It's a pleasure for eyes. The character design at the beginning seems to remind Final Fantasy, especially Alfonso and his style of army but that fact changes quickly. The design is new however, Sega refuses to use the same as in Phantasy Star for example. This design reminds me Napple Tale in more serious and with a better work. The decors are really various, you can visit a giant map in the sky and then an island and a dungeon. The monsters of each dungeon are different. Last i cannot end this part without talking of the skills. As in Phantasy Star 4 they are impressive but this time, Sega uses the same engine as in SHINING FORCE 3 scenario 3. The Cutlass Fury or the Alpha Storm are perfect examples. Like in Streets of Rage 3, even the monsters and Bosses have their own furies. The animation is in full 3D. You can rotate the decor like in Grandia and you can even search in a first person view like in The Ring. The skills are well animated and the background is really excellent. I was surprised by the animation of the boat. It's slow and awful, not in 60 frames per second as i expected but i discovered that it depends of the engine you have and that's where

Sega corrected the error. I have appreciated that we can use ladder and not only see a poor cut scene like in Code Veronica, also in a dungeon you can play a remake of Tomb Raiders or use some plateforms. Switches are also of the fest. The

dungeon follows the classical rules of the " there is only one way ". If you find an isolated room or multiways, it's just to reach a chest and a treasure. The sound is ... ultra cool !!!!!. Sega creates a real RPG atmosphere and think that meanwhile i'm writing this i have the music of the battle in my head and even

some town or dungeon musics. I have a little regret for the music of the boss but

Sega includes something i love : The music changes depending on your situation exactly as in Langrissier 3, the music pass from Danger, equal, advantage and extreme danger when the hero's life is in danger die. (Near the end of the game a real

music for the boss and one for the last boss appear and they are very very cool update 1.5). The english voices suprised me. It seems that for the very first time, Sega made a casting. Like in Shenmue you have a good voice acting. In Eternal Arkadia it's limited to some "AH AH" or "LET'S GO" but it brings life to the game and it's pleasant to hear.

The manuverability is cool, the interface is simple and all menus are clear. At the

beginning the battles with your boat are difficult but a tutorial helps you and then air battles turn into strategy. On the contrary of what i though at the beginning it's completely different from Panzer Dragoon Saga and it's more exciting. Remember Albator and the pirates rules, they are all respected here. I simply regret that i can't increase the speed of my character in the city but what's done is sufficient.

What's really disapointed me was the english instruction manual. It's the half of the japanese one. NO STORY, NO CHARACTER INTRODUCTION, NO ENNEMY, NO BOSS, NO PLACE TO VISIT. Are we barbarian ? NOOOOOOOO. I have read the japanese manual and it seems but it's not sure that there are more than Pinta's quest for the mini game. And i don't know if it was removed or change. (in fact i don't find anywhere the Pinta's quest in the japanese manual). The game is full of secrets and discoveries to make (Evolution 1 and 2) and it's good to see that Sega didn't forget this point for the lovers of exploration like me.

In one game, Sega changes my mind about RPG, you can think that this game is simply a mix but there are tons of originalities like to win magics you must choose

the proper color for example. It's a good lesson for Square and his poor Final Fantasy episode and unfortunately for Game Arts which i blame to not create a

LUNAR 3 for Sega. I can't imagine what will be Phantasy Star On Line and a possible Shining Force 3 scenario 3.2 Sega promised in the past but i'm sure that they will be best than this one and i can't wait, i want them now. Eternal Arkadia is the best RPG ever made and like we say in french : CONSOLE DISE ! .

PRESENTATION : 17/20
GRAPHICS : 19/20
ANIMATION : 19/20
SOUND : 18/20
CONTROLS : 18/20
INTEREST : 20/20
FINAL NOTE : 99%

ADK.

2 STORYLINE AND CAST OF CHARACTERS :

The world of Arkadia is full of islands floating up the sky. What's sure, according to old tales that grand parents told to youngs, is that there was a silver civilization that brings joy and peace. Nobody knows exactly how the world turned into this ashes of islands because the legend has no foundation. Many people believe in the power of the moon and the world is divided in six religions depending on the color of the moon stones. This world exists due to the help of moon stones that falls from the silver star (ask to Game Arts about the silver civilization ... hey it's a joke come back). Moon stones are used to power boats and armys. This world is ruled in the way of military by the Imperial Army of Valua. The terrific Lord Galcian, supreme commander of the air force of Valua, makes fear to everyone in the name of empress Theodora. A great war happened between Valua and Nasr and the winner was Valua. The Nasr kingdom rules the economy. Due to the alliance, the peace is now real. Around these people wing the Black Pirates who live to steal to everyone and the Blue Rogue. The story begins with Vyse, son of Captain Dyne (Lunar... hi hi joke) leader of blue pirates, who steals to the rich to help the poor. The arrival of Fina (heroine of Grandia , ... ok i stop that) will change all his destiny. Fina the mysterious girl who appeared from nowhere. The thread of destiny awaits you hero, play Vyse and take real decisions, give full orders to a crew and maybe you'll have a chance to save the world from the imperial family...

VYSE : Son of captain Dyne, Vyse is a real good fighter. The Cutlass Fury saves him more than one once. His interest for Fina is not really clear but what's sure is that he likes so much Aika and cannot leave without her near him.

AIKA : Under a style of missed boy is a cool character with true feelings in her heart. Listen to her quietly before you take a decision. Her skills are various and she has a good magic power. She is more a fighter than a healer.

DRACHMA : This old man chase a giant fish called Rhacknam. Nobody knows why or when it's began but he wants to kill him. I personally never trusted him and what he did in the game didn't surprise me. However i must admit that he is a strong fighter and without him Vyse is a bit lost.

FINA : She is a descendant of the silver civilization. She comes in Arkadia to search for the five colored moon crystals. She wants to avoid a second cataclysm.

But so far, anyone remember of the first. You must help her if you want to discover the truth about your world.

GILDER : Is the "Don Juan" of the game. He lives for two things, 1) meet a new woman each day and 2) escape from his true love Clara. He doesn't want to admit it but he loves her so much. Don't underestimate this guy, he is really strong. (Update 1.3)

ENRIQUE : Is the prince of Valua. As he cannot convince his mother to stop the war, he joins the air pirate to save the world. Enrique is the best fourth party member you can expect in this game. It's a real brute. (Update 1.3)

EMPRESS THEODORA : She rules with a strong and cold hand the empire. She wants the six moonstones to conquer the world. Can anyone stopped that old girl ?

LORD GALCIAN : (he reminds me the chief of the army in Grandia 1 but i have promised to stop my references) The terrific commander of the Valua army have no rival. No one can oppose him without risking his life. He rules the fifth fleet of Valua and have a strange interest in Ramirez.

ALFONSO : is a traitor and a poor admiral. Beware of that guy because his role is not really clear for the moment. After hours of play i discovered that his role was to be the most stupid soldier of the valua army. (update of 1.2).

RAMIREZ : is the lieutenant of Galcian. He obtains a promotion in the game and becomes an admiral. Ramirez seems to have a link with Fina. He is of the silver civilization like Fina.

BELLEZA : Is the spy of the army. She knows everything in the kingdom and there's no secret for her. When i hear how she speaks i think she trust to much Theodora and Galcian. She is clearly a fool to think that unificated the power bring peace and order, but the world needs dreamer like her to exist.

DE LOCO : is the commander of the green fleet. This guy has a real problem with Vyse and the reality. He thinks too much, invent dangerous things and is too stupid to admit that he has lost. How can someone like this could be a general ? (update of 1.2).

VIGORO : is the most macho man a girl can meet. He lives only to conquer the heart of all of these cute ladies. Aika knows of it a bit. (update 1.3)

GREGORIO : Commander of the second fleet, Gregorio likes so much the prince. However you must beat him in battle if you want to continue the quest. (Update 1.3)

BALTOR : is the chief of Black pirates. You fight him only two times. Too bad that the black pirates haven't a better place in the story. They are so funny when they lose...

CLARA : It's Gilder true love. This girl is really funny. (update 1.5)

PRINCE DAIGO : Is the son of the ruler of Yafutoma and also the leader of the Tenkou Army. (update 1.5)

3 BASIC BATTLE STRATEGY :

Normal battles :

- 1) you must use all the skills to win. For example, when Vyse is surrounded by enemy, if you use COUNTERSTRIKE, you can be sure that every enemy will receive a normal hit and not a normal counterstrike (half of the normal hit except if you give all the power up to Vyse).
- 2) heal your party with potions instead of spells, keep your MP for strong magics.
- 3) Of course if you choose the proper color on a certain monster you will kill him quickly, but during the course of the game, it's better to give a different color to every members so all the magic can be learned by everyone. I think it's better than specialize a fighter in certain color.
- 4) For the bosses, there's no real technique, the issue depends of the skills you use at a certain moment.
- 5) Press B repeatedly when an enemy hits you, it increases the chance to counter attack (like in Shining Force 3 on Saturn).

SHIP BATTLES :

- 1) Unfortunately, when you take a decision if it's not the good one you'll run to a game over. When you continue you begin at the same point as in the first time you try. You haven't won exp but also NEVER lost an item.
- 2) the tutorial explains it, but when you see a C you must concentrate your firepower in this turn to increase the damage. When it's yellow or red you must keep your guard, even if it's not good each time. When you see a special sign you can use the special attack.
- 3) Those battle are long, so be sure you have the time to play them or you'll load it the next time you play.

I think that's all because the rest is up to you. What will be the greatest RPG if i say all what must say.

4 IMPORTANT ITEMS :

Moon Berries : with those moons you can learn new skills.

Zivilyn Bane items : In some dungeons you will meet a special fighter, Zivilyn Bane that guards expensive and strange items. You can sell them to obtain money. (update 1.5)

Cham : it's Cupil food. I give the location of each i found but maybe there are more.

Abirik Cham : Cupil gains a level by eating one. (update 1.3)

Chom : Don't give them to Cupil. (update 1.3) In fact they are here to mix differently the chams and abirik chams so Cupil can evolve differently. The evolution is so cool with different ways but it's too bad that Final Cupil appears only in the last dungeon. There are 30 chams to find in this walkthrough and in the game. (update 1.5)

Piry Box : This box cast Piry (a melee magic). This box can be used more than one
once on the contrary of other boxes. So if you need magic for free...

Captain's Stripe : Give more hp to your current boat. But don't forget to heal
each time your boat eat one of these medal.

Repair Kit and other upgrade version : Heal the boat.

Sacri/Sacres etc crystals : Heal you.

Sacrum Crystal : heal 1000 HP of all the party member.

Dacat's Coin : sell it for 20 000 gold to the guildmaster of any town. Cool.

Polly Special : Fish 10 grules near Dark rift exit to obtain it from Polly.

Ilchimix : upgrade Ilchimis's shop and he sells it to you for 4000 gold.

5 THE SWASH BUCKLER :

(update 1.3)

Just a word about this. It's your popularity in the game. You can check it by
reading your title in the menu. It increases when you make a good decision and
of course decreases if not.

It also decreases if you run from a battle too many times. Conclusion : Fight to
increase it.

When it's high, people in the party makes a lot of critical hits.

6 GENERALITIES :

In the sky, with each boat you can fish. when you see a group of fish, approach
and press A to capture them. You can sell them. Some fishes cost a lot even if
it's

wrong at the beginning of the game.

Your battery in the VMU loses its power quickly if you don't find quickly a cham.

Also it seems that all the animations of Cupil eat the battery power.

You need money ? search for the discoveries before the guild gives the hint. You
will

obtain a lot of money.

7 CREW MEMBER UTILITY :

POLLY (cook) : He can restore one character MP. Find her in the tavern of
Sailor's island.

MARCO (sailor) : He can double the number of SP for the next turn. Cool to use a
moon stone
cannon. You find him in the Delphinus.

PINTA (delegate) : He can protect the ship from ennemy cannon fire for a full
turn.

You find him in the weapon shop of sailor's island.

Lawrence (helmsman) : He increases the ship speed. Pay 10 000 gold to recruit
him.

KHAZIM (gunner) : He increases damage of the main cannon. Find him in Nasrad
after the
destruction.

TIKATIKA (look out) : If you have found the Ixa'ness village you can recruit him in Horteka. He increases the hit %.

DOMINGO (look out) : If you have 30 discoveries you can recruit him in Gordo's bar in north ocean. He increases the chance of critical hits.

BRABHAM (engineer) : Power up the Delphinus.

IZMAEL (builder) : Build every things you want.

OSMAN (merchant) : He increases the chance to find expansive items.

KHALIFA (merchant) : Equip yourself with a Suiran Blade (buy it in Yafutoma) and pay a visit to her. She joins you. She increases the chance to find special items.

MOEGI (delegate) : After you save her country, she comes with you. She can increase the magic defense in battle for 1 turn.

BELLE (gunner) : You find her in the port in Crescent Isle once you return after Yafutoma. She increases the power of the sub cannon.

HANS (engineer) : He increases the magic defense. Hans comes after you saved Yafutoma.

DON (helmsman) : He increases the dodge %.

ILCHIMYS (artisan) : After you can go above the clouds, visit his house and ask him to join. He refuses. Later come and ask again (the text has changed) and be sure that Vyse has the Riselem spell and he joins you.

RYU KAN (artisan) : This guy lives on an island north of Yafutoma. To recruit him you must be Vyse the Daring minimum. Then if you bring Velorium to him after he upgrades his shop, he will forge the best blade for Vyse. Ryu Kan increases ship's attack and defense for a short period of time.

ROBINSON (sailor) : This guy is actually the husband of Polly. He was lost in the dark rift and it's there where you will find him. He reduces SP cost for actions in a turn.

POW (jester) : This dog can be recruited at Pirate's Isle by talking to him. He increases the chance to attack first (good dog...).

MERIDA (jester) : She is waiting that someone bring her back her letter to join the crew. Go to the lighthouse of Sailor's island and take it to her. She increases ship's value.

KIRALA (builder) : You can recruit her in the hidden part of Yafutoma. Find the house she was building. Then she can upgrade the house in Crescent Isle and add some fishes in the pond. Uses her in battle to completely heal the boat.

URALA (cook) : After you recruit Kirala, her sister, she will come with you (talk to her at the restaurant of Yafutoma you can reach with a boat). She is

the best : she fill to the max your SP gauge (well if you focus two or three times after her in fact).

That's all for the crew; I've got them all.

8 WALKTHROUGH FOR CD 1 :

The game begins in action by a short cinematic and a first battle between Vyse, Aika and two soldiers. It's time to Focus and experiment the incredible Cutlass Fury of Vyse. Then after another scene you will play a second battle against four soldiers. Then you'll visit the first dungeon of the game.

VALUA IMPERIAL SHIP :

Take the chest here. You can now go in the corridor and arrive in a room with two floors. Go upstairs after the battle. In the new corridor you find a chest then go right because the door is locked. Use the ladder and you find Alfonso betrayed his own vice captain. Then he asks Antonio to kill you.

BOSS : ANTONIO :

Relax, it's the first boss, this beast isn't too much difficult. Use the Cultlass Fury and even if it takes time he will die.

This dungeon end by an escape. Now on the boat, you can talk to Fina. Choose between one of the three answer (the one is the best answer), it is of no importance.

Then visit the boat and go upstairs. Talk to Captain Dyne and then you'll take the command of the ship.

Your mission is to go to Pirate Isle. Go straight, it's simple. During your travel

you'll maybe encounter monsters, if so don't worry, if the battle is long it's normal. Near Pirate Isle push A to land. Scene. You are now in the underground. Dyne calls you and Fina. Go as up as possible and find Dyne's office. During the dialogue choose to answer 2 to increase your popularity (you hear a sound). Then you can begin to talk to everyone. Just before you leave the office, click on the bookshelf a first time, then a second to discover a secret passageway. Use a ladder and take the chest. Then visit house per house from the top to the base. Equip yourself and Aika if you can and buy some Sacri crystal. By talking to the guy on the top of the pole, near the exit you'll learn that there is a second chest to find in this cave. Now exit to the city. Here you'll meet a lot of

people. Aika left the team. You can play with the child and find them : Jimmy is hidden behind a white sheet, Lindsay is near your house, Pow the dog is also near your house and Alan is near Aika's house. Then Jimmy talks of the bookshelf in Dyne's office (but don't think that i need this to find the secret, it's a very classical one).

If you want to laugh, click on the Handkerschief on Aika's house.

Enter the garden to collect an item.

Near Vyse's house is a stone : click on it to find a secret way to the second chest. Use the moonberry to learn a new skill.

Enter your house and Aika comes. Climb the big ladder to watch a scene. Fina looks at the moon strangely. You will see another scene where everyone eat and then sleep. On the morning talk to Vyse's mother to obtain items and to Dyne to obtain a new color of stone for battle. Exit and save before you take off.

To take off search for the only part you haven't visited, with the vice captain near

your boat. Then you take the boat to go to shrine island. Go north until you meet the island. Click on it to land.

SHRINE ISLAND :

- 1 : Enter in the dungeon...
- 2 : Go right and exit. Put the crystal in the hole to watch a scene. On your right
is a chest. Choose to drain water (answer 1).
- 3 : reenter and follow the way. some circles will shine once you pass in front of
them. You must switch them on.
- 4 : Exit by the new door and follow the corridor. Use the ladder then open the door.
- 5 : You can switch on more circles (three near you) and then exit and take the chest. Now reenter and go upstairs, switch on the other circle. Exit.
- 6 : Take the ladder and enter.
- 7 : switch on two more circles and take the chest. Exit.
- 8 : Take the ladder and follow the way to the save point.

BOSS : THE SENTINEL :

When you enter, the sentinel raise to protect the stone. Nothing difficult here. You take the stone.

Meanwhile, the Imperial Armada destroys completely your island...

Take your boat and go home. Now go to Dyne's office to talk to your mother.

It's better to use the pole to go down and then go up to the office.

Choose to rest first and then save the other members. Personally i found strange that your mother lets you leave the island with a poor boat (if it was my mother she never lets me leave the island with a poor equipment to save my father...)

Buy a lot of Sacri crystal and then take off to the north east. When you see a fog,

a giant arc whale attacks you. Choose to retreat (answer 2) but it's useless and the boat is destroyed. You awake and meet Drachma who saved you from the death. He wants

you to take him two boxes. Go downstairs take the boxes and look at the scene. Then he

will allow you to lead the Little Jack to Sailor's island. Go northeast under a mountain channel and land on the island. Drachma leaves you. He wants to find a cannon. You decide to collect informations about this so he can help you more. Visit the town. At the guild buy the information for 5 gold. Then talk to Lawrence (purple hair guy near the two merchants) and then take a chest near him. In the weapon shop you discover Pinta and obtain the mini game. Talk to the guy which can't sell anything and you'll learn about the harpoon cannon. Go to the bar and talk to Drachma. He accepts to take you to Valua but you need to find a passeport. Go to the guild and talk to the guildmaster. Then answer 1 to an old man : You protect him from the black pirate Baltor and he gives you his passeport.

Now take a rest at the inn near the weapon shop and save. Exit of the town. Now move to the east.

AIR BATTLE FIGHT : BLACK BEARD :

This battle is a tutorial, follow the rule and you will win. You must answer to go behind him to win (answer 1). Now you can power up the little jack with the captain's stripe item.

After a scene you obtain the passeport. Once you can move, go east again and click on a small island to find the guildstone. Sell the information to the guild. Then heal and save. Now take off to the north and watch two long cut scenes. You land in lower city area 1. Find the shop to equip yourself and then search for a tunnel with a chest inside. Then you'll meet a boy named Marco. Click on the lever to take a mini train and reach the second part of the city. Find the inn and stay for 80 gold. During the scene, choose to sneak into the coliseum. Then you'll chase Marco in a mini game, you must jump from roof to roof by using the yellow arrow. After the scene, save and prepare for the next dungeon. Go to the sewer entrance where you find Marco.

SEWER :

I hope that you have a lot of sacri crystal and sacres crystal with you.

1 : Go straight and take the ladder. Go left and climb the stair.

2 : When you have a choice go left to take a chest in an isolated room and then go straight.

3 : the map will erase because you enter a new part of the dungeon. You have a second choice. Go straight and find two chests. Then go left. Beware of the crack on the ground and save.

4 : go to the boss, he waits in front of the ladder.

BOSS : BLELGOCK :

This giant slime is not difficult but he can poison your heroes. To cure them, use a curia crystal. Save after defeating him or you'll have a bad surprise.

SAVE (for those of you who don't read the line above).

BOSS : EXECUTIONER + 2 SPELL WARDEN :

This fight is a difficult one. The warden mustn't "incred" the excutioner. If they do, Aika dies in one Tackle of the boss and Vyse in two only. Sometimes the CPU

use it each turn. I have found a combo to avoid that, hope that it works also for

you :

Vyse and Drachma attack the left warden, Aika attacks the right warden (normally none use the increm spell). Then Vyse makes a Cutlass Fury on the right warden and

Aika uses increm on Drachma. Then kill the poor executioner.

Back in the sewer, save and enter the new corridor. Take two chests then talk to Dyne. You must answer to save Fina and you receive the thunder moon stone from your father. Then exit by the new corridor. scene. You arrive in upper city. Save and then find the train. You jump on it. Now you must run from Galcian or you'll die. After a long run, you eventually join Fina.

BOSS : 2 ROYAL GUARDS :

Beware of the one who heals him. The other can take a counter posture, never hit him in this case. This battle can be long if you do anything.

Galcian asks something and answer 1 to him. After the scene you are on the boat.

AIR BATTLE FIGHT : IMPERIAL SHIP :

Honestly, focus and keep your guard until you can use the harpoon cannon. If you have more than 15 SP, shot. In one shot the imperial ship falls...

Now you are free. Back to Pirate Isle, accept to help Fina (answer 1). You meet CUPIL which is Fina's weapon. You must give him food to increase Fina's power damage. Take the chest near. Save. Go in the underground and search on the metallic bridge for the first cham for Cupil (go in the item menu and use it on him,

look at your VMU and you'll see he is happy it's a mini game in the game). You can find another Cham in Shrine's Island. Now go to Sailor's Island and meet Domingo. Then go to the guild and buy two more mini quests.

Buy a sub cannon or two in the shop where the guy couldn't sell anything.

With a sub cannon you can concentrate more firepower in one turn. You can also equip Drachma and Aika. Last go in the light house in the town near the weapon shop and find the third cham for Cupil (Cupil become a blade). Now come back to pirate's isle and search for the small island near the waterfall of the beginning of

the game. You find the pirate's grave. Sell the information to the guild. Now head east

and now you can go through the rockwall and see Maramba. Don't land yet. Search for a

floating lake and you discover the wandering lake, sell the information and you will

have a lot of money. Now you can land on Maramba. Drachma left the team.

In the town (divided into two part) go to the inn and go upstairs. Exit and collect the fourth cham. Then go down and find the weapon shop to equip yourself. You hear of the treasure of the sewer (don't sell Drachma's equipment). Now find the way to the dahbu, the giant creature of the town. With him you can jump on roof and talk to the guy who jumps like an epileptic one. Go inside his house and

find an armor. Exit and take the dahbu, search for all the roofs here to see if there

is a chest then go to the second part of the town. Now land on a roof with a chest and collect 300 gold. Then land where you can reach the ground. Go in the inn here and look at the dancer Bellena. Choose to stay. Answer 1 to Aika next then exit as soon as you can. Now take the ladder and visit the sewer. There are switches to open the metal gate. Look carefully the wall to see them. You can take

good items and the one you saw in the first part of the town inside a ruin. Then exit, take the dahbu to the first part, and go to the inn. Then you can go to the

port and meet Bellena. Talk to her and answer 1. Then go east to the temple. You discover it.

TEMPLE OF PYRIM : remake of tomb raider...

1 : Take the first wheel barrel and go to the other side. Use the second to reach

an isolated room. Before you take the chest you fight monsters. Then head to the

normal way.

2 : Take the ladder and avoid the boulder. The path left is useless. Go down and avoid a second boulder.

3 : The two boulders of the side must be in the hole so the third can reach his own hole and open a door.

4 : You find a chest. Go right and follow the way to another chest. Explore a bit

the multiways here to collect many items. Then find a way to the room with four

wheel barrels. Put the red one in the red hole and the blue in the other hole

(logic).

5 : Take the new door. Go left to collect a Cham and avoid the boulder. Go right to collect a chest then go down.

6 : pass this hot room and open a chest.

7 : You will find a switch and a path. Take the path and open the chest. Then go down to the barrel.

8 : Use the blue barrel of the side first and the red one last. (the blue on the right, then the second on the right, then the one on the left and the blue that

go straight. Last use the red one). Now come back to the switch and use it.

9 : save your game.

BOSS : ROCK WYRM :

This dragon can stone the hero. My advice is to make Vyse focus until he can make a

Cutlass Fury. Then the dragon attacks usually Fina or Aika so use one of her to cure

the stone spell and focus when you can. Really it's an easy fight.

10 : Walk on the monster and collect the red crystal. Exit and save.

SAVE (or you will regret it).

You discover that Bellena is Belleza the admiral of the red fleet. After the scene you are in the Little Jack.

AIR BATTLE FIGHT : RECUMEN, THE RED GIGAS :

This red gigas is invincible. The idea is to not use any repair kit or a minimum of 2.

To do that concentrate all your firepower on the turn he shots (red square).

Then he shots but

miss you. Then you can choose to fire his head (1) or fire his feet (2) but either give

to the same end : a failure.

Then you must choose to retreat. Now direct the Little Jack on the LYNX (answer 1).

AIR BATTLE FIGHT : THE LYNX :

This boat has a magic cannon. it can perform a three it combos that destroys you in

one turn. Concentrate your firepower and focus as you wish but you must take these

decisions to win : 1 catch off her guard (2)

2 try to get behind her (2)

3 stop the little jack (1)

Then you will be behind the boat and you must fire the harpoon cannon to win.

After the scene you learn that you must go south through the wind. You have new cannons, a new engine and it's time to go to Maramba and save.

Before You live this area you can find the Topple Rock in the mountain east of the city of Maramba (on the same island). You also can go east of Shrine island and pass through the stone reef. Search on an island here for the Sky Coral.

Then

you can go on new adventures.

Now head a little west then south. There is a cutscene. In this area you can find the sky anemone near the sky rift. The travel to the new continent is very long and difficult. The battle are monstrous with monster that can cast Eternum (the level 2 of eterni never miss his victim). The giant storm in this airspace creates winds if you are in the bad direction. So, are you lost in the sky ? it's normal. Use your map and search on it for the I4 (coordinates horizontal and vertical). Once you are near the new continent you will see an island with root, there will be a cutscene. Then the music change and some tam tam appear in it and the monsters change also. Find an island with a boat and on the other side. (H4) square on the map. It is the village Horteka.

In this airspace you can find the black market (near the king's hideout), buy new weapons for your ship and buy and sell new informations. When you decide to land in Horteka, you find that the people are not so friendly cause of the Valua army of course. One ask if Fina is Quetya and Fina answer no (she has a link of course...). Then you decide two things :

- 1 find a moon stone for fuel
- 2 talk to the elder of the village to clarify the situation.

Don't waste time to explore or talk cause no one will answer now. Use the wooden bridge then the ladder and go straight. Use another ladder and near an entrance is a cham for Cupil. Enter and you will see a boat in bad shape. Talk to Hans and he gives you a moon stone. On the other side of the boat are in a chest 25 sacri crystal. Then exit and come back to the first ladder. Go left and use the ladder near a pole. Then follow a wooden tunnel and find the house of the elder. Talk to him. He says to go north to find the king. Then talk to the woman to heal. Then you can explore the village. Near the house of the elder is a ladder, climb it and then the next ladder to collect a chest. The guy who jumps like an epileptic one will later say to you the location of the golden man. Then come back to the first pole you see and use it to reach a moon berry. Use the ladder near the save point at the entrance of the village and use the pole then the way to slide to the bar. Climb a floor or two to collect a chest behind a door then in the third floor is the exit of here. Equip yourself wisely then take off to the north. There will be a cutscene. You see De Loco's ship.

AIR BATTLE FIGHT : THE CHAMELEON

There is nothing difficult here. You have to use the Increm spell for the Little Jack. Then concentrate the cannon or the torpedo before he uses the flamethrower. The harpoon cannon is the best weapon to end quickly this battle.

Go now to the king's hideout and talk to him. He wants you to save Isapa who actually knows where is Rixis the lost city, where is stored the green stone. Take the boat and go south to a big mountain. It's moon stone mountain.

MOON STONE MOUNTAIN :

PART 1 :

Follow the way to the save point. Save at the entrance. Vyse and compagny walk on the alarm. Too bad...

1 : Enter and collect the cham on the left. Cupil becomes a Sword.

2 : On the fork, go right to collect some informations about signs on the ground. Then

from this room, go straight.

3 : Pass only on the cross. Then go left.

4 : Again walk on the cross.

PART 2 :

5 : Go left. Then in the middle way is a cham. You will see a path that leads you to an elevator. It's off now but later you will come again here and use it. Now exit.

6 : Follow the way and open the door to collect items. Follow the way down.

7 : In this room fall left (walk on the circle) to collect DE LOCO DRILL. Then come back to the room before you fall (sorry...). Pass the circle of the right.

Then fall left.

8 : Follow the way and open the jail of Centime. He activates the elevator.

PART 3 :

9 : Use the elevator and go straight first to collect DE LOCO MAIL. Then come back and go right (don't forget to open doors here).

10 : if you wish come back to 5 : to use the other elevator and obtain a moon berry. You are free to not do this.

11 : Once back follow the way to another elevator. Follow the way until a cutscene stops you. Alfonso is here and wants a revenge.

PART 4 :

12 : You arrive in a corridor with two guards. Beat them, then open the three other doors instead of the one they guarded to collect items. Then open the last door and meet that clown of Isapa. A scene shows De Loco again. This guy

really disgust me.

13 : Go to the elevator by the only way open.

14 : it's time to save.

BOSS : ANTONIO 2 :

As stupid as the original but a little longer and powerful. Then you will laugh because Alfonso will be really ridiculous and De Loco too. Centime thanks you and asks you to come and see him in Horteka.

Go to Horteka and meet him to collect a propeller. It increases the speed of the ship. Then talk to the king to learn the riddle of the lost city. You must find a bird and a golden man.

If you remember the epileptic guy in Horteka go and see him to learn that the golden man is north of Horteka. Buy the informations at the black market and search for

the bird first near the great lake. Then come back to the hut of the king and on the top of one of the mountain here, is the golden man. Then the golden man

indicates

to go west. So you go and between some mountains you will find a stone, click on it and you have finished. Now go to the black market and sell the informations and then go to Rixis.

RIXIS THE LOST CITY : a remake of Grandia...

IT APPEARS THAT YOU CAN BE REALLY STUCKED IN THIS DUNGEON IF YOU USE THE TELEPORT DEVICE THAT GOES TO THE EXIT. TO AVOID THE PROBLEM ? CREATES A SECOND SAVE FILE IF YOU DON'T WANT TO RESTART THE GAME FROM THE BEGINNING. I HAVE WARNED YOU... (Especially i will have no pity from this moment on for thoses of you who don't respect the warning. Update 1.4).

- 1 : Put the two jewels to open the door of the city. Enter. You will see a guy in a cutscene that looks like a ghost. Go right and find stairs. Use the left or the right path.
- 2 : There are two set of stairs (damn i talk like the guy who wrote a faq for tomb raiders 4). Take the one on the left. Click on the teleport.
- 3 : Go down to collect an item then up then down...
- 4 : Pass the gate, search for a path to find the stone cutter in a chest.
- 5 : Now come back to the stairs and take the right one cause left is broken. (scene).
- 6 : There is a chest near the stairs, don't use the teleport up because it leads you to the entrance. Take the one near the stone ground.
- 7 : When you arrive go up to collect a cham. Go down then to take a chest then the teleport. Use the stair now. On the first floor you find a chest and on the second a teleport. The teleport of the left leads you to a chest and a way. Take the chest.
- 8 : Come back and use another teleport to reach another chest and don't use the third cause it leads you to the entrance. Now use the teleport and walk on the path.
- 9 : follow the guy, others path are useless, however you must force him to run to a teleport so choose wisely the direction from where you will come to chase him.
- 10 : take the teleport and save. Climb the stairs.

BOSS : RIK'TALISH :

It's a poor bird with some skills. The monster is long but not difficult. There will be a long cut scene. You must know save and prepare to fight the green gigas Grendel.

AIR BATTLE FIGHT : THE CHAMELEON (ENHANCED BY A MOON STONE CANNON) :

As usual cast Increm. You will have to take some decisions here but don't worry. For the first time you are really free and i can add there is no trap. Fight as you wish. I choose to fire (answer 1) then to make a short retreat (answer 2) then i fire the harpoon cannon to beat him.

AIR BATTLE FIGHT : GRENDEL, THE GREEN GIGAS:

This must be an easy fight compared to the one with Recumen. (i find immediately a way to win). There is no particular technique ! Choose to approach and fire the feet (2) and fire again and again after you cast Increm. As the battle will be long you will cast a second time Increm. Near the end of the battle Grendel acts strangely (as if you lost in Space Channel 5). Concentrate and wait the moment to use the harpoon cannon to make him falls in the river.

Now the peace comes back. Return to the king and collect the green moon stone. You can buy new informations about discoveries. Search under the island of Horteka for the garpa fruits. Then you can head north through the ex iron gate to reach north ocean. Cool because pass again south ocean wasn't in my plan.

update 1.3 :

Before you advance anymore in the story you can choose to make some miscellaneous things. Remember that if you don't make it now it will be too late after. You can find the Ixa taka palace on the ground near the golden man. You can find the ixa'ness village in the forest on the island north of moon stone mountain. You can also find a bear rock in a rock island in south ocean. Go to Maramba. There search for an island high in the sky with the sand fall on it. Go south of here and down to find the oasis. Near the sky coral you can find a silver moon pit. Now return to Horteka to advance a little in the storyline. Go north through the iron gate. Continue north, In the first island you see, is the will'o wisp to discover. Head south of here and press A until you find the mysterious ring. North east of the will'o wisp is a rock island near the sky rift with the giant throne. Go north of here to meet a special ennemy.

AIR BOSS FIGHT : GORDO AND THREE MAD CHIEF :

This battle against Gordo is not so hard if you kill first his chiefs. You learn that Drachma has a son who were killed by Rhacknam, the giant arc whale. Beware because near this battle is an imperial ship that you will fight if you don't move quickly.

Go north. Near the sky rift is a yellow island with the light house on it to discover.

Cutscene where you arrived in Valua airspace.

You will soon arrive near the Maw of Tartas. Before landing search in the mountain on the right for the ancient palace. Then land in Tartas. You will fight with valua soldiers. Then answer 1, you will help Drachma to kill Rhacknam. There are 3 choms here and then exit. You pass the night on the Little Jack. Now walk on the boat and go to the bridge in 1F. In the next scene you will learn the full story of Drachma. Then another scene occurs. Find Rhacknam in this area.

AIR BATTLE FIGHT : IMPERIAL SHIP OF THE 6TH FLEET :

This boat is easy. Be aggressive (answer 2) and he dies with your harpoon cannon.

After a long cut scene, the Little Jack is destroyed. find the life boat to escape and then Drachma left your party. The party is divided in two, Vyse and

Aika + Fina. Drachma is supposed dead but maybe you can see him again later. Nothing sure. Don't forget Rhacknam is not dead but just injured. Vyse land on a deserted island. Follow a way to the top of the island to learn it and then search for the way to the cave. Go right to find Gonzales's bones and map. Enter the

cave and go left to collect a moon berry. Come back and and pass the night when you find a room in this cave. Then pass the night.

MEAN WHILE :

Fina and Aika were saved by Clara an air pirate. They land on Nasrad city. Visit the

town a little then save. Pass the night in the inn.

MEANWHILE :

Vyse must hunt to survive. Find 18 meats to end the hunt. You can find a chest with 1827 gold inside in the room you use to sleep. Then you must find 5 woods for the fire. Search for the forest ground. Last you will find 5 moonstones in the

forest. Then Gilder arrived and saved you. Go to Nasrad. Vyse can pass the night at

the inn of Nasrad then.

MEANWHILE :

Aika and Fina must find the weapon shop to talk to the old merchant they helped and obtain an abirik cham. Cupil becomes a star. Then go to the bar to talk with the bartender. He gives you your wage and a cham. Last go to the inn and heal Pedro. You obtain Pedro's map.

MEANWHILE :

Vyse go to the Nasultan castle in this town to warn the Nasultan of the danger.

MEANWHILE :

Aika takes a boat. Go east and follow the mountain. Press A until you find the Ruins of Rolana ,once the green mountain end, on the ground. Sell it for a lot of

money. Then search West of Crescent Isle between two mountains for the skull rock,

sell it. Go north near Crescent Isle is the Daccat's Cave. Find the cham here and

save. Read the inscription on the door.

MEANWHILE :

Vyse and Gilder goes to Daccat's cave and wait ahead of the door on the purple ground.

DACCAT'S CAVE :

This dungeon is simple and original. When you are stucked with a party try the other one to unlock the one with which you were stucked.

Begin as Vyse, find the chest and push the lever, then Aika find a chest and also push a lever etc...

In one of the room, use the wheel first for Aika then a second time for Vyse. There are two chams here and only Aika find them.

Then you arrive in a big room with a wheel. Observe the movement of the stairs to

allow each party to reach the purple ground. Then you can save and after a scene you join the other party.

BOSS : SINISTRA AND DESTRA :

These two are horrible. Concentrate your fire power on one head. Near the end of one head, the two use each turn the death waltz power so don't forget to "incred"

all the party. Then one head is a poor challenge so destroy it quickly.

Go to Nasrad. Ramirez Destroys the town and capture yourself. Answer 1 and

surrender.

GRAND FORTRESS JAIL :

Now exit of the jail when possible. Go to the other doors and kill 2 guards. Save. Go to 2F with the elevator. Heal before fighting the boss here.

BOSS : VIGORO :

This one is stupid, he confuses Aika each time she is normal. So use one guy to cure her and the other to hit Vigoro. Really easy.

You obtain the cannon room key. So use the elevator to reach this room. Scene where Enrique appears. You are in the cannon room and exit by a hole (where the bullets pass). Go left of the stairs and take the external elevator. Scene. Pass this corridor and heal before. Fight two guards and save Fina. You obtain the harbor key. Go back to the external elevator. Open the door on the right. In those corridors avoid the light to avoid battle. Take the moon berry in the chest of 2F and fight Zivilyn bane in 4F to obtain the unholy dagger and then exit by 3F.

BOSS : DRALKHOR TANK :

Easy fight if you cast increm for every one.

Then the prince comes. After a scene answer 1 to him (you trust him). Now you are on the Delphinus.

AIR FIGHT BATTLE : THE IMPERIAL ENTRANCE :

You have just to concentrate the power of the moon stone cannon and fire with it.

Now visit your boat. In the main room (with Gilder) is Marco and a moon berry. You can visit the other room if you wish and then talk to Gilder. Answer 2. Gilder left the team meanwhile Enrique joins the force.

Here are some miscellaneous things i advice to do if you wish to continue the quest

safely. Go to Sailor's island and recruit Polly, Lawrence for 10 000 gold and Pinta.

Equip yourself, heal and save. Go to Nasrad and equip the boat, yourself and recruit

Khazim and Osman. You can sell Daccat's coin for 20 000 gold at the guild. In this city

is a chest you can take because the boulder opens the way to it near the weapon shop. Go

north of Nasrad and search for the mountain with ice. You will see some boulders. Near it

is the stone city. Go north of it to find the philosophy stone. Go to the skull rock, north

of the skull rock and not of the continent and high in the sky is the balloon flower.

Sell all informations and then land on Crescent Isle. You meet Brabham and Izmael. You

must give 25 000 gold to one and 75 000 gold to the other. If you have followed my walkthrough no problem. Then choose your flag (the one of Vyse is the best and

also it changes the icon on the VMU). Now that you can go through sky rift, search for the north dannel strait near Nasrad to find the ship graveyard.

Return to

Horteka and use the shortcut provided by the sky rift to do it. You can recruit Tikatika if you have found the Ixa'ness village. Go to the part of the village with Centime and promise to Hans to recruit him. He will join later once the boat of his father will be ready. Now go to Esperanza. From Maramba go south and pass the sky rift. Then in this new area head north. Land there. Enter the town and use the ladder you see to find a cham. Cupil becomes a cutlass. Follow the way and find a chest with gold inside. Then come back to the town. There is a house where a lever makes a ladder appears, it's the light house. Collect the chest

here. You can find near the merchant a moon berry in a chest behind some trees. Then

equip yourself in the merchant shop. Then go to the bar. Talk to the guy with a bottle. Scene where Don introduces himself. Go to the port and save. Talk to Enrique. You pass the night, then return to the Delphinus for a long fight.

AIR BATTLE FIGHT : THE SECOND FLEET :

FIRST LINE / IMPERIAL SMALL SHIP : Easy, be aggressive and increase the moon stone cannon to beat this boat.

SECOND LINE / CLASSICAL IMPERIAL SHIP : Choose 1 (be aggressive) and use the moon stone cannon to beat this boat (don't forget to cast Increm).

FINAL LINE / THE AURIGA : Use Increm and Quika to win.

After the congratulations go to the inn to heal and pass the night for free. Then go

to the dark rift and search for a vortex. Near, here is the blimp wreck west of the

entrance and on an island. Now go to north ocean and recruit Domingo in Gordo's bar

and you find a cham here.

The bar is really easy to find. Come back to the rift and enter it. Save.

THE DARK RIFT :

Here you can win a lot of moon berries. So fight often.

A dungeon for the boat. Cool and original. I'll play again Albator here. In the first room collect the chest (shining boat) then go left in a hole and search for the

other exit down. In the second room go straight to a shining exit and collect the black

moon stone. Now exit and sell the information. Come back to this room and exit by the west

exit (the one down), because all the other are wrongs. Here search for items and follow

the light to the exit. In the last room save and go straight.

Here are some important things i want to add : (update 2.1)

1 : You can find an item of Zivilyn Bane here. In the room with the cone of light you

must follow to exit, search for the top of an island to find a boat with the Chalice of

Blood inside. I think, but i'm not sure that you can't take it without the skill that

allows the Delphinus to go above the cloud, but as in Dark Rift all rules are

different

you can try now. Also i don't fight Zivilyn because i find it just before the end of the game. Zivilyn didn't guard it or he simply thinks that no one will find it. This battle is maybe random.

2 : Exactly as for 1, i fought this monster before the end of the game, so it's possible that this thing only appears the second time you go in dark rift. Let me introduce the playboy of the looper, ELCIAN. Exactly like his mama you can download, ELCIAN thinks that the life is more important than a fight, so when he will be in danger he runs and you will never see him again. You can find him in the last room of the dark rift with the save anchor. Just look up to see him.

1 : SAVE BEFORE A FIGHT WITH HIM.

2 : ONCE YOU ENGAGED :

Turn 1 : Vyse = Cutlass fury (680 pts), Aika = Delta shield, Fina = Aura of valor (increase to the max your sp gauge and can be found in this room of the dark rift in a chest) and Enrique = defense (no skill of him affect Elcian).

Turn 2 : Vyse = Prophecy (i fight Elcian before the end of the game...) 6400 pts

Turn 3 : Vyse, Fina, Enrique = Focus and Aika = Delta shield

Turn 4 : Vyse = Pirate's wrath (2000 pts), Aika = Delta shield, Fina and Enrique attacks (500 and 780 pts (with Final Cupil) respectively).

I'm sure that there can't be more than 5 turns, cause Elcian runs. Also i don't mention it but when Elcian attacked my party, he received a nice counter attack of 700 pts each time. It seems that my Elcian has only 11000 HP, but Mark Emmons, the guy who helped me to find Elcian fought an Elcian with 17000 HP. He also told me that each time he comes back to Elcian the monster becomes stronger. My best advice is to wait for the end of the game, the item that Elcian gives is random, it can be a moon berry (for Mark) or a stupid Valuan Medallion (for me). Best of all, you can win 7500 exp and 20 magic points once you defeat him. Last let me gives you the hint Mark told me, be sure to be equipped with the black map (item gave by Domingo when you have 50 discoveries in your log book) if you wish to make an easy fight. I didn't use this item cause i sold it, but with it the pirate's wrath of Vyse is more powerful. Another guy on the net told me of this monster, but when i asked informations about this (it was when i wrote the 2.0 version,

imagine the time i
have wasted before giving this information) he never answers to me, probably
because he thought i
didn't believe him. However i thank him without naming him and give the full
credits to
Mark Emmons.

AIR BATTLE FIGHT : ANGUILA :

Choose to stay in front of the beast (answer 1) each turn and fire. Then the
beast
exit so i hope you have a lot of SP to fire on it and last choose again to stay
in
front of the beast to finish it. Then you can exit of the Dark Rift.

Update 1.4 :

Go to the east when you exit to find the guardian walls. Go north to find the
Ugui's nest. Pass the sky rift from here, go north until a scene arrive.

AIR BATTLE FIGHT : TENKOU SHIP :

you must use the torpedo to destroy the boat.

AIR BOSS FIGHT : JAO AND MAO :

Choose to fight (answer 1) and kick their butt.

Just in the same direction is the Spice Island (press A quick after the fight).
You find here
an ingredient which is called the Khale. It's automatic and will be used later
in the game.
Then continue to discover Yafutoma (press A). Land on the city. Scene. Then you
learn you must travel to Mount Kazai. Here you can heal and save in the guest
house
behind the palace. In this city there are 2 chests. One can be reached by using
a boat
after you use a lever to move the bridge and the other is behind the backdoor of
the
item shop. Don't forget to buy a Suiran Blade and to equip the boat with
Torpedoes
and Yamato Spirit. Talk to the ship part merchant and ask him (answer 2) to take
you
to Mount Kazai.

MOUNT KAZAI CAVE :

1 : Take the rope and follow the way to the water.
2 : Use your suit to go underwater.
3 : Use the switch to fill the hole.
4 : Exit by the left and follow the way. Use the switch and go underwater. Use
the
new path to fill the main room with water by using the switch. Come back to
the
main room.
5 : Use the north exit. Follow the way. You'll see a fork after an ice room. Go
right and then underwater. To the south you find a way to an item guarded by
Zivilyn
Bane. Then come back underwater and use the other way. Go left at the fork
and use

the switch to fill again the main room.

6 : Use the exit of the right in the main room. Choose to fall underwater by using

the north pool. Follow the way to the last switch. Come back to the main return.

7 : Dive now in the hole full of water. Exit. You see a rope but don't take it. Just

follow the way.

8 : At the fork left is a cham, straight leads you to a moon berry in a chest. Go

left and fight with 2 aluspheres.

9 : In this room you can use the switch to reach other part of the dungeon and arrive safely in the last room. Or you can choose to follow the way and open the

wall. You'll fight 6 groups of Aluspheres. Anyway you come to the last room.

10 : Use the last corridor and save. Use the teleport device.

BOSS : TORTIGAR :

This turtle is not so difficult, just cast increm and focus when she is invincible.

You must use Aika and Fina to heal. Once you have upgraded Vyse and Enrique with Increm you are sure to win (cutlass fury and royal blade).

Return to the village and pass the night. You notice that Belleza came. After the scene go to the port. Choose to wait and see (answer 2). After a cutscene, Moegi helps you to escape. On the right of this passage is a chest and then you can go left. You discover the power of the Yafutoman.

EXILE ISLAND (TENKOU ISLAND after you learn it).

Save. Follow the long way to the temple. You can find a Cham here. Cupil becomes a

Spear. After a scene the prince Daigo asks something to you. Answer 1 to help him.

Go to the port. After the scene you must reconquer the Delphinus.

After the fight on the main bridge, go to the command room of the delphinus.

BOSS : MURAJI AND 3 SOLDIERS :

Easy fight. Don't waste your time.

AIR BATTLE FIGHT : THE DRACO (Vigoro's ship) :

Cast Increm and use the moon stone cannon.

AIR BATTLE FIGHT : BLUHEIM, THE BLUE GIGAS :

Hey there ! it's the dragon of Panzer Dragoon Saga ! It's the most impressive fight

i have seen for the moment. Bluheim is powerful, quick and so cool. Brief, the goal is to win so cast Increm and fire with torpedoes and moon stone cannon. The other cannon are useless. They always miss the gigas. Enjoyed the chain laser.

Once you have won, you are in Yafutoma where the classical congratulations arrive.

You obtain the blue crystal and can do some things. The current level of Cupil must

be a spear. Use 1 chom so he regurgitate all cham and abirik cham. Give to Cupil all the cham and then the abirik cham and he becomes a Claymore. Well as you see the mix is necessary. Also it seems that the Claymore is the last evolution of Cupil by using this way for now. You can mix differently to obtain other forms of Cupil. However continue to give him Cham and Abirik Cham. You decide to go east and you leave the village.

END OF CD 1 AT LEAST.

9 WALKTHROUGH FOR CD 2 :

Here are the miscellaneous things to do to unlock all the secrets. As usual it's now or never. You are free to not search for the discoveries. Go north of Mount Kazai. High in the sky and point toward the north. Wait until the Wander birds appears and click on them to discover them. Head a little east. On the wall is a big island. You'll find there the Dheerse. Return to Mount Kazai and go north until you pass the sky rift. Find Ryu Kan's island. Go north and you see a small black island. North north east of here is another island, go on the top of it, Continue North north east to find the invert Isle. Return to Ryu Kan's island and go east this time until you see a snow rift intersects with a dark rift. Go west and use A until you find the Mystic Orchard. Now follow the Snow rift constantly until you see a big hole. It's the way to your home, but before that continue until you find an island cut by the snow rift. Search there the Grieveing Prince. Return to the hole to arrive in known skies. From here go directly to Crescent Isle after you sell the informations and win a lot of cash.

Scene where you discover that the world is round. Answer what you wish (i answer 1 personally). Brabham the engineer and Izmael the builder join the crew. Talk to Belle in the port to recruit her. There is a cham behind the building with the cannon inside and another outside near the flag (maybe this cham appears later so if you don't find it search for it later). In your island you can equip the boat in Khazim's shop and buy items to Osman. Give to her 2000 golds. She can increase the shop. Use the external elevator and enter the meeting room. You decide to go south and find the purple moon crystal. Sleep then talk to Domingo in the meeting room so you obtain items. You can ask Izmael to build new things. Order, exit of the isle and come back for the result. You can do this to build all you can. You can leave the isle.

Recruit Don at Esperanza. Talk to the woman at the bar. She asks you to talk to her mother in Maramba (the kabal skewer lady). Go in Maramba and talk to her then come back to Esperanza. The daughter gives you a kabal skewer. Talk to the mother at Maramba and she eats it but don't like it. Talk again to the daughter and she asks you to find 3 ingredients : Gentle, Khale, Kabal. If you have made the discoveries when i said to do it, you have the Khale (it's with the spice island). For the kabal, go to Gordo's bar which is located on the square E4 and enter it. Once inside talk to him and he gives one. Go then to Nasrad, collect the cham near the two lovers, and talk to the item merchant. Use the talk option and he sells to you Gentle for 500 gold. Then come back to the daughter and she prepares new kabal skewer. Bring it to the mother and she forgives her daughter. Go for the last time in Esperanza and the daughter gives to you an abirik Cham. Ouf. Just by curiosity i return to Maramba and the mother has disappeared. Recruit there Khalifa if you are equiped with the suiran blade. In fact the mother goes to Esperanza during your travel to Maramba.

Return to Horteka to recruit Hans. There is a ship who asks for 10 sky sardis (you have it normally but if you need to fish them, they live near the Pirate grave, the first discovery). Give it to him and he gives an Abirik Cham.

Return to Crescent Isle and build all you can. Talk to Polly and give her 1000 gold. Then if you talk again to her after exiting and returning she asks 10 grudles to cook a polly special. Go north of Crescent Isle and pass the sky rift. You see a big island. Search near the craters on it for the Giant Squid Nest. In this sky you can fight a Giant Squid to obtain a better deck for your boat. In Horteka sky, above the cloud you can fight a Giant Red Bird to obtain also a good item. Return to Esperanza and south of there is a sky rift. Pass it to discover the land of ice. Search in the continent for a small mountain. Fight the ALANAS to obtain an item. Then continue your quest.

Go north of it and find the frozen giant. Go to the ice continent and search for a place where mountains are separated by a path. Follow the path south south west to find the Ice bird. Go east of here and when you see an aurora in the sky push A to discover the Aurora. Near this area is the entrance to the purple cave. Sell the informations before going there. Come back and click on the ice ground to find the entrance of the lost Ice city. (A5 on the map). You enter the Ruins of ice.

RUINS OF ICE :

- 1 : Enter and find the Cham here.
- 2 : Answer 2 to the quiz (power of ice) and slide.
- 3 : Open the door and follow the way to the second quizz. Answer 1 (maybe two).
- 4 : Go to the third door and follow the way to the last quiz. Answer 2 (will and spirit). Slide to the capital.
- 5 : Use the device ahead of you. Follow the way. You find a chest with ice splitter.
- 6 : Come back and take the new bridge (i think it appears after taking the chest but maybe i miss it). Take the way of the left after the bridge.
- 7 : On the left of another path is an item guarded by Zivilyn bane. Take it and follow the normal way to another device.
- 8 : On the right is a cham, straight a blade and left you can save. Go to the boss.

BOSS : VELTARN :

No difficulty here. Increm, Blessing, royal blade, cutlass fury, etc.

- 9 : Use the device and go right to take a moon berry, then enter the room.

Scene where you find Drachma near... Rhacknam! After the scene you collect the purple crystal and Drachma leaves you (answer 1 to Aika). Return to Crescent Isle.

Now you can go high in the sky and below the cloud also. I see a great advantage because in those area there are no fights. The convenient is that you lose a tons of exp.

High in the sky near your home base is a rainbow. Search there for the rainbow island.

Then go south south west and you see a red object. It's the iron star. Return to Domingo in the meeting room and he gives you an item (you have 50 discoveries).

Find

the square K4 on the map in ice land and go below the clouds. You see a huge island,

it's southern cross. Follow the direction of the cross (south) and you find a new

entrance for the ruins of ice. You collect a moon berry. Take the device and you exit

by the other entrance. From this exit, go east and then to the square C2. Search in

this square for a place where the screen turn dark. Point to the east ,i think, to look at

the purple moon. Click until you find the eclipse point. South of here is the looper's nest in the corner of the lonely island here. Above the clouds and near south ocean i found the ghost ship. This thing move fast and describe a circle. If

you don't find it immediatley like me wait a little it appears. Go in Ixa taka airspace and find a water fall in the sky. Search on the right ground to find a the

alupas. Near here find Rixis and search in the area for the pyramid where was the green

crystal. Go south and use A to discover the observatory. In mid ocean near home search for the moon stone lake above the clouds. It's easy and visible. Go to Tenkou

Island and south of here is a small island with the mother tree on it. Go below Valua. You'll find an island with the valuan wreckage. The dancing star are to

the
north of here (near it is the entrance to the yellow dungeon). Search north of
the
dancing star to find the rabbats (push A repeatedly). Go under Shrine's Island
to
find a lonely rock with the flying machine on it. It's on C4. Go east and push A
to
find the bottomless pit. Go to L10 and stop. Circle on yourself until you find
the
giant fish. With the clue given by an ermit above the sky of ixa taka you can
search
for the flutterflies if you wish.
If you find it you obtain the last item of Domingo. Flutterflies are visible and
are
a group of butterflies. It's on the line E4/F4/G4/H4 on the map.
High in the sky near north of Crescent isle and near the sky rift is the house
of
Ilchimys. Land there and find a Cham. Use the two talk options. Exit. Come back
later and talk again. The text has changed. Try to recruit him and he comes if
Vyse
has the Riselem spell. Return to Crescent Isle and give him 1000 gold so he
increases his shop. Then exit and talk again to him and for 4000 gold he offers
an
ilchimix that can heal all HP and MP outside a battle.
Go to the dancing star and enter the Maw of tartas.

MAW OF TARTAS :

- 1 : After the save point, there are 2 ways. Go right. The chest here are
symbolized
by a yellow crystal with a transparent top (there are two in this dungeon).
Take
the first chest.
- 2 : Now go left to the other way. You arrive on a new fork.
- 3 : Go left to collect a moon berry.
- 4 : Go right to save and enter the last room.
- 5 : Go up to the yellow gigas. Scene where the yellow gigas awake.

AIR BATTLE FIGHT : YELIGAR, THE YELLOW GIGAS :

Nothing difficult because he is weaken by the seal of the silvite. Explodes him
with
torpedoes and moon stone cannon.

Go to Crescent Isle and find the cham near the flag if you haven't take it
before.
Go in the meeting room and find Gilder. Scene. Go near Shrine's Island and below
the clouds and search for Dangral island. Land there.

- 1 : Take the ladder and enter the corridor. Scene. Use the ladder.
- 2 : Follow the way and click on the red ground to watch a scene or a chest. Do
it
each time you see a red ground. You look at a fan here and straight is the
last
scene you must watch. Come back left at the fork and cut the power of the
fan with
the lever.
- 3 : Take the way of the fan. The door of the left is closed. On the right there
are
two doors. Take the left one and visit each room for items. Then exit of

here and

use the right one.

4 : You see a door and an opening. Use the door and click on the schematics.

Scene.

5 : Go all the way back. Scene where Gregorio gives his life to save the prince.

Escape of here. Return to Crescent Isle.

Talk to Brabham. Scene. 10 days later the Delphinus is ready to go in Deep Sky.

Enrique announces that he wants to left the team and return to Valua. Go under Shrine's island and search for the vortex.

VORTEX :

You have to go down until a scene stops you. Then Enrique explains how to extract

Fina's ship. Use B to show you where to search and A to extract. I used the ten sonars to cover the map and then i extract two pieces of Velorium. Fina's ship is in

the south of the map. Don't waste time to search for each square cause of the annoying

battle each time.

Brian Graham drew up a map of the Deep Skies (where Fina's ship is found)

keys:

o = Nothing there

x = Can't dig

f = Fina's ship

v = Velorium

xxxoooox

xoooooooo

ooooooooxoo

ooooooooov

ovoooooooo

oooooooooo

ooxxoooo

ooxxfooo

xxxxoooo

There is a third piece of velorium in the Vortex. I don't know where but it exists.

Thanks to Mike for this information.

AIR BATTLE FIGHT : THE CHAMELEON :

Destroy him with the torpedoes and magics only.

AIR BATTLE FIGHT : THE CHAMELEON (ENHANCED WITH THE HARPOON CANNON) :

Kill De loco and say bye bye to deep sky. Return to Sailor's island and meet Baltor.

AIR BATTLE FIGHT : THE BLACK BEARD 2 :

Easy fight. Use Marco then focus and concentrate all your firepower in one turn. The

boat has 40 000 points only. Then land on Sailor's island and say bye bye to Enrique. You can go back to Crescent Isle after you heal and save here.

update 1.5 :

When you leave the island a long cut scene occurs. It's the false ending. Fina has all the crystals and must return to her home. Everyone make a party to say bye bye to her but... Ramirez and Galcian are not agree with this. And they are right, if you want my opinion (it's too easy...).

BOSS : 3 SHADOWS:

Choose to fight (answer 1). Kill them quickly.

BOSS : RAMIREZ :

You can do what you want, Ramirez is invincible (i give 300 000 points of damage, just to see if there is a hope and that guy lose nothing of his life). Then Ramirez will take the crystals. In the next cutscene Ramirez explains all about the silvite and Fina's mission, Answer 2 (which power are you talking ...) then he tries to kill Fina. After that he goes away. All is destroy in Crescent Isle. Support Brabham (answer 1) so he can rebuild quickly the Isle for you.

Aika asks what to do and you must say to not give up (answer 1). Then Fina leaves to be alone in the meeting room. Go to her and answer 1 (it's ok to let her alone). In an another cutscene Alfonso becomes the leader of the remaining armada of Valua. Enrique comes to warn her mother but she didn't listen to him. Then Belleza saves the Prince from death. At this point Gilder joins the team. Before you leave go near the flag to find another Cham. A miscellaneous thing to do is to click on the flag and change it to Fina or Aika's one. You can do it as many time as you wish. Once you are ready take the ship of Fina (near the flag) and take off to silver shrine.

THE GREAT SILVER SHRINE : (ie the FUNNIEST AND ORIGINAL DUNGEON of ALL RPG ever made)

Note that there is no monsters here. Note also this is not a bug, the gravity goes upside down in the shrine.

1 : Go straight to enter.

2 : Go straight to a chest (silver armor). Go left and turn when you can to collect a moon berry. Continue the way.

3 : When you have the choice go straight (the way goes up). Use the device.

4 : Follow the way straight to another moon berry then turn left (or right if you come from the chest). There is another point when you see the light from the side where you can find another silver armor (left way).

5 : Use the other way now to end this level.

A long cutscene will explain the truth about the world of Arkadia. Answer 1 to the silvite. After that Galcian and Ramirez come to take the last crystal. Return home and accept the offer of the Elder (answer 1, help me to return to Fina's ship). You can find near the entrance, Fina's room if you want to visit it. Go to Ryu kan's

island
and recruit him if you are Vyse the daring minimum. Now return to Crescent Isle
and
upgrade his shop. Then if you have two pieces of Velorium, Kan creates a Vorlik
Blade
for Vyse. The second piece of velorium is also in deep sky (VORTEX). If you
haven't
found it it's time to go. To obtain the blade use the talk option of Kan and
gives the
pieces. Then exit of the isle and enter again to collect it by talking to him.
Return to Valua, go near the sewer entrance and search for the house
with iron barrel on its side. Behind them is a secret way to a moon berry in a
house. Polly asks for 10 grules and she gives the Polly special. To fish a grule
go on
the east side of dark rift (the side of Yafutoma) and near the exit is a group
of grules
leads by a rainbow grule. A polly special completely heal the wound outside a
battle.
Note that there is a shortcut in Dark Rift now that you can go higher or lower
than a
normal ship, it's an exit down in the first room of the rift. Once you are in
Dark Rift
find Robinson, the lost sailor.
Go in the psychedelic room and enter the tunnel just up and left of where you
are.
You will see a shining boat down with 3 sacrum crystal. Up is another boat with
Robinson inside. talk to him and Polly recognizes him. You can find a moon berry
here
in a chest.
Now take off and go to Pirate's Isle to recruit Pow the jester.
Then go to Gordo's bar. Enter and Exit. Go above the cloud but not too high.
Wander in the line E4/F4/G4/H4 on the map to find the flutterflies. They are
yellow
butterflies and wing in group. You increase the chance to see them by entering
and
exiting from Gordo's bar. I note something for this discovery a second time
because
this time i have found them and i have found a quick way to find them. (Also
readers of
the previous versions have a different text up here). Anyway return to Crescent
Isle
and collect the title of Supreme treasure hunter of Arkadia from Domingo in the
meeting room (hourra...). In Horteka talk to the tavern master and he speaks of
the
letter of Merida. Go to sailor's island lighthouse house and find the red
balloon
inside. Bring the letter to Merida, in Horteka, and she will come with you. Last
go to
Yafutoma.
Use a boat in the town to go near the water fall (under a bridge). You arrive in
a
hidden part of the town. There recruit Kirala the builder (a woman) in the house
she
is building (answer 1 to her). Then with her you can go to her sister. To quit
this
part, use the stairs and then the device to go up. Then use the boat to fall
down the
known part. From here go to the restaurant and recruit Urala, who is Kirala's
sister.
She comes with you and you have all the crew members list filled.

OK it's over for the miscellaneous (or ... brief later). Go to Dangral island and land on it. Follow the way of the fan then the door right to go down and find the way to the opening (the place where Gregorio was killed by Galcian). You can refer to the appropriate section of the walkthrough to find it if you have problem. Then use the elevator.

BOSS : VIGORO :

He is not so tough with his armor and his gun. After you defeat him you learn that he wasn't really a bad guy. Even Aika says a word of hope for their possible couple. (Sorry if you think so but Vyse is for Fina and not for Aika). Save then. Once you enter Soltis, follow the anti gravity way to the door and enter.

BOSS : ELIMINATOR :

It's an upgrade version of the sentinel and except for his stone power there is nothing to say about this poor boss.

After the scene you must run for your life (but you can't fall in fact) and then you arrived on the Delphinus. Go to Soltis but a shield stops you. Scene. After that you are on Crescent Isle. Everyone come to support you so answer 1 to them. On the night, Belleza comes to say bye bye. Now search for Aika and Fina. Fina is near the flag. Talk to her. Answer 2 if you are intelligent, but if you wish to answer 1 it's your problem... Then find Aika near the meeting room and answer 2 to her, or 1 but it's your problem... . Make the final preparations and go to Soltis near Pirate's Isle. Answer 1:
let's make history.

AIR BATTLE FIGHT : VALUAN MAGE SHIP, ridiculous.

GALCIAN'S ELITE, Choose 2 (conserve the position)
THE HYDRA, attack the upper part (answer 1), then the hull (answer 2) and cast Increm two times.

GALCIAN'S SHIP :

1 : Enter and follow the way. Pass the bridge. You can take a X cannon in the chest,
then use the pole.
2 : Use the ladder here.
3 : You are outside now. Go left and use the ladder then the pole to collect a moon berry and 3 sacruLEN. Come back outside.
4 : Go right two times (first exit is from where you came first) and use the second exit. Use the way here to reach 2 magic dew. Return outside.
5 : Use the last exit. Pass the bridge. Go right to the pole (second room) then go left to the exit.
6 : Save and use the ladder here. Scene where Galcian arrived.

BOSS : GALCIAN :

ETERNUM : Galcian can kill everyone, especially Vyse.
DEVOLVER : It's Galcian's version of Increm.
NEGLORA : It's Galcian version of Dispell.
ELECTRULEN : It's the combo thunder you know.
TERMINAL : Galcian jumps in the air, destroys the fleet of Vyse then concentrate all his power on a single foe. (each time the poor Aika in my case).

The method is simple, everyone focus and Vyse uses his Pirate's wrath. Galcian dies quickly then. After the battle, Galcian escapes but Belleza, kills him. Galcian was her true love, that's why she couldn't betray him before now. The guy is dead it's sure. Then the Elders give their lives to allow you to land on Soltis, by Shrine's island. Save.

If you want you can now, go to the looper's nest in the isolated area south of the land of ice. From the looper's nest you have discovered go north and meet a giant looper.

AIR BATTLE FIGHT : GIANT LOOPER :

SAVE BEFORE THIS FIGHT

the tactics here is the following : If you hit him with one torpedo he escapes. So in turn one use Urala, in turn 2 concentrate all the torpedoes you have in one turn to hit him. He has 50 000 HP. If he escapes you will never see him again, so reset (A+B+X+Y+START) and restart the battle. In this case, Wait turn three and use the moonstone cannon and your torpedoes simultaneously to finish him.

You can go above the sky of Dark Rift and search for the Hamachou island. There you can ask the stats of your game and best of all find the 27 th cham of this walkthrough. The 28 th cham is in Rixis at the entrance, go left of the left statue to collect him. I have forgotten to take him when i was there... In Soltis there are 2 Chams to find and if you have followed my walkthrough, you'll see Final Cupil.

Return to Soltis and land near Shrine's island.

AIR BATTLE FIGHT : GADIANOS :

You can avoid the battle and simply wait the end of the turn but my advice is to destroy the thing because it gives a strong deck for the Delphinus. This thing has 30 000 HP, so with three different torpedoes or some cannons, you can beat it in one

turn.

SOLTIS :

I take Enrique with me, he is the best. To change of character, simply go to the bridge and search for the character you want, but don't forget to equip him.

PART 1 :

1 : Go through Shrine's island and down to where you fight the sentinel. Pass the door.

2 : You follow a corridor and arrive in a three ways path. Right is a dead end. Straight leads you to another three ways path but they are all dead ends. Go left, you arrived in a two ways path, straight is a dead end and the good way is right. You

arrived in another 3 ways path and the good way is straight. (left and right = dead end).

3 : From the good way go right and pass the door. Go straight then.

4 : Follow the way and avoid the dead end.

5 : You arrive in a 3 ways path, left is a dead end. Right leads you to the good way,

but you can also go straight and then pass a door. I do that. The three way path here

is simple : left = dead end, right is the way of the left in the previous path, and

straight is the good way. Go left then. At the 3 ways path go right to collect the

29th cham. Then come back and use the left way to exit. Others path are dead end.

PART 2 :

6 : Follow the way and open the door.

7 : Follow the way and discover the final cham. Then use the teleport.

8 : In this second corridor you'll see two teleport and a door. Pass the door to collect a moon berry then use the first teleport.

9 : Pass the other door to find a second moon berry. Then use the teleport. You are on

the top and look at a giant glowing ball. Pass the door and use the device to arrive

at a save point. SAVE SAVE SAVE SAVE SAVE.

10 : Return to the giant ball and use the teleport. You are at the beginning.

Trust

me. Return to the corridor with two teleports. Take the second (at the end after the

door). Follow the way to the room and fight

11 : Zivilyn Bane, yes he is here, it's true. You obtain the last orb. Then use the

teleport you see to come back again at the beginning.

WARNING : ON YOUR WAY TO THE TOP, YOU WILL FIGHT AGAIN A GUARDIAN, THEN LATER WHEN YOU

TAKE THE GOOD TELEPORT TO THE TOP, A LINARK. AFTER THE LINARK, USE THE TELEPORT BUT

DON'T TOUCH YOUR ANALOGIC THUMB UNTIL THE CAMERA IS NORMAL. IF YOU TOUCH IT YOU HAVE A

CHANCE THAT THE SPRITE OF VYSE DISAPPEARED. IT'S A BUG AND YOU'LL RESTART FROM

THE
BEGINNING SOLTIS. THIS BUG IS RARE FORTUNATELY. If i haven't saved when i said
it,
it would be what awaited me. I had a great chance.

Once you are on the top save and pass the final door.

BOSS : RAMIREZ :

ETERNES : He kills someone.
SILVER ECLIPSE : His fury.
DRILNOS : He weakens everyone.
LUNAR BLESSING : The same as Fina but more powerful.

The tactic is the same as Galcian, Aika cures Vyse from weakness, Enrique and
Fina
focus and Vyse makes his Pirate's Wrath.

AIR BATTLE FIGHT : ZELOS, THE SILVER GIGAS :

First choose 1 (maintain the distance) then be aggressive and answer 1 to shoot
only on
his center. When he cast Drilnos, use Incremus to cancel its effect. Use Urala
to have
a lot of SP and later the aura of valor if you didn't use it to fight with
Elcian. You must
shoot all the cannon and torpedoes and moon stone cannon in the same time to
make great
damage. He is long very long.

FINAL BOSS : RAMIREZ (ENHANCED WITH THE SILVER POWER)

SILVER BINDS : The fury.
SILVER NIGHTMARE : He takes controls of a character.
DRILNOS : I have enough of that spell !

The tactic is the same, Aika cures Vyse, Enrique and Fina focus and Vyse makes
his
Pirate's Wrath. The monster is as long as the classical Ramirez.

CONGRATULATIONS YOU HAVE BEATEN THIS GAME. Enjoy the ending. The final picture
is
different and depends of your title. I was Vyse the hero but you can be Vyse the
legend at the maximum. It's finally over and i'm so happy. The emotion is great
as the
ending.

ADK, THE ETERNAL WANDERER.

10 PINTA'S QUEST INFO :

I open this section for some reasons. Also It's the first mini game i have
experienced because Arkadia was so great that i wanted to know all about this
game.
You meet Pinta the first TIME you visit the weapon shop of Sailor's island. She
or he
,i don't know, joins the crew later. Then press start. To download the mini game
you
need 83 blocks. If you want to play with it you must switch off the dreamcast
and

use the VMU alone.

I see some advantage in this game.

1 : The more you explore the game (Skies not the mini one) the more the map in the VMU will be enormous.

2 : Pinta gains experience points. The more she or he has exp the more gold you collect.

3 : You can upload Pinta to take the gold and the potential items she or he found. Of course Pinta find valuable items if she has a lot of exp.

4 : You will encounter different danger :

A wind and you must press A to resist.

You will see another boat and fight.

You can meet a merchant who exchanges items with you. There is more of course.

These events are random and occurs after a certain level.

5 : During the game you can change when you wish of area and explore a new one.

6 : Once you have paid 500 gold in Crescent Isle to Pinta, i think he is able to find

in the VMU game the animals he talked about (update 1.5).

11 THE HOMEPAGE OF SKIES OF ARKADIA :

Well, i haven't visited it yet because i haven't an american dreamkey and especially because internet is very expansive with a dream in my country, but i'll visit it one day or another.

Update 1.5 : Nobody send informations to me about that but i have real good one especially for foreigners.

With an american Dreamcast, no problem, go to the site and download the three files in your VMU.

WITH A FOREIGN DREAMCAST : WARNING : AS YOU ARE NOT AN OFFICIAL MEMBER OF SEGA NET YOU CAN'T GO TO THE SITE AND DOWNLOAD THE FILES. IN ADDITION OF THAT THE SITE COMPLETELY DESTROYS YOUR ACCESS IN YOUR COUNTRY AND YOU NEED TO RE INSTALL THE DREAMKEY ON YOUR DREAMCAST.

TO DOWNLOAD THE THREE FILES GO TO :

<http://score.sega.com/games/skies/ingame>

You will notice a last thing on the adress like "indoor" or "in" something but i can't read it due to the clock of the explorer of the game. It's probably there (with the full adress) where you find the utility of the third download.

Anyway once you have the file, load your save file and accept to implement the save file with the downloaded ones.

Download 1 : The giant looper (see the walthrough part 2)

Download 2 : The Hamachou island (to obtain the last cham)

Download 3 : You can now obtain two new weapons for Aika and Vyse. First fish some

moolah (if you need money only) in the sky and then go to the mystery merchant (a chinese) in the guild of

Maramba or in every town with him. You'll buy those items if you have money.

They are completely useless but

so fun. Aika has a dreamcast logo on her Swirlrang and Vyse a special Tuna Cutlass that

allows you to combine a frozen spell and another one. It's funny but useless, too

bad. However the Swirlrang confuses every foes and even a boss or an isolated monster like Elcian.

12 LIST OF SKILLS :

Once in a hand to hand battle, pump up the SP gauge to the max and the run option becomes the crew option. You can perform two secret furies.

PROPHECY : there are 3 different Prophecy to perform.

Vyse Aika Fina Enrique

Vyse Aika Fina Drachma

Vyse Aika Fina Gilder

The power of this attack depends of your current level.

BLUE ROGUES : it's an attack for a group of foes. Each crew members has an action he or she can perform with his own voice acting. It's a good thing of Sega of USA. You can try various version of this fury.

The power depends of your current level and it's also true for the healing part of this attack. For example, i do 6800 of damage and have 3100 points healed. The guy who e mail me the tips do only 4500 of damage and 1500 points only are healed.

DRACHMA :

TACKLE : a super high impact damage the ennemy. Use 10 SP. (affect one ennemy)

SPIRIT CHARGE : Drachma increases by four the number of the SP. Use 0 SP and needs 2 moon berries to obtain it.

HAND OF FATE : A mountain rises under Drachma and he creates a big hand to stomp

the ennemy. The ennemy dies instantaneously except if it's a boss.

Use 25 SP and needs 4 moon berries to obtain it. (affect one ennemy)

I think that's all for Drachma. Think that he leaves the team so if you want to see these skills increase him first.

VYSE :

CUTLASS FURY : Vyse makes a fury that looks like the Mirage sword in Shining Force 3 and looks like Julian (the hero of the scenario 3 for incult). Use 7 SP.(affect one ennemy)

COUNTER STRIKE : When Vyse is surrounded by ennemies, activate this skill and he will offer a nice counter attack to everyone.(all ennemy)
Use 1 SP and needs 1 moon berry.

RAIN OF SWORD : Vyse looks like a god and jump in the air to summon a lots of thunder sword. (affect all ennemies).
Use 14 SP and needs 2 moon berries to obtain.

SKULL SHIELD : Vyse summons an old air pirate to protect the party. Useless.
Use 5 SP and need 2 moon berries to obtain.

PIRATE'S WRATH : Vyse uses a rising thunder storm to launch the ennemy in space, then he comes from beyond the star to make a Grand Cross on the poor victim. This skill is equal with every ennemies (4000 to 6000 points of damage each time).
Use 21 SP and need 4 moon berries to obtain.

AIKA :

ALPHA STORM : Aika shots circles of fire to burn the ennemy. Can make combos

if
use correctly.
Use 4 SP and needs one moon berry to obtain.

DELTA SHIELD : Aika creates a triangle where magic can't affect the party.
Also
she blocked the magic of the party. I have never success with
this spell. Just try it and forget it.
Use 2 SP and needs 1 moon berry to obtain.

LAMBDA BURST : Aika uses four fire psycho boomerang to kill all ennemies in
the
battle. Use 8 SP and need 2 moon berries to obtain.

EPSILON MIRROR : Aika creates a shield for herself that heal 10 MP and also she
is invincible for one turn.
Use 10 SP and need 2 moon berries to obtain.

OMEGA PSYCLONE : Aika uses her boomerang to launch a fire tornado on the foes.
Even
if it's the most impressive of her skill i find it less
powerful
than the lambda burst. Use 12 SP and need 4 moon berries to
obtain.

FINA :

LUNAR GLYPH : Fina asks the moon to hit an annemy. It can stone the victim.
Use 3 SP and needs one moon berry to obtain.

LUNAR BLESSING : Fina cast a blessing spell that heal all members by 200 points
per turn.
Use 12 SP and need one moon berry to obtain.

LUNAR CLEANSING : Our dear Fina clean every one from bad status except death.
Use 6 SP and need 2 moon berries to obtain.

LUNAR WIND : It's a dispell spell. Useful some times. Use 6 SP and need 2
moon
berries to obtain.

LUNAR LIGHT : Fina uses the power of the moon to cure, heal and revive any
of the
party members. Very impressive.
Use 18 SP and need 4 moon berries to obtain it.

GILDER :

GUNSLINGER : Gilder asks the ennemy to dance for him. Can make combo.
Use 9 SP and need 1 moon berry to obtain.

AURA OF DENIAL : Gilder protects the team from 50 % of damage. Useless.
Use 5 SP and need 2 moon berries to obtain.

THE CLAUDIA : Gilder calls his boat to fire on all ennemies. The problem is
that
the impact is divided by the number of ennemies and in one foe
it's less powerful than a Gunslinger.
Use 18 SP and need 4 moon berries to obtain.

ENRIQUE :

ROYAL BLADE : Enrique looks like Medion (hero of shining force 3 scenario 2)
and
use his rapier to kill the monster. Excellent.
Use 9 SP and need 1 moon berry to obtain.

JUSTICE SHIELD : Enrique summons a shield to protect the party. Useless.
Use 4 SP and need 2 moon berries to obtain.

THE JUDGEMENT : Enrique calls an ennemy to the coliseum of Valua and launch a
dragon
to punish the ennemy. After that he receives the
congratulations of
Valuan people. Very impressive and ultra powerful.

Use 16 SP and need 4 moon berries to obtain.

That's all for the skills.

13 LIST OF MAGICS :

You spent 1 MP each time you cast a spell.

GREEN MAGICS :

SACRI : Heal 500 HP. Cost 2 SP
SACRES : Heal 1000 HP. Cost 4 SP.
SACRUM : Heal 1000 HP of all allies. Cost 8 SP.
SACRULEN : Heal all the HP of one ally. Cost 6 SP.
NOXI : The ennemies receive a poison cloud (all ennemies). Cost 3 SP.
NOXUS : Lv2 of the Noxi spell. Can poison an ennemy (all). Cost 6 SP.

RED MAGICS :

PYRI : The classic fire spell. Cost 2 SP.
PYRES : Ray of fire kill all ennemies. Cost 4 SP.
PYRUM : All ennemies receive a meteor shower. Cost 6 SP.
PYRULEN : All the battlefield explode to kill all ennemies. Cost 10 SP.
INCREM : Increase all stat for one friend. Cost 4 SP.
INCREMUS : Increase all stat of all allies. Cost 16 SP.

PURPLE MAGICS :

CRYSTALI : The classic ice spell. Cost 1 SP.
CRYSTALES : A pick of ice emerge from the ground. Cost 2 SP.
CRYSTALUM : A strange ice thing hit an ennemy. Cost 3 SP.
CRYSTALLEN : The ice pick explode on the foe. Cost 4 SP.
SYLVENIS : Close the skill of a monster. Cost 2 SP.
PANIKA : Confuse the ennemy. Cost 3 SP.

BLUE MAGICS :

WEVLI : A wind can kill the ennemy.combo if the other is in good range. Cost 2 SP.
WEVLES : A great wind affect every ennemies. Cost 4 SP.
WEVLUM : A super wind kill every ennemies. Cost 6 SP.
WEVLEN : The wind explodes to kill an ennemy. Can make combo. Cost 8 SP.
QUIKA : All allies speed increase. Cost 6 SP.
SLIPARA : Every ennemies sleep after the spell (theory). Cost 6 SP.

YELLOW MAGICS :

ELECTRI : Thunder hit the ennemy. Cost 2 SP.
ELECTRES : A great thunder hit all ennemies in the range. Cost 4 SP.
ELCTRUM : An explosion of thunder kill all ennemies in range. Cost 6 SP.
ELECTROULEN : A super thunder ball destroys the monster. Can make combo. Cost 8 SP.
DRILN : One ennemy is weaken (theory). Cost 3 SP.
DRILNOS : All ennemies are weaken. Cost 6 SP.

SILVER MAGICS :

CURIA : One status ally is restored. Cost 2 SP.
RISAN : You have 50 % of chance to awake a death friend. Cost 4 SP.
RISELEM : You awake a friend with all his HP. Cost 8 SP.
ETERNI : You have 50 % of chance to kill an ennemy. Cost 5 SP.
ETERNES : You have a chance to kill all foes. Cost 10 SP.
ETERNUM : You kill one foe (100% of chance). Cost 15 SP.

That's all for the magics.

14 FAQs AND CREDITS :

I need money :

Search for the discoveries before the guild gives the hint.

I can't beat the red gigas :

You must increase you fire power with a sub cannon or two.

I'm stuck in Rixis cause i take the teleport to the exit. I can't come back :

You can come back, but you need to press A and the direction you want to go once you are in the teleport device. It appears however that many people experiment a true bug and can't go back.

I don't want to play this game, it's mix of old and there are no originalities.

There are a lot of originalities. The section with the boat and the crew, the discoveries and the system of magic. Also the story is a real good one. And i haven't talk of the other to not spoil the fun.

Where is Gordo's bar ?

The square E4 on the map.

What's the main room in the Delphinus ?

It's the room with Gilder (the command room or the control room or the room with the wheel...).

Where is Marco ?

Look at the computer on the right and on the other side. Click on the box with a cross on it to find him automatically. Don't forget to take the moon berry in the symetrical chest.

Thanks to Napalm who checks each version of this faq.

Thanks to every one who post this walkthrough in their site.

Thanks to Sega for this awesome RPG.

Thanks to Joe and Brian Montana for the secret furies of the skill section.

Thanks to Mark Emmons for the infos about the looper Elcian in Dark Rift.

Thanks to Brian Graham for his deep skies map.

Thanks to Jess Quakenbush for the info about the raw moon stone.

Thanks to Kyapiko who post the last update of this walkthrough for me.

This walkthrough is copyright, so please ask the permission to post it in your site.

15 SECTION ZERO :

Problem A : The battle against Recumen the red gigas is the most difficult of the game. The difficulty comes from the red ray you must avoid.

1 : Before you land on Maramba, be sure that you have bought a sub cannon in sailor's island.

I don't remember if it's possible at this point of the game but buy a torpedo too.

2 : Each time Recumen hits you it makes more and more damage to the little Jack. If you really

need to use a repair kit be sure to keep four for the next battle.
Personally i avoid his
shot each time but it seems that it's random from a Dreamcast to another. So
don't e mail me
why you lose some HP i don't know. Fight him until you can retreat.
3 : The goal of this fight is only to resist to Recumen. It's impossible to beat
him.
4 : Give two captain's stripes to the little Jack before you land on Maramba.
5 : During the fight you notice a red square. 2 turns before, launch a torpedo
(if it's
possible to to buy some of course) or else shot with a standard cannon. One
turn before shoot
with a sub cannon and in the turn of the red square add the power of the
main cannon to the
sub cannon and you normally avoid the red ray.
6 : If you can use the harpoon cannon in the turn of the red square, use it and
you are sure
to avoid the shot.
7 : If this don't work try to concentrate all your firepower in the turn before
the red
square and put your guard up in the turn of the red ray but i don't believe
this will work
better...

Problem B : It seems that everyone want to complete the mini quest of the girl
in Esperanza.
But the same people have missed an important part of the storyline.

After you defeat De Loco and the green gigas, on the way to the yellow world,
you meet Gordo
and 3 mad chiefs. After you beat him he creates a bar so everyone can eat the
best food in the
world of Arkadia. This bar appears in the sky after the second time you escape
of the grand
fortress and once your Delphinus can go through the sky rift. I have indicated
the exact
location in section 17 so don't ask me where it is, read carefully my faq.

Problem C : Here comes the problem of the ingredients.

The first is discovered automatically once you have found the spice island. It's
the khale.
Read this guide to know where it is.
The second is given by Gordo in his bar the second time you meet him (cause the
first time is
when you discovered the bar).
The last can be bought in the item shop of the destroyed Nasrad for 500 gold if
you use the
talk option.

Other problems :

It's useless to ask me a map of the dark rift. I have said all i can in this faq.

Read carefully my faq before asking me something. Each time the answer is inside
and it's not
my problem if you don't want to read all the text.

Don't forget that it's a SEGA game. As in Phantasy Star 1 to 4, even if you know
what to do,

you must talk to a person who said what you can do or else you will be stucked in the storyline.

I know it's stupid but SEGA do this to avoid the spoiler.

The Raw moon stone is used automatically when you talk to a person in Pirate's isle. It fills with energy your boat. That's why you keep it all along the game. Thanks to Jess Quakenbush for this info.

I WON'T ANSWER ANYMORE TO ANY QUESTIONS ABOUT SKIES OF ARKADIA CAUSE I'M WORKING ON NEW PROJECTS LIKE PHANTASY STAR ON LINE AND A SERIE OF UNKNOWN GAMES. I HOPE YOU WILL UNDERSTAND THIS AND STOP ASKING ME QUESTIONS. I HAVE DONE MY BEST IN THIS WALKTHROUGH AND I'M SURE IT'S COMPLETE NOW.

16 PERSONNAL NOTES :

All magics and skills were found.

All crew members were found.

All discoveries were found.

I have found all the cham and abirik cham.

I have completed all the side quests.

I regret that there wasn't a seventh moon, the black moon.

I regret also that CD 2 is shortest than CD 1.

I regret that Sega didn't make a super final with all six characters in a battle against the last boss.

I regret that there is no secret quest after you complete the game.

Last i regret i can't fight a black Gigas from the black moon. At the beginning i really

though that Galcian was the last survivor of the black moon. Well, too bad but after all

this is the best RPG ever made and i can't blame SEGA for the things i haven't found in the game.

here are some gameshark codes :

Game Shark Codes

Infinite Gold	5677A4E0
	05F5E0FF
Max HP Vyse	B4E6E935
	270F270F
Max HP Aika	F519453E
	270F270F

17 MAIN LOCATIONS :

Here are the 26 locations on the map, letter for vertical and number for horizontal.

A5	: RUINS OF ICE (GROUND)
A13/A14	: TENKOU ISLAND (ABOVE THE SKY)
B8	: ILCHIMYS'S ISLAND (ABOVE THE SKY)
C11	: DACCAT'S CAVE (NORMAL SKY)
D13	: MOUNT KAZAI (NORMAL SKY)

D11 : CRESCENT ISLE (NORMAL SKY)
D9 : MAW OF TARTAS (GROUND)
D7 : VALUA CAPITAL/VALUA RUINS (NORMAL SKY)
E7 : GRAND FORTRESS (NORMAL SKY)
E4 : GORDO'S BISTRO (NORMAL SKY)
E10 : NASRAD (GROUND)
E13 : YAFUTOMA (NORMAL SKY)
F11 : TEMPLE OF PYRINN (GROUND)
F2 : RIXIS (GROUND)
F7 : SAILOR'S ISLAND (NORMAL SKY)
G3 : KING'S HIDEOUT (NORMAL SKY)
G6 : DANGRAL ISLAND (BELOW)
G9 : MARAMBA (GROUND)
H3/H4 : HORTEKA (NORMAL SKY)
H6 : SHRINE'S ISLAND (NORMAL SKY)
I7 : PIRATE'S ISLE (NORMAL SKY)
I10 : ESPERANZA (NORMAL SKY)
J3 : MOON STONE MOUNTAIN (NORMAL SKY)
K11 : DARK RIFT (NORMAL SKY)
K11/K12 : HAMACHOU ISLAND (ABOVE THE SKY)
K14 : RYU KAN'S ISLAND (NORMAL SKY)

For any other informations e mail me at advanced_knight@yahoo.fr.

ADK, the Eternal sky wanderer.

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