

Skies of Arcadia FAQ/Walkthrough

by GheddonLN

Updated to v0.95 on Jan 15, 2002

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SKIES OF ARCADIA.

Unofficial game guide.

By GheddonLN(jotazo9@hotmail.com).

V0.95

Started on October 26, 2001.

Last updated January 15, 2001

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I. Contacting -----
=====

Do's - Things you can do.

- * Ask a question. BUT. Be sure the question is not contained in the FAQ, or you'll be ignored.
- * Send contributions. Stick CONTR as the subject and I'll read your e-mail ASAP.
- * Send me constructive criticism.
- * Ask questions about the game.
- * Social mail is also accepted.

Don'ts - Things to avoid.

- * Chain letters. Send one of those and you'll be blocked.
- * Stick CONTR as the subject and the letter has nothing to do with it. I'll block you if you do so.
- * Hate mail. Send of those and you'll be blocked.
- * Send nonsense things such as "I want to marry you", "Buy me that", "Send this mail to him/her" etc.
- * Bad works. F***k you and the likes.

=====
II. Credits -----
=====

~*~ CjayC(www.gamefaqs.com) - For posting my Elcian enemy strategy. Also, for maintaining such a great site.

~*~ Sam(www.planetdreamcast.com/soaworld) - For posting my FAQ on his excellent site. As I said, this is a GREAT skies of arcadia site. Check it out.

~*~ www.neoseeker.com - for posting this, and my other guide(Elcian...). I'm becoming quite popular^____^

~*~ MetroidMoo(metroidmoo@earthlink.com) - MAJOR tanks goes to him, as I got discoveries - shop lists from his guide. Again, MAJOR tank you!.

~*~ Atadeo, Djellybean, Nemesis, AdrenalineSL... - "Learn from the masters". It was after reading guides by them and other authors hat I decided to write FAQs, and I used theirs as my basis. They deserve a special place here^_^.

~*~ Sega and Overworks - Excellent game. 'Nuff said.

~*~ Game Spot guide - I took some of the lists from the guide, revamped them

and put 'em here.

~*~ To me - For typing this thing^_^

=====
III. Versions -----
=====

v.01, October 27, 2001.

=====
The FAQ is in its preliminary version, as it only has part of the guide and the lists done. The only appendix done is the Elcian part(you'll know why).

v.02, October 28, 2001.

=====
Finally, started the walkthrough, but I decided to stop it and work on the lists first. I plan to finish the weapons today, at least. Oh, and I added the Pinta Quest and Cupil stuff to the basics.

v.03, October 29, 2001.

=====
Looks like I'll be updating this everyday? Maybe, but what happens is that these three days has been free to me(well, yesterday I was in a Disco) so I'm having lots of free time. I updated the walkthrough a bit, and finished weapons, armor accessories and airship equipment. I think I'll finish the lists first, except of the bestiary and the discoveries... those two may take a while. The file is something like 200KB long - 100KB zipped.

v.04, October 29, 2001.

=====
Yeash, I updated the FAQ two times in a day. All lists are finished with the exception of the discoveries and the quick monster listing. I'll work on them sometime... maybe tomorrow... oh,no, towmorrow no, I gotta finish the crew and work on the walkthrough. I hope that in version 0.7 or so both of 'em are completed(discoveries and bestiary). Oh, and the file is actually 150Kb - 70,5zipped or so...

V.05, November 4, 2001

=====
I've worked rather hard. I finished the bestiary, fixed the crew and other lists and advanced the walkthrough. I'm planning to ask for help for the discovery and add a shop lists... stay tuned. Oh, and the file... nah, I don't know the size-__-

V.06, November 4, 2001

=====
I updated the FAQ 'till the deserted island with Vyse. Fixed some mistakes, and other stuff. Not too much a change.

V.07, November 5, 2001

=====
The FAQ has been updated, AGAIN, but until the end of the first disk. I fixed something at the end + I added a new credit. You can now find my FAQ at Skies of Arcadia world!. Anyway, I'm, going to add Cham Locations. Oh, and I added a new section... and(we're finishing, I promise!) I updated the Elcian section. It was basically cutting and pasting my Elcian FAQ there, nothing impressive.

V.08, November 8, 2001

=====
This gotta be one of the biggest updated on the guide, as I(finally...)

updated the discoveries and shop lists. Also, added two new credits. This means... yep, that's right, the next version will be the LAST!. But, you're GOING To wait 'till November 17... man, the exams are near!=0

V.09, January 12, 2001

=====
Sorry for the late updates!. Anyway, reformatted the FAQ. Nearly everything, and now looks cooler. In the next version I'll finish the walkthrough, I promise!.

V.095, January 15, 2001

=====
Updated the walkthrough a little bit(up to the yellow moon) and updated the "quick monster list" section.

=====
IV. Copyright -----
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Skies of Arcadia unofficial FAQ/Walkthrough has been written by J.F. Vargas, best known as "GheddonLN". Therefore, this document is (c) of the author and may not be used for any purpose, by anyone, without previous permission. The walkthrough may NOT be used under ANY circumstance to satisfy monetary needing. So, anyone who has permission to use this document CAN'T print it and sell, put it on a magazine or on a promotional CD. In other words, people who can use this for X thing may not gain money with this. You can't say you did it, as this is copyrighted. Bad things happen to those who violate any of these rules... oh yes.

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=====
V. Introduction to the FAQ -----
=====

Welcome to my second FAQ of all time. The introduction, as you can see, has been updated. As stated before, this is the second FAQ/Walkthrough I wrote. I havw written more walkthroughs, for games such as Metal Gear Solid 2 and Grand Theft Auto III. But it was THIS FAQ the one that started it all...

Now, Skies of Arcadia, is the best RPG you'll come accross in the Dreamcast. Even now that the dreamcast is dying, is still one hell of a game, a game you should buy if you consider yourself a serious RPG gamer. Skies of Arcadia puts you in the role of a pirate, Vyse of the Blue Rogues, who, at first, seem to be another common boy, but as time passes, he'll find more friend, enemies and adventures.

The game is really good, as well as its storyline. Don't forget the epic ship battles that made this game so epic. The graphics are colorful, lively and will leave you stonished. Controls, sound, all of this game is great. This is a game you should buy if you're looking for something good for the Dreamcast. Specially now tha you can find it for 15 dollars only...

-GheddonLN

=====
VI. Characters/S-moves -----
=====

Legend:

SP: Spirit.

MB: Moonberries.

VYSE

| Vyse, one of the blue rogues, son of Dyne, captain of the Albatross, is |
| the game's main man. He's the protagonist in other words. As the prota |
| gonist, you can expect a lot from him. And believe, you won't be |
| disappointed. Vyse has an average magic level compared to Fina's or |
| Aika's but that is easily compensated with his physical strength and |
| S-Moves. He has one of the best S-Moves in the game, and normally cost |
| few spirit points. |
|_____|

=====

S-moves

=====

|_____|
| Cutlass Fury. 7SP. 1MB |
|_____|

| Vyse goes into seizure, and charges both cutlasses and performs a cool |
| looking combo. This only hits once though, and only one enemy. The |
| damage is pretty much average and increases if equipped with stronger |
| weapons (obviously). |
|_____|

| Rain of swords. 14SP. 2MB |
|_____|

| Ah, yes, Rain of Swords. This is an extremely useful technique, |
| specially if you're fighting a lot of enemies. Anyways, what Vyse does |
| is to leap high into the sky and unleash a barrage of swords which |
| affect all enemies causing moderate damage. Excellent skill. |
|_____|

| Pirate's Wrath. 21SP. 4MB |
|_____|

| The Pirate's Wrath s-moves is probably the second best moev in the game |
| due to its power and SP/MB cost. Anyway, Vyse runs towards the enemy and |
| impales it/him/her in a deadly grand cross which causes massive damage |
| Normally, this attack is worth 3.000 or even 6.000 (if incremented) points |
| of damage. |
|_____|

| Counterstrike. 1SP. 1MB |
|_____|

| Talk about useless moves. Basically, Vyse enters in a conterstrike |
| mode where he receives little damage and counters all attacks during |
| one turn. You can't do a thing during that turn, which makes this move |
| pretty much useless. |
|_____|

| Skull Shield. 5SP. 3MB |
|_____|

| The skull shield technique is used to protect the entire party from |
| receiving any physical harm during a full round. Extremely useful against |
| Elcian. |
|_____|

AIKA

| Aika is the read headed chick friend of Vyse and member of the Blue |
| Rogues(as well as the Albatross). Always a lively and fun girl, she has |
| been Vyse's friend since they were children, and obviously, she harbors |
| a secret love for him. Unfortunately, Vyse is for Fina... Anyway, she |
| has got a pretty good magic score, but falls on everything(except |
| accuracy). She's the best item-user around for hopefully obvious reasons |
|

=====
S-MOVES
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+-----+
| NOTE: Aika's S-moves |
| are red innate, so be |
| careful |
+-----+

| Alpha Storm. 4SP.1MB |

| Ah, what a worthless piece of S-Move. Alpha storms consists on a cone |
| shaped flame burst which hits enemies along its path(and only along its |
| path). This move is useful against the first monsters of the games(|
| Loopers and Moroccas) but because it only causes about 80 points of |
| damage, I would say is pretty much useless. |
|

| Lambda Burst. 8SP. 2MB |

| Lambda burst is also useless, but is more powerful than Alpha Storm, |
| hits everybody. Aika launches her boomeransd which make the floor to |
| burst fire and damage all enemies. As stated before, it is more powerful |
| than Alpha Storm, but not by much. |
|

| Omega Psyclone. 14SP. 4MB |

| Aika uses the power of the red moon and burns down the entire enemy |
| party(in other words, it damages all enemies) to crispy critters. Is the |
| most powerful version of Alpha storm, and also the best move Aika has. |
| Still, is very, very weak. |
|

| Delta Shield. 2SP. 2MB |

| The delta shield skill is not the most useful, unless you're going to |
| fight Elcian. Basically, Aika creates a barrier that negates any kind of |
| attacks for a full turn. Use this against magic users such as Galcian |
| and Ramirez. |
|

| Episolon Mirror. 10SP. 3MB. |

| The episolon mirror skill is useless. It protects Aika for a full turn |
| and recover 10 Magic Points(Aika-exclusive). Only learn this skill if |
| you want to learn Omega Psyclone(otherwise, dump both). |
|

FINA

| Fina is found by the party at Alfonso's ship during the raid the blue |
| rogues performed. She, at first, is a little standoffish about telling |

| her name and origing, but as time passes, she'll begin to warm up. |
| Fina's strength, without any doubt, is her magic power. She is the one |
| who causes most damage with spell. Unfortunately, she has a poor |
| defense and attack rating(as well as low hit points) so protect her with |
| your life ^_^ |

=====

S-MOVES

=====

Lunar Blessing. 12SP. 1,B

| Fina uses the power of the silver moon to bless the party with hit point |
| regeneration. An extremely useful technique during certain boss fights. |

Lunar Gylph. 3SP. 2MB

| Fina uses her powers and cupils to damage the enemy and possibly stone |
| it. The damage is pathetic, and the odds of stoning the enemy are very |
| low, so save these for extremely-necessary situations. |

Lunar Cleansing. 6SP. 2MB

| Fina uses the power of the moons to rmeove any bad status the whole |
| party may have. Extremely useful against Malboros... oh wait, this ain't |
| FFVIII(what I'm trying to say: This move is pretty much useless). |

Lunar winds. 6SP. 3MB

| Fina damages and removes positive status from the emy party. Is a very |
| useful technique actually, specially against enemies such as Galcian and |
| Ramirez. |

Lunar Light. 18SP. 4MB.

| Prepare for awesomeness: Fina fully replenishes the whole party hit |
| points and removes all of their bad statuses. Don't forget ist also |
| revives fainted characters and fully heals them. An impressive S-Move |

| DRACHMA |

| Drachma is a fisher who lost his son thanks to an arcwhale. Now, he |
| wants to hunt that whale to have revenge. He's an extremely low magic |
| rating, as well as low magic points. He however, has brutal strength |
| as well as defense. He's not very fast, though. |

=====

S-MOVES

=====

Tackle. 10SP. 1MB.

| Drachma charges power into his arm and rushes towards the enemt with |
| super human strength. This attack damages powerfully a lone enemy. 'Coz |
| it only costs 1MB, you should get it as soon as you can. |

Spirit Charge. 0SP. 2MB.

Drachma doubles his spirit restoration while defending himself. When he uses the command "FOCUS" he'll recover double spirit points.

Hand of Fate. 25SP. 4MB.

Hand of Fate is probably Drachma's best S-Moves, and one of the most powerful ones. This move combined with Drachma strength is a great hit point eliminator. This move causes a lot of damage(I pumped Drachma strength rating with Ilchymis beans and it ended up causing 9999 pts of damage) and can kill an enemy instantly.

ENRIQUE

Enrique, the prince of Valua and son of the bitch, Empress Teodora, is actually a good person, unlike his mother, who supplies the party with the latest technology on ships. He's, by far, on of the best characters on the game: he has a good magic score as well as a good attack rating and great S-Moves. Use him whenever you can.

=====

S-MOVES

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Royal Blade. 9SP. 1MB.

Enrique goes all flashy and does multiple slashes on the enemy. Even though the animation shows off three hits, this actually hits one enemy and once. It is very, very damaging(better than Cutlass Fury) and one of the best S-Moves specially if you're incremented.

Justice Shield. 4SP. 2MB.

The justice shield is a very useful skill against attack-happy enemies such as Vigoro and Elcian, as it halves the damage a party member recives for one full turn. Don't forget this covers all of the party members.

The judgment. 16SP. 4MB.

The judgment is an excellent, yer powerful technique that doesn't costs a lot of hit points and should be used along an incremented Pirate's Wrath Enrique summons a single enemy to the Valua colosseum where a dragon beats the living crap out of it---and of course---causes mega-damage

GILDER

Gilder is a buccanner owner of the Claudia who meets with Vyse after the events in the Crescent Isle. He only thinks about women, guns and the good life. Don't forget about his ship. He's a tweaked version of Drachma. He has higher magic score as well as magic points, but they're still very, very average. He has high hit points and strength, but both stats are lower than Drachma's. His S-Moves are not as good as Vyse's or Enrique's, but they're good anyway.

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S-MOVES

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Gunslinger. 9SP. 1MB.

Gilder takes both of his guns(where did the second one came from?) and aims at his enemy. Then, he says "dance for me" before unleashing a whole bucnh of bullets at the enemy. When incremented, this move causes a helluva lot of damage. It damages one enemy.

Aura of Denial. 3SP. 2MB.

Gilder summons a barrier which encloses the party and protects it from any bad status the enemy may cause at it. I found it useful for the battle against Galcian. Yes, only against him. Nobody else.

THE CLAUDIA

Gilder causes for his ship which comes immediately and unleashes at a barrage of missiles at enemies(only hits once) causing massive damage. This affects all enemies, and only hit once. The downside is that it is wasted against a lone enemy(for some reason, it makes less damage) making it useless against bosses.

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VII. Arch-enemies -----

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Alfonso

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Alfonso is the captain of one of the best Valuan ships, The Cygnus. Unfortunately, he didn't earn this ship. He didn't earn anything he owns. Because his family has a lot of money, he could bought his position in the armada, as well as his honors and ship. He would betray and kill anybody just to keep his image safe.

Belleza

=====

Whoaw, so many chicks... another fact that makes this game great^_^ . Well, anyway, Belleza, unlike Alfonso, is a brave woman and has got a strong sense of justice. She also thinks that strategy is the best way to beat the enemy rather than fighting and killing the enemy without mercy in a blood-filled fight. At the end, she kills who she loves... but that costs her live.

De Loco

=====

The eccentric inventor contrated by the armada so he could create new weapons, ships and evices for it and Valua, to make it greater. He's also an armada admiral, and one of the craziest(it's pretty obvious considering that his name means "from crazy"). He's always developing new weapons and gafgest so he can finally fulfill his dream: kill Vyse and his friends(and the Delphinus).

Vigoro

=====

The macho-man of the Valuan armada, Vigoro just thinks that planning an attack or using strategies when fighting are for sissies. He just takes his gun and matches it in size with his enemy's (Think whatever you want about this...) and then beats it down. However, he cannot apply this strategy when fighting Vyse and Co., and at the end, he selects to leave his role in the Armada to become an... Air pirate...

Gregorio

=====

Gregorio is Enrique's uncle and admiral of the armada. He's the captain of the Auriga, and feels something special towards Enrique (he's the one who raised him so that's pretty obvious). He, like Enrique, has a strong sense of justice and opposes, in certain way, Valua's kill-everything-in-sight plans. At the end, he's given death by Galcian and his sword.

Galcian

=====

Valua finest, Galcian is one of the best fighters in the world and he owns one of the most ambitious projects of Valua: the Hydra. He is not interested on showing his strength or making money. He is just looking for power, for domination... he wants to control the moon crystals to call for the Rains of Destruction and rule the world. He's send to the "good life" by somebody you know that owns a "feline" as a ship (hint, hint) after trading blows with Vyse and Co.

Ramirez

=====

* "There is light...
...there is darkness...
Sword of the Dark Moon! *

Ramirez, the last Silvite along Fina and the elders, is on of the best warriors the world has, along with Galcian (which is also a semi-silvite by the way). He is looking forwards conquering the world, along with Galcian. Therefore, you are going to find him several times during your adventure (because you have the moon crystals and he needs those moon crystals) and also fight him a couple of times. He also has some sort of connection with Fina (which if obvious).

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VIII. Basic stuff -----

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+-----+
| NOTICE: |
| |
| I took most of these from the instruction manual. |
+-----+

CONTROLS

=====

<<<VILLAGES AND DUNGEONS>>>

D-Pad/Analog thumb.....Move Vyse around.
"A".....Confirm selection/choices/talk to people/inspect for items.
"B".....Cancel selection.
"X".....Open/Close menu.
"Y".....Puts perspective in first person.
L/R.....Used to change camera angles.
"START".....Shows/Hides mini-map.

<<<NORMAL BATTLES>>>

D-Pad/Analog Thumb.....Select command.
"A".....Confirm selection.
"B".....Cancel selection.
"X".....Shows party's stats/Displays items and magic description.
"Y".....Used to change weapon's affinity.
L/R.....Used to change camera angles.
"START".....Cancel S-MOVES animation.

<<<SHIP BATTLES>>>

D-pad/Analog thumb.....Command selection.
"A".....Enter selection.
"B".....Cancel selection.
"X".....Displays description of magic and items.

<<<WHILE IN THE AIR>>>

D-pad.....Used to change camera angles.
Analog Thumb.....Used to move the airship.
"A".....Used to confirm selection/Make discovery/Talk to other ships/Enter
dungeon and villages.
"B".....Cancel.
"X".....Open/close status menu.
"L".....Descend.
"R".....Ascend.
"START".....Display map/Save/Go to bridge.

ADVANCED CONTROLS

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D-Pad/Analog Thumb
^^^^^^^^^^

Both are used to move Vyse throughout the Arcadia world. With the analog
thumg is a bit easier to do so. The d-pad is a also very simple to use.

A button
^^^^^^^^

The A button is THE button. Either while in foot, where you can confirm
selections with it, advance dialogues with it, and examine and pick items, or
in the menu/battles/ship battles where its used to select items and attacks

or when flying where is used to enter villages, talk to other shops and make discoveries, you'll be using it a lot.

B button
^^^^^^

In any situation you find yourself, you'll use this button to cancel selections, and exit menus.

X button
^^^^^^

The X button is used to open and close the menu while on foot, letting you see your status and items. While on normal battles, you'll be able to see character stats and description, as well as attacks and items description. While on the air, you'll use this to open the menu, too.

Y button
^^^^^^

The Y button, while on foot, is used to enter first person perspective and examine the area. While you're on a normal battle, use it to change your weapons affinity(depending what moonstone pieces you have).

L/R
^^^

While on foot, pressing either one of this buttons will make the camera shift its angle. If you're on the air, you'll descend(in L's case) or ascend(in R's case). It is not used on ship battles or normal battles.

START
^^^^

Use this button to hide the mini map located in the bottom right portion of the screen. Also, if you press this during the first few seconds of an s-move animation, you'll cancel the animation(but not the s-move).

TRAVELING BY SHIP

=====

You'll spend most of your time while playing skies of arcadia. While you're flying by ships, you'll enter random encounters with enemies(which are random of course) and be able to make discoveries. You could also engage air fights by getting near certain ships or land on certain places. What's more important, when you're on the ship, you'll see certain symbols which are covered below.

THE ALTIMETER.....It shows how high you're flying. The red color represents your height. The higher it is, the higher you are.

NAME.....The "name" will only appear when you get near a place which has a name(duh). The name could be "Esperanza" or "?". The name appears in the middle top portion of the screen.

COMPASS.....Because this is a game of exploration, the compass is an obvious must. It shows the direction where you are heading on. The directions are west, east, north and south.

Also, if you're flying and you tap on the START button, the following options

will appear:

THE BRIDGE.....When you select this option, Vyse will be sent to the bridge, where he can talk with his friend, crew and explore/obtain items.

SAVE.....You can save your game with this option as long as you're on the space and you have enough space in you're memory unit.

MAP.....When you press this option, you'll be able to see the map(it onlt shows places and areas you have visited).

Also, when traveling by ship, you'll face random encounters. As the name implies, they're random, so you may find yourself fighting lots of enemies or just a few of them. Apart from these, you can face ship fights. If you see an enemy whose will is to fight, a !! symbol will appear in your compass. Approach the ship and press the "A" button to engage a fight.

> In this long adventure, you may find "discoveries". This may be hidden, or visible, either way, to know if you're near a discovery, check your compass, and if it is "crazy", you'll know you're near a discovery, Press the "A" button to make it. Discoveries can be sold at a Sailor's Guild, but you must do it fast or else somebody will sell it and yours will lose its valor. Early on, discoveries only sell for little gold, but later they are going to be worth a lot of cash!^_^.

CREW AND BASE SYSTEM

=====

CREW ^^^^^

After Enrique makes you captain of the Delphinus, you'll be able to recruit crew members. Crew members are people sparced throughout the world. You must meet certain criteria before they join you. When they join you, you can talk with them in your ship. What's more important, you can use them during ship fights to boost different parameters such as HP, attack, speed, defense and spirit points. You can swap them using the menu. And don't forget that having a lot of crew increases the power of the spirit-full skill "Blue Rogues".

BASE ^^^^^

After you successfully escape from the Valuan grand fortress, the Crescent Isle, the same one were Vyse stranded, will become your base. In this base, your crew members will hang out. You can give certain ones money so they can remodelate the island stands and buildings. There are also certain crew members who will set up shops which can be expanded so you can acquire cuality items and weapons.

NORMAL FIGHT AND SHIP BATTLES

=====

I'll first talk about normal battles. Normal battles, like in any other RPG, are random, and very basical. You must use certain menus to gives your party commands so they can use magical attacks, physical attacks and s-moves. Enemies will also perform attacks, magic and s-moves. This will cause damage to your party, of course. See below to learn about the numerical terms which appear on battle.

Hit Points(HP)

Hit points represent how healthy a character is in a numeric fashion. This health increases as character levels up. The hit points are represented in a current hp/total hp fashion. Each hit the character receives will make you lose a determined amount of hit points. When the hit points reach zero, player dies(if all the party dies, then is game over).

Magic Points(MP)

Magic points represent how healthy a character is magically talking in a numeric fashion. The number of magic points increase as player levels-up. The magic points are represented in a current MP/total MP fashion. Each time you use a spell, you'll lose one magic point. When your magic points are depleted, you cannot cast more spells.

Spirit Points(SP)

They are represented in a green bar at the top of the screen in a current spirit/maximum spirit fashion. The spirit is the value of actions your party can take as a whole. The SP value decreases as you use s-moves and magic or fire cannons. The spirit can be regenerated by the Focus command, and at the end of each battle round. The total amount of SP regenerated depends on each character SP regeneration. To effectively use spirit, you should set up characters to generate it and others to waste it.

COMMANDS

=====

While on battle, you'll be able to select different kind of commands which will trigger different reactions from your characters. These commands are the ones listed below:

RUN

The run command is something you'll be using a lot in this game due to its constant random battles unless you want to get a "Vyse the Legend" rating. When you select this command, you'll run from battle and therefore, evade any kind of confrontation. This doesn't work all time, though, and will not work in boss fights.

ITEMS

The items command, obviously, lets you use the items you have in your inventory. Certain items cannot be used during battles(specially crystals during ship battles). You can only use items with a x1 next to it at least(it's really common sense, anyway). You'll use this command a lot in later battles.

GUARD

The party member who does this command will protect himself/herself/itself against the next PHYSICAL attack he/she/it receives.

****ATTACK****

The party member who does this command will perform a basic attack with the weapon he/she has equipped in that moment. The damage the enemy receives is based on the characters "attack" score.

****S-MOVES****

When you select this, you'll be able to see the currently learned special moves of the character. Use the directional cross and the A button to select an s-moves. When you do so, character will perform the attack (this consumes SP).

****MAGIC****

After you select this option, a menu showing the different moonstones and magic you have will appear. Use the d-pad to select the color you want to use, as well as the magic attack you want to use. Afterwards, the character will perform the magic attack and lose one magic points and different amounts of SP.

****FOCUS****

Selecting this command will make character Focus and regain certain amount of SP.

EXPERIENCE AND ITEMS

=====

When all of the enemy(ies) are dead, the battle will end. You'll then receive your rewards. More important is the experience or EXP. The experience, which is received after battles, will be accumulated in your characters status screen. Once that accumulation reaches a certain number (which can be checked at the status screen) character will level up and gain a level. After he or she gains a level, he or she will increase his/her HP, attack, defense, etc.

You'll also receive what's called in this game "magic experience". The magic experience you receive after a battle will be accumulated. When that accumulation reaches a certain quantity, player will gain a new magic level. After you gain a new magic level, you'll learn a new magic spell.

Lastly, after battles, you'll also receive material rewards. These are gold pieces and items. Gold pieces represent the money in the world of Arcadia, and is used to buy things (items, weapons, equipment) in stores spread across towns. Items can be crystals, weapons, equipment, droplets etc. Fight often and you may win something interesting.

SHIP BATTLES

=====

Now... my favorite point of Skies of Arcadia!!!, the ship battles!!!! When you're fighting in your ship, you must give commands to your characters. But this time around, they'll be using cannon and torpedoes!!. Each use of a weapon costs a determined amount of SP, as well as the magic you can use. As I

say "the magic you CAN use". Not all the magic are available. Same goes for the items.

So, how do I input this commands. At the start of each round, you'll see an screen in where you can determine each character actions as well as other things. The ship battle screen looks like this:

```
+-----+
/  |"2" |   |   |   |   |   |   |   |
+---+-----+
|"1"|   |"3" |   |   |/"4"//////////|
+---+-----+
|   |   |   |   |   |//////////|
+---+-----+
|   |   |   |   |   |//////////|
+---+-----+
|   |   |   |   |   |//////////|
+---+-----+
```

"1" represents the chars where each character face is showed. When this face looks brighter, that character ca take an action.

"2" represents the danger levels. See below for more info:

```
+-----+
| GREEN  | - Safe turn. Attack at your leisure and heal if you need.
+-----+

+-----+
| YELLOW | - In these turns you have to be more careful, as the enemy
+-----+   can unleash an unexpected attack at you. Be healed.

+-----+
| RED    | - These turns represent danger as your enemy will unleash
+-----+   its more powerful attack. Be prepared.

+-----+
| C!     | - In this turns you've got a direct hit on the enemy. Unleash
+-----+   your firepower to make short work of it.

+-----+
| S-CAN  | - You have an opportunity of firing your S-CANNON.
+-----+
```

"3" represents the space where the cannons that are going to be fired position.

"4" represents the next battle round.

STATUS CHANGES

=====

There are several status changes that affect your progress in battle. The table below shows you the possible status you may get.

Legend

Cry: Crystal

M: Magic.

LW: Lunar winds.

| STATUS | DESCRIPTION | CURE |
|-------------|--|---|
| POISON | A poisoned character will lose hp at end of each round until she /he is cured. | Curia crystal/magic. |
| UNCONSCIOUS | Character is dead and cannot participate in battle until he or she is revived | Risan crystal Risan magic Riselem Crystal/magic |
| STONE | Character has been stoned and cannot participate for given turns. | Curia Crystal Curia magic |
| SLEEP | Character is asleep and will not participate in battle until he or she wakes up. | Curia Crystal Curia Magic |
| CONFUSION | A confused character will attack the closest creature(friend or enemy). | Curia Crystal Curia magic |
| SILENCE | A silenced character won't be able to cast magic until he or she is cured. | Curia Crystal Curia magic |
| FATIGUE | Character cannot regenerate SP (can't use the FOCUS command) | Curia crystal Curia magic. |
| WEAK | Character will be weakened and will lose strength, defense etc. | Curia crystal Curia magic. |
| REGENERATE | Character will recover 200 Hp at the end of each turn. | Lunar winds |
| STRENGTHHEN | Character's defense and attack scores will be increased. | Lunar winds |
| QUICKENED | Character quickness will be increased. | Lunar winds |

MAGIC AND MOONSTONES

=====

Magic is simple. Go to the magic menu, select the magic you want to cast and presto!. However, to learn this magic, you must understand the moonstones, which is a bit more complicated. Each time you gain a new moonstone, you're allowed to change your weapons affinity into the moonstone color. E.g., if you get the yellow moonstone, you can now change your weapon affinity to yellow with the Y button. Apart from serving as a strategy tool, this lets you learn spells. The MagExp is distributed on the colors you used. For example, you use green, blue, yellow and silver. So, you gain MagExp for all those colors!.

COLORS STRENGTHS

=====

As said before, the colors are also used as a tactical tool. Each enemy has a color innate, and by using a certain color, you can double the damage done by your attacks. The table below shows how this work. Beware! The table that appears in the Instruction manual, is, eh, ummm... Incorrect - the ">" doesn't means Strong to but WEAK to!. So, stick with this char:

Green is weak to Red.

Red is weak against purple and Blue.

Blue is weak against purple.

Red is strong against purple.

Green is strong against purple.

Yellow is strong against blue.

Green is rather strong against yellow.

Yellow and silver are equally strong.

PINTA AND CUPIL

PINTA QUEST

^^^^^^^^^^

Once you talk with Pinta at Sailor's island, you'll be able to select this minigame. Using the menu (press X) you can dispatch Pinta. When you do so, you'll be able to play this nifty game on your VMU. By playing this little sub adventure, you'll be able to obtain items, gold, weapons, equipment and even chams. Do not ask me more about 'coz I haven't played it a lot.

CUPIL

^^^^

Cupil is Fina's pet, and her weapon at the same time. At first, cupil is a simple weapon, but as you feed it with chams, which are moon dust, he'll increase its strength and will become more letjal. Chams are found throughout the world of Arcadia (you'll know one if near when Cupil goes into seizure and you hear a beep). The chams needed to evolve Cupil are listed in the "lists section".

SWASHBUCKLER

=====

Lastly and surely least, is the swashbuckler, which is the "grade" you have, and is the way people will refer at you. The swashbuckler is increased by making correct choices in dialogues and fighting a lot of enemies. Use this FAQ to make the correct choices.

=====
IX. Some tips before we start -----
=====

These are some basic tips that can save your life. Study 'em!.

--+ Always gain a couple of levels before any new event. In this game enemies have fixed stats and levels, so being at high levels can make things a bit easier.

--+ Save every time you find a save anchor - normally, behind the door next to the anchor a powerful enemy awaits...

--+ Always carry healthy supplies of Sacri(for the start) Risan(for the start) crystals and Sacrum, Sacruken and Riselem crystal for later parts of the game.

--+ Be sure you buy the latest armor but be a little more careful with the weapons, as some of them have a certain innate, meaning they'll be less effective against certain enemies.

--+ Talk to people several times until they spit their guts. This is even more important when you have your own ship as you have to recruit crew.

--+ Try to have spells such as Increm and DriIn in hand, they can save your life.

--+ When in ship fights, take your time to cast the spells mentioned above.

--+ Also, always be sure you have 15-25 sp ready when the opportunity for firing your S-cannon arises.

--+ After you get your ship, take your time to recruit crewmembers before advancing.

--+ Exploit the enemy weakness by correctly using the colors.

--+ Eh, ummmm... have fun!.

=====
X. Walkthrough -----
=====

Note: I may miss some swashbucklers opportunity, but I'll fix this later.

===[***]===[***]===[***]===[***]===[***]===[***]===[***]===[***]===

1. Raid on the Cygnus.

Treasures: Sacri Crystal, magic droplet.

===[***]===[***]===[***]===[***]===[***]===[***]===[***]===

After Vyse and Aika land in the ship, you'll be confronted by some guards, and two of them will actually attack. Use physical attacks to take them one by one. After the fight, Vyse and Aika seem to be outnumbered, but a bullet smashes one of them, and Vyse and Aika(getting' bored of this, uh?) get a chance to escape. You'll arrive at the deck. Open the treasure chest and go through the only door available. Continue through the hallway and exit.

You'll be confronted by Alfonso who holds captive a girl. He'll send more guards at you. Use the same tactics, and check the left chest. Climb the stairs and go where Alfonso is. He'll escape. Enter the room he just entered and save. Open the door and go down the ladder. Enter the room, and you'll

see how Alfonso betrays his vice captain. Then, he sends his personal war beast at you!.

Antonio Hp: 550

This guy is very easy, overall. Just keep attacking until you can use Cutlass fury and use it to really hurt it. Repeat until it bites the dust. Be aware of Thunder of fury, as it can deal 200 PTS of DMG. Win the fight and you'll receive huge amounts of exp(is actually 18, but at this points that0s quite a lot) and probably learn your first spell.

After the fight, your team retreats with the girl to the Albatross.

After the party retreats, you'll see Fina dreaming. She'll wake up suddenly and will be greeted by the team. Vyse insists to know here name, and she says it, Fina.

=====
UPGRADE!: Say that "Fina" is a great name to boost ya SB.
=====

After chatting, your party will leave Fina alone and you'll control Vyse again. Climb the stairs and go to the bridge. Chat to Dyne, and when you're done, talk to the man in the wheel(Briggs) and you'll take contro of the Albatross.

Now, you're in the skies. Several things happen here, and your first discovery is just south of you. When the compass goes nutz(does it?), check the island that is directly south of you. Oh boy, it's UNMISSABLE!!!. Now it's a good time to build up your levels to 5 or 4. Be aware, as Moroccas are frequent enemies and are pretty tough to beat at this point. When you're done, keep heading north until you see a little island. Land on it and you'll be in the basement of pirate's island.

=====[***]=====[***]=====[***]=====[***]=====[***]=====[***]=====[***]=====[***]=====
Pirate's island.

Treasures: 150 gold, magic droplet, sacri crystal, moonberry.

=====[***]=====[***]=====[***]=====[***]=====[***]=====[***]=====[***]=====[***]=====
=====

While Vyse chats to his friends, Dyne calls for him. Head to the top, but be sure you stop on the items/weapons shop and stock up on Sacri Crystals. A few weapons shouldn't hurt either. When you're done, keep going up and enter Dyne's office, who will talk about Fina possible involvement with Valua Armada.

=====
UPGRADE!: Select to hear quietly Dyne's conversation.
=====

After hearing the conversation, check the captain's bookcase in the north part of the room to discover a hidden passage where you can snag 150 gold. Across the girders outside the office is the exit of the basement.

In the town itself, examine the relief on the stone wall near the windmill to discover another passage with a moonberry. Talk to the sailor boy Alan.

UPGRADE!: Tell Alan that he can become a sailor, too.

After that, head to Vyse's house, near the save point. Enter and talk to Vyse's mother. Aika rejoins the party. Explore the town if you want to, and then climb the enormous ladder. The team will watch the sunset and you'll see a moonstone falling.

The next morning, talk to Dyne to receive his purple moonstone. After you're done, go to your boat at the top of the isle and you'll be in the skies. I would recommend you to build up ya levels and learn a few spells, specially Pyri and Sacri if you didn't learned them before. Crystali is another option if you want to wide your spell arsenal. When you're done, head north of Pirate's island to Shrine isle.

====[***]====[***]====[***]====[***]====[***]====[***]====[***]====
Shrine isle
Treasure: Sacri crystal, Sacres crystal and moonberry.
====[***]====[***]====[***]====[***]====[***]====[***]====[***]====

When you enter the shrine, you'll notice that the moonstone is beneath the waters. Climb the spiral the staircase and get out. Activate the switch, making the Shrine entrance lower beneath the ground. Backtrack to the entrance and you'll be in the sky hallways. Continue your way and open the floodgate. Enter, take a left and get the moonberry. Now, merry up the staircase in the main room and enter the first door you see. Continue and open the next door. Snab the crystals and continue. You'll notice a save point. Cave/heal and open the door

Sentinel Hp: 1200

Oh, its superman!. Er, anyway, this guy can be a problem. It mainly uses physical attacks and his search/blast attack. Search does no damage, but set ups you for his next attack, Blast(~300 HP). So, when he uses search. Guard(with BOTH characters) and then let loose with Cutlass Fury until it bites the dust. Be sure to heal when needed, because if one member dies, you're screwed.

After the fight, your party collects the moonstone. Now, return to Pirate's island which got wasted by the Valuans...

====[***]====[***]====[***]====[***]====[***]====[***]====[***]====
Pirate's isle
Treasure: *look above*
====[***]====[***]====[***]====[***]====[***]====[***]====[***]====

Although nobody was hurt, the Valuan Armada wasted the Albatross and kidnapped Fina, as well as all the men. Go to Dyne's office and talk to Vyse's mother.

=====
UPGRADE!: Choose to save everyone.
=====

After talking to Vyse's mom, you're basically set up to the next part of the adventure, but take your time to restock on Sacri Crystal and some other items you think you're going to need. Save, heal and when you're ready, head to where your ship has always been.

=====
UPGRADE!: Tell lindsay that you'll return.

=====
Now, head northeast of Shrine island to a rock formation where all gets foggy and a massive beast attacks. Hey, maybe Pinocchio is inside... yes I copied that from MetroidMoo guide... but, hey, who cares?.

=====
UPGRADE!: Run like a rabbit!.
=====

Even being a cheap coward doesn't saves you... tsk, tsk, tsk...

After your ship gets blown away, you'll awake in a grumpy old man ship, which introduces himself as Drachma. However, this is not a pleasure ride, so you must work to stay. The first thing Drachma suggest(or orders) is to grab the boxes in the lower deck and bring them to the higher deck. So, climb down the stairs and you should see three boxes. Bring them to the upper deck one by one, and Drachma will be pleased. After that, he joins the party, gives you the Blue moon stone and control of the little Jack.

Now you're in the skies. Head to the meteorite barrier, and lower your altitude. Now, search an opening in the plateau near the meteo barrier and go on. You'll arrive near Sailor's Island. Enter.

=====[***]=====[***]=====[***]=====[***]=====[***]=====[***]=====[***]=====[***]=====
Sailor's island.
Treasure: Bottle.
=====[***]=====[***]=====[***]=====[***]=====[***]=====[***]=====[***]=====[***]=====

After you arrive, Drachma will say he's not going to travel with ya and leave you stuck here. Oh, no!. Well, let's explore the town. First, I suggest you to rest. In the inn, sometime appear a mystery merchant who sells good stuff, and a Tuna Cutlass and Swilmerang(?) if you downloaded them(don't ask, I'm from south America and I can't do this). Go to the weapons shop in front of the inn to meet Pinta. Now, you'll be able to play Pinta quest. Buy necessary stuff. Afterwards, go to the lighthouse and climb to the top. Inspect the window and you should receive a Bottle with a note inside it. Now, go to the items shop and buy some stuff.

Now that you stocked up, got to the shop right of the items shop. This is the ship parts shop. Talk to the merchant and he'll mention about an harpoon cannon being sold in valua. That may interest the capn'. Go to Polly's bar and talk to him. Effectively, he shows himself interested, but to enter Valua you need a passport. Now you must search for one.

Go to the Sailor's guild and you'll notice a merchant. Talk to him and he'll say he can give you a passport... for a price...

=====
UPGRADE!: Tell the merchant you'll escort him.
=====

Afterwards, leave the island and head east and as you advance, the after mentioned guards will attack.

Baltor's Blackbeard

Drachma will give some advice, sudy 'em!. This battle is easy, just use your cannons until you get an option. Select to get behind it, and you'll get three C! turns. Squeash as much firepower to win.

Afterwards, continue advancing and you will successfully escorted the merchant. He'll give you the passport you were needing.

Now, you can tackle into Valua, but I recommend you to return to Sailor's Island and buy a 3" cannon. It will be useful later, believe me. Now, head to Valua, north of here(west of Nasr if you want more reference). The Grand Fortress will open for you.

Drachma will then explain you about Lower Valua and Upper Valua. Drachma decides to land in the lower Valua.

====[***]====[***]====[***]====[***]====[***]====[***]====[***]====[***]====

Valua

Treasure: Sacres crystal.

====[***]====[***]====[***]====[***]====[***]====[***]====[***]====

After you arrive, head won the ramp to meet with Marco. Enter the inn and select to stay. Drachma will arrive. During the night, you'll be given a choice.

=====
UPGRADE!: Select to sneak in the coliseum.
=====

Afterwards, you'll end up chasing Marco. Just keep following him and Vyse will eventually catch him. You'll automatically return to the inn and sleep.

The next day, enter to the catacombs, but be sure you collect the moonberry behind the barrels.

====[***]====[***]====[***]====[***]====[***]====[***]====[***]====

Catacombs

Treasure: Pyri box, Curia crystal, heavy armor, assassin blade, sacri crystalx4 and Magic droplet.

====[***]====[***]====[***]====[***]====[***]====[***]====[***]====

This path is very straightforward. During your traveling you'll find two branches. Take the left first one and grab the treasures, then head straight. At the second branch, there is a sword for Vyse and a piece of armor. Also, this passage leads to a save points. Save your game and use any crystal to heal. Now, head left of the save point to fight the big marshmallow guy...

Blelgock HP: 4,200

Blelgcok uses two main attacks that can cause up to 300 PTS of DMG to the entire party, and one of then(poisonous bile) can poison you. Have Aika be the party's main healer and SP builder. Drachma should focus in Tackle, while Vyse physically attacks. Maintain your health and status and eventually the monster will bite the dust.

After the battle, head back, save and heal. Now, head where the marshmallow was and climb the stairs

The party frees the Albatross crew, but, hey, did you REALLY thought that you

were going to leave without a fight.

Executonier HP: 1,750 Spell Warden HP: 440.

Boy, this guy is pain in the @\$\$!!!!. Heck, the two spell warden cast Increm and Quika on the Executioner. If the do so, you're done, as the executioner's Tackle attack causes up to 1,000 PTS of DMG and can hit multiple targets!. First, take care of the spell wardens. If you're fast enough, you may kill them before they can Quick and Increm the verdugo. Now, kick the Ex ass with continuous uses of Cutlass fury and Tackle.

After the fight, return to room with the save point and go into the newly open passage. Open the treasure chests and talk to Dyne.

=====
UPGRADE!: Select to save Fina
=====

Dyne gives you the Yellow moonstone. Now, go to the passage to his left, and go up to the Upper Valua. Chat to the residents and head to the raised part of the city, and the action will now focus in a moving train. Vyse jumps like a superhero, but Aika just crushed her face into the floor. Suddenly, Galcian will arrive. Now, run for your lives!.

In each wagon you'll fight guards, which are easy to dispose. Be sure, however, you avoid Galcian at all costs, or else he'll take you to hell and return before you can even blink. When you reach the passanger car, you'll face the ones guarding Fina

Royal guard HP: 700

They are pretty annoying for two things: they can heal themselves and have a move in where the lessen all physical hits and counter them. Focus all your booty-kicking moves on one of them and then on the other. They should be gone in no-time.

Now, you finally meet with Fina.

=====
UPGRADE!: Tell Galcian "never!".
=====

Afterwards, Drachma appears and save the day. Now, as you leave, on of the Valuan cruisers attacks you

Valuan cruiser

Just focus until you can use your S-cannon. Use it and the fight will be over.

Finally, you leave Valua.

=====[***]=====[***]=====[***]=====[***]=====[***]=====[***]=====[***]=====[***]=====
Return to Pirate's isle.
=====[***]=====[***]=====[***]=====[***]=====[***]=====[***]=====[***]=====
=====

Your party finally saves Fina and Drachma rejoins the party, as well as Fina. Fina, however, comes in a tremendously low level(1) but she knows the useful spell Risan.

=====
UPGRADE!: Tell Fina "leave everything to us".
=====

You'll be also be introduced to Cupil. Check the basic sections of the guide for more information about Cupil. I'll also add the Cham locations later... I finished the game with Cupil cutlass, so... Now then I recommend you to fight around a fight a few battles with Fina, and have her learn a few levels. When you're done, you must head to an ancient temple located in the lands of the red moon to claim the red moon crystal. First, we must head Maramba. To find it, go where you escorted the Nasr merchant. Near there is a meteorite barrier. Go through it and got to the main island, and a cinema will ensue. Now, arrive in Maramba

---[***]----=[***]---=[***]----=[***]----=[***]----=[***]----=[***]----=[***]----=[***]----=
Maramba
Treasure: Magic droplet, Slipara box, Nasr combat mail, moonberry.
---[***]----=[***]---=[***]----=[***]----=[***]----=[***]----=[***]----=[***]----=[***]----=

After your arrive, Drachma leaves you stuck in the city. Oh well, I guess it cannot be helped... now, climb the stairs to the left of the house in front of you.

Now, you'll be in the main Maramba. You can do a couple of things here, but just start with the usual jazz. Stay at the inn and search for the cham in the roof of it. Go and explore the shops and waste some cash buying new equipments and items that you think are necessary. Afterwards, let's collect some rewards. If you ride the Dabhu(climb in the platform near a camel) you an go to the roof of the items shop and open a treasure chest.

With the Dabhu, access the second part of the towns by opening the fences near the place where you can ride your Dhabu. Enter the big house where you'll meet the exotic dancer Bellena. The party will seat and Vyse will begin staring at Bellena.

=====
UPGRADE!: Stop staring Bellena(knucklehead Aika...)
=====

Bellena then will then offer her help, as she also harbors grudge against Valua and will be more than happy to help you. Finish your business at town, go to the inn, save your game and sleep. At the next day, meet Bellena at the docks.

=====
UPGRADE!: Say, "We'll do it to Bellena"
=====

Now, you depart to the temple of Pyrinn, which is slighly north of Maramba.

---[***]----=[***]---=[***]----=[***]----=[***]----=[***]----=[***]----=[***]----=[***]----=
Temple of Pyrinn
Treasure: Ancient robe, sacres crystal, dancing arc, 774 gold, moonberry, magic droplet, rune of the ill omen, riselem box, red moon crystal.
---[***]----=[***]---=[***]----=[***]----=[***]----=[***]----=[***]----=[***]----=[***]----=

The puzzle maze is a bit complicated, so read on. Down the first passage is a

pit with two barrels. Move onto the right one and advance forward to get to the other side of the pit. Keep moving until you see a wall that's actually in a wall. Climb down.

Down, you'll face a boulder run. Avoid being hit by the boulder - 500 PTS o' DMG to all char.. Halfway in the run, take a right for a chest. Continue down and you'll reach a puzzle with some barrels. There are three of them in this temple, and this is the easiest. First, move the left cylinder into its hole, continue with the right one and then the bottommost. In the next area, grab the chest(Sacres crystal) and move east for another item. Then, return to the room with the chest and head north, to another puzzle.

This one is a bit complicated. A bit. Move the red boulders into their appropriate holes, and do so with the blue ones. The floor fall bellow the ground. Enter the door.

Again, you're confronted to a boulder trap. As you run, take both left and west opening to claim a cham and a moonberrrt. Then, continue down the boulder trap to further advance in the temple.

This is a lava room. The switch makes water to flood, but that's something not to worry about now. Head left. The first opening you see contains YET another boulder trap. However, if you continue, you'll reach a chest being guarded by the legendary thief, Zyvilin Bane.

Bane Hp: ~1200

I'll call this guy Bane. Just round up with Ice moves and Cutlass fury until he kisses the floor. Be aware of its Burst attack. Loads o' damage done.

Now comes a rather tricky puzzle. Move the lowest left drum into the hole in front of it. Follow with the bottom most drum, and then the red one into its position.

Return to the room with the water switch and press it. Walk across the Magma to a big door with a save point. Save/Heal. I wonder what this save point could mean...

Rokwurm Hp: 4,200

This enemy would be perfect for a Castlevania game as a boss.

Rokee mains attacks are Cinder storm which can inflict the stone status. So, be ready to use Curia spells/crystals, or equip ya-self with the gem of fluidity. His other attack is Volcaninc blast with is rather powerful, so be ready to heal.

Start by setting up Lunar Bless if you can to slowly regenerate ya heal and counter its Volcaninc Blast. Next, set up the ladies to use constant Crystalli spells while Vyse adds his Cutlass Fury for a great combo effect. Just be sure you change Vyse's weapon affinity to Purple and maintain the attack pressure and it should fall.

Claim the Red moon crystal, and exit via the newly opened door. You'll arrive at the entrance of the temple of Pyrinn. Make use of the save point, and heal yourself if you use too many MP in a ship fight. Head to where Bellena is waiting, and see how she betrays ya!

Air battle, Recumen the red Gigas

This gotta be the toughest air battle in the game. Recumen's only attack is its red ray... that is worth 8,000 HP damage. Yeehaa!. Boy, it took me one week before I could even retreat.

For the strategy... well, you can't beat the Gigas, not even damage it. The mission here is to survive.

Be sure you're at max health at each round with a red turn on it, and then go on with this strategy. Before the red turn, use the 3" cannon I told you to buy, and "scratch" it into the next turn(the red one). Now, pray. Most of the time, the 3"inch cannon will throw it out of balance. Just keep using this until you can run like a rabbit.

Air battle, Belleza and the Lynx

You gotta be kidding!. Oh wel... cure the party members Mp if needed, as well as the ship HP. Now, you can truly engage into fight. I recommend using the three inch cannon and scratching it into the next round, firing a torpedo in the next, then a cannon and then another. Repeat this while conserving HP and SP.

When given an option, select to catch her off-guard, and squeeze some firepower using this tactics. Then, put on her back and smash your enemy with the Harpoon cannon. Keep the pressure up and it should fall quickly.

After the fight, Drachma claims the Lynx impressive engine, the magic cannon and the red moon crystal. Head back to Maramba, and set up for ya next adventure.

====[***]====[***]====[***]====[***]====[***]====[***]====[***]====[***]====
To Ixa-Taka
====[***]====[***]====[***]====[***]====[***]====[***]====[***]====[***]====

To reach the ancient continent, you must cross the treacherous "waters"(tornadoes is more appropriate) of the south ocean. The south ocean is south of Maramba. Just keep going through it, and eventually you'll see a cinema in where you'll discover Ixa-Taka.

Now, just keep advancing and you'll reach a village, called Horteka, heart of the Ixa-Takan civilization.

====[***]====[***]====[***]====[***]====[***]====[***]====[***]====[***]====
Horteka
Treasure: Sacri box, Sacri crystalx25, Moonberry, Paranta seed.
====[***]====[***]====[***]====[***]====[***]====[***]====[***]====[***]====

After you arrive, the people will distrust you thinking you're as the Valuans: mean and bad. You know is not like that, so we must speak to Elder that lives in the inn. To reach the inn, climb down the stairs in the back part of the town and go through the covered passage.

After your pass through the passage, you'll see a house in front of you. It is not the inn, so climb the ramp and enter the house. Talk to the Elder, who's willing to help you. Now you must find the King.

Stop at the weapons and items shop and buy Sacrum crystals, as well as Sacres and magic droplets. Upgrade your equipment, too. There's a lift in the upper

part of the town that leads to a moonberry, snag it. In the back part of the town, also, is another passage that leads to a crashed ship. Talk to Hans and he'll give ya some fuel. Snag the 25 sacri crystals in the back of the ship and return to the Lil' jack.

Back in the skies, start heading north and suddenly you'll end up fighting...

Air battle, De Loco and the chameleon

De Loco likes to stand still just to show ya his Flame thrower power. So, you must be fast and unload yer cannons as fast as you can. Torpedoes and 3" cannons make great combos and sorted with a Heavy cannon, you can put a real hurting in De Loco's life meter. You can also scratch the 3" inch cannon before a red turn to prevent flame damage. Just build up spirit and press the attack.

Afterwards, enter the hideout and talk to the King. He mentions Isapa, but he's trapped in the moonstone mountain. Next stop, moonstone mountain!

====[***]====[***]====[***]====[***]====[***]====[***]====[***]====[***]====
Moonstone Mt.

Treasure: Curia Crystalx4, 800 gold, De Loco mail, zaal seed, moonberry, three inch blaster, De Loco drill, gylph of mightx4, gylph of speedx4, healing slave, twin propellers.

====[***]====[***]====[***]====[***]====[***]====[***]====[***]====[***]====

Save and then enter. Go through the door and climb the ramp. Go to yer left and you'll see a puzzle in the floor. Walk through the X and continue. Further, there is another puzzle. Deal with it the same way, walking through the X squares.

Further, there is another trap. There are three passage, each with a triangle square. The center and right take you to the beginning, so take the left one and keep going.

Further(getting used to this, eh?) you'll be in the cell area. Check each of the cells as most of them hold treasures you don't want to miss. Continues advancing until you reach an are with more squares. The center one is useless, but the left one takes you to a De Loco mail, although you would have to start again. You select. The right one drops you to a platform with more squares. Take the middle one.

You'll arrive to an area with an inactive elevator and a cell. In the cell is Captain Centime who revives the elevator. Take it down. Take the right path to grab the treasure, and then the left one to advance. You'll arrive in where the high priest Isapa is being held. Beat the guards and check the cells for more treasures.

Now, take the lift down, and save yer game. Boss time!.

Antonio 2 Hp: 5,200

This time around, thunder of fury hits everybody and causes some big damage. Set up lunar blessing and blast it with yer best spells, Cutlass fury and Tackle. Keep the hit points high and it'll go down eventually.

After beating him, exit the Moonstone Mt.

Return to the kings hideout and talk to Isapa. He mentions a golden man and bird that are required to enter Rixis. Time to search.

The Golden man is in a plateau just left of the hideout. Check it out and press for the discovery. You grab the Golden man eye. For the bird, keep heading west until you come to a lake. Lower yer altitude and search in the ground. You'll eventually finf the Golden bird. You grab its eye.

Now, return to the Golden man. Go to the direction his finger is pointing and you should reach Rixis in no time.

====[***]====[***]====[***]====[***]====[***]====[***]====[***]====[***]====[***]====

Rixis

Treasure: Risan Crystalx3, stone cutter, sacruken crystalx2, golden mask, moonberry, light coat, ruin arm, icyl seed, green moon crystal.

====[***]====[***]====[***]====[***]====[***]====[***]====[***]====[***]====

Before entering Rixis, you must put your newly acquired eyes in their correct statues.

Golden man => Left statue

Golden bird => Right statue.

Now, hop on the elevator and enter the city itself. The city is foggy, and the visibility is not the best. Go to the left, and you'll see two set of stairs. To advance, you must climb the left wall and hop into the moving platform.

Keep advancing and hoping into platforms. Suddenly you'll come into a chest that's being hold by Bane. Time to fight.

Bane Hp: ????

Burst does approx. 1,000 pts of dmg. So, set up a healer and smash it with constant S-moves until it bites the dust.

You can now claim the golden mask. Walk through the stairs near the chest and hope on the moving platform by walking to the ledge. In this area you can grab a moonberry to the left of where you arrived. Climb the stairs and grab the Light coat. In this floor you'll be faced by three platforms. The middle one takes you to a new weapon for Drachma. Then take the right one.

Here Aika spotlights the "ghost". Now, follow it until it takes you to two platforms. He'll grab one and you'll need to grab the other. You'll be above the sky in a rather beautiful place. There is a save point here, so heal/save. After you are done, climb the stairs in the pyramid. You'll be attacked.

Rik'Talish Hp: 6,500

This is a tough one. Ring of sleep causes sleep to multiple target. It can also confuse you plus he has a group skill that causes up to ~1200 PTS of DMG to the ones in its path. Set up Lunar blessing if you want, and set the ladies to generate spirit and heal the wounded. Give a gylph of might to Drachma and then rush into it with Tackle. Vyse can help with Cutlass fury.

After the fight, you'll see a cinema in where the green gigas is awakened.

Save yer game, and go to the platform you came up. You'll arrive at the Lil' Jack, and a series of battles will start. The first is none other than De Loco, enhanced by a Moonstone cannon

De Loco and the Chameleon

Is more of the same. De Loco stand still to fire his cannon, so you got plenty opportunities to bash it. Fire a torpedo, scratch the 3"inch cannon and two more cannons for a beautiful combo effect. Be sure to stay at max hit points because this is not over yet...

Green Gigas, Recumen.

Amongst his attacks we can see Boulder throw which is dangerous, and Grendel's fist, that is a bit weak. Start using the old torpedo-3"inch cannon-2 more cannons until you come to a choice. In this one, if you select to get down, you'll face the Stomp attack, which causes up to 7000 pts of dmg. Keep high and keep firing, but focus at the end of each turn.

Eventually, Grendel will start acting strange. Fire the Harpoon Cannon to end the fight.

Afterwards head back to the Kings hideout and retrieve your prize. Head back to Horteka and heal. Buy Sacrum crystals if you have two. Now, head north from the King's hideout to an opening between two mountains. Then keep heading north until you are eventually attacked by Gordo and his crew.

Gordo and Mad chiefs

Use Rain of swords when you can to take out the mad Chiefs. Then, beat Gordo to a pulp using Tackle and Cutlass Fury.

After beating Gordo, keep heading north until you come to the Valuan Airspace. Now, head east and search for a Stonehenge figure. This is the Maw of Tartus, our new destination.

====[***]====[***]====[***]====[***]====[***]====[***]====[***]====[***]====
Maw of Tartus

Treasure: Chomx3

====[***]====[***]====[***]====[***]====[***]====[***]====[***]====[***]====

Grab the Choms and then step in the seal. Your party will be ambushed by some enforcers.

Enforcer Hp: 660

Apart that you're outnumbered this a rather easy fight. Have the ladies cast group spells while Drachma and Vyse take out the others one by one.

After that, you'll discover that the archwhale is near here. Then, you're given a choice.

=====
UPGRADE!: Tell Drachma that your understand.

=====
Drachma throws the anchor and everybody goes to sleep. Vyse can't, so he wakes up. Go to the deck to find Drachma, who'll tell you his son story, as well as other information. Suddenly, the fog thickens. The arcwhale is near. Head east after you can control de Little Jack. You'll find Ramirez ship, the

Monoceros firing at the arcwhale. Now, we must fight a Valuan gunboat.

Valuan gunboat

Just guard or something until you can fire yer harpoon cannon to end the fight.

Drachma fire the Harpoon cannon at the arcwhale, but Ramirez starts to waste the Lil' Jack. Head down to the life boats. Your team escapes but Drachma has different plans. The ship gets wasted(I love that word!), and then Ramirez starts shooting at your life boats. What a bastard. Vyse flies away and your team pierces...

====[***]====[***]====[***]====[***]====[***]====[***]====[***]====[***]====
Desert Island
Treasure: Gonzalez Map, Moonberry

====[***]====[***]====[***]====[***]====[***]====[***]====[***]====[***]====

Head to the cliff in the front of the isle to see waz up with this place. Then, go to the area that looks like a mountain. Go to the let cave, and you should spot a skeleton. Vyse grabs Gonzalez map. Enter the cave in front of ya, and grab the moonberry and find a resting place.

====[***]====[***]====[***]====[***]====[***]====[***]====[***]====[***]====
Nasrad
Treasure: Sylph seed, 5000 gold.

====[***]====[***]====[***]====[***]====[***]====[***]====[***]====[***]====

Both Aika and Fina awake at the Primrose, captain Clara ship(I must say that Aika looks good with her hair down). She hands over 5000G and then leaves you at Nasrad, capital of Nasr. Walk around and talk to people. Then head to the inn.

====[***]====[***]====[***]====[***]====[***]====[***]====[***]====[***]====
Deserted island.
Treasure: Grapor meat

====[***]====[***]====[***]====[***]====[***]====[***]====[***]====[***]====

.
Wander around and fight Grapors for Grapor meat. One slash and they're done for, but they only give ya 1 exp. You gotta kill 15 of them.

Next, you must collect wood to make a signal in case a ship arrives. Wander around the isle and grab them.

Next mission is to grab moonstones. After you snag them, Vyse starts you rebuild what's left of the lifeboat. During his work, a ship arrives and picks him.

====[***]====[***]====[***]====[***]====[***]====[***]====[***]====[***]====
In the Claudia.
====[***]====[***]====[***]====[***]====[***]====[***]====[***]====[***]====

This Guy is Gilder, another Blue rogue. Vyse chats with him, and Gilder joins yer party, and gives ya control of his ship. South of here is Nasrad, so go there.

====[***]====[***]====[***]====[***]====[***]====[***]====[***]====[***]====[***]====

Nasrad

Treasure: Abirik cham

====[***]====[***]====[***]====[***]====[***]====[***]====[***]====[***]====[***]====

Chat with the people and buy stuff, specially Sacres Crystals. Go to the weapons shop and talk to the old man to receive an Abirik cham, which instantly evolves Cupil. Affter you're done, head to the inn.

Now, in control of the girls, head to the tavern and talk to the tavern keeper to receive yer week pay. Head back to the inn and you'll meet an old man called Pedro. He gives ya half of a familiar looking map.

Now, in control of Vyse, head to the northernmost past of the city. This is the palace of the Nasultan. Talk to the guards and you're given a choice.

=====
=====

UPGRADE!: Tell the guards you have important information.

=====
=====

Vyse talks the Nasultan. The Nasultan doesn't believe you.

Now, it's time to head Daccat's island. With the girls, it would be wise to buy some Sacres crystal, and loads of magic droplets/dew. Because your main strength is magic and the ladies have little HP, those are musts. After you're done, head to the docks and take your ship. Head to Crescent isle(the place where Vyse docked) just east from here. From there, head north. There are various islands. Enter the biggest. With Vyse and Gilder, stock up on crystals and weapons. Now, follow the same directions and arrive Daccat's isle.

====[***]====[***]====[***]====[***]====[***]====[***]====[***]====[***]====[***]====

Daccat's isle

Treasure: Sky wing, soul crystal, icy(?) seed, sacruen crsytalx2, 200 gold, magic droplet, maiden's armor, magic dew, vidal seed, Daccat's armor, moonberry, risan crystal, electrum box, daccat's coin.

====[***]====[***]====[***]====[***]====[***]====[***]====[***]====[***]====[***]====

To actually enter the isle, you must step in the patch in the floor. With the girls, first collect the Cham near the trees and step in the patch. Do the same with the mans.

To advance through Daccat's isle, you need to constantly switch between parties by making use of the boomerang and cutlass symbols all over the place.

-- Vyse: to the right is a chest guarded by Zyvilin bane. Use the same tactics I told you before and claim the Soul crystal. To the left is a lever you should press. Change parties in the nearby boomerang symbo.

-- Aika: Take a new weapon for a Aika to the left passage, and go through the newly opened door. Grab the chest and pull the lever to the left. Switch parties.

-- Vyse: Snag the chest to right after going through the door and then stand on the patch on the floor. Switch parties.

-- Aika: Open a NEW door for Vyse and go down the slope.

--+ Vyse: Pull the handle to create a ramp for Aika.

--+ Aika: Go up the ramp and grab the chest. Stand on the platform.

--+ Vyse: Pull the handle twice to create a platform. Snag the chest and stand on the platform.

--+ Aika: Grab the chest here and stand on the patch to open a new door for Vyse.

--+ Vyse: Open the door and snag the treasures on the side passages. To the right is a platform, take it and pull the handle once to create a platform down. Switch parties.

--+ Aika: In the gear room, go to the right and pull the handle. Go through the newly open path, and switch parties.

--+ Vyse: Dash to the other switch-party icon.

--+ Aika: Pull the handle three times, and then dash through the path. Stand on the patch.

--+ Vyse: stand on the platform.

Now, save yer game and proceed to the last are of this confusing maze, The parties meet just in time, but then they're ambushed by two heads. Looks like we're going to fight.

Sinistra Hp: 3,300 Destra Hp: 4,500.

This is a tough fight. Sinistra uses a Fire attack that causes up to 600Hp damage. Destra froze your party with an Ice type attack which causes the same damage, if not both. And both heads can do a combo attack called Death Waltz, which hits everybody for about 1,500 hit points. Change yer weapons to purple with the mans and punish Sinistra with constant S-moves and have the girls use spell boxes, focus and heal. After one of them is gone, the other is much easier. Destra falls to red-type attacks.

Afterwards, you may truly claim yer Daccat's coin and exit via the newly opened doo. Daccat's coin can be sold for 20,000G, don't worry =). Return to yer ship and go to Nasrad. Try to enter the town itself and it'll be attacked. Finally, you'll meet Ramirez and will given a choice.

=====
UPGRADE!: Select not to fight Ramirez.
=====

You'll be caught and send back to Valua.

---=[***]---=[***]---=[***]---=[***]---=[***]---=[***]---=[***]---=[***]---=[***]---
Valua

Treasure: Moonberry, Unholy Dagger

---=[***]---=[***]---=[***]---=[***]---=[***]---=[***]---=[***]---=[***]---=[***]---

Both Vyse and Gilder are trapped in a cell. Trying to guess how to escape, Gilder's bird appear and they create a plan. Get outta the cell and keep going until you come to a place with two elevators. You must fight the guards, but that's not a problem. Saver yer game, and hop into the elevator.

Select cell block 200, to meet with Aika's fan

Vigoro Hp: 4,200

This is an easy one. Just attack with Aika once, so she'll be near Vigoro. Why? That way, when he confuses Aika, she'll attack he and not yer party. Have Vyse build spirit and Gilder smash the macho-man with Gunslinger until the fight comes to an end.

With Vigoro's harbor key, head to the cannon room. Climb the stairs and go through the big-missile shaft. You'll be in the catwalks of the Grand Fortress. Search for the elevator and hop on, as the door at the end of the railing is locked. Advance to the save point and enter the nearby door. Fight the guards to save Fina. She rejoins the party and gives you a key. Head back to the previously locked door and open it.

In this area, spotlights are all over the place. If one spots you, you're forced into a fight. Just keep climbing the stairs, and be aware that a chest in the tope-left area is guarded by Bane. Deal with it with S-moves. Continue yer way, and save your game. Eventually, you'll face the Dralkor tank.

Dralkor tank Hp: 7,900

This is tough. He only uses Wheel blast, which hits any character in its path for 1,200 or so hit points. Have the ladies increm everyone or use Gylph of might, and then lay into him. Use primarily Gunslinger, as it causes up to 1,100 PTS of DMG. However, if you have plenty spirit, use Cutlass fury for some extra damage. Maintain your health at the top and revive downed characters to fight at optimum conditions.

Afterwards, and elevator appears.

=====
UPGRADE!: Take your chances in the elevator that appeared.
=====

You'll meet prince Enrique. He takes you to he Delphinus and show you its magnificence. Now, the Delphinus will become your all-game ship, plus any Captain stripe you used on the Lil' Jack will be added to the Del 36,000 HP. But this time around, each Captain stripe is worth a bonus of 2,000HP...

To escape Valua, we must blast our way out.

Valua Grand fortress

Just build up yer spirit and fire the moonstone cannon.

You've escaped Valua. Now, you must take the role as captain of the Delphinus.

=====
UPGRADE!: Accept to be the captain.
=====

Take your time to explore the interior of the Del, and snag the cham on the deck. Check the starboards for a moonberry, and to find Marco, your first Crewmember. Now, we must head back to Crescent Isle, the place were Vyse arrived after the Little Jack got gunned down. Before doing so, take your

time to get some crewmembers.

First, go to Sailor's isle. Talk to Polly in his bar to get her join, as well as Pinta. Lawrence, in the back of the Sailor's guild also will join you... if you pay him 10,000G. Fly to piarte's isle and grab pow(I don't know if it is possible at this point). Go to Ixa-Taka, if you want. Make the Ixa-ness discovery to get Tikatika join yer crew. Merida will also join if you have the bottle from Sailor's isle in yer inventory. Go to Nasrad and recruit Khazim who is in the upper part of the docks, and Osman, who is somewhere amongst the ruins. This is basically all we can do. Head to Crescent isle.

Here, Brabham and Izmael will create a base for you and remodel the Del... for a price. 100,000G. Take your time selling discoveries and Dacat's coin, fighting lots of enemies and then pay them. The base will be soon build, and you must decide your flag. Amongst the options we have Aika's cat, Fina's cute Dolphin and Vyse's Skull-cutlass. If you're a man, go for Vyse's. If you're a girl, Fina's motive is probably the best. Your team will talk about Ramirez in the night.

=====
UPGRADE!: Instill Fina with confidence.
=====

Our next mission is to get the blue moon crystal that lies in Yafutoma, a city to the east. To get there, head to the south ocean and got through the left sky rift(wall of clouds) and keep going north until you arrive Esperanza(Esperanza is a Spanish word that means "hope". Why I know this? Because native language 'o mine is Spanish). Getting here is mandatory before Yafutoma.

=====[***]=====[***]=====[***]=====[***]=====[***]=====[***]=====[***]=====[***]=====[***]=====
Esperanza
Treasure: 2,248G, Valuan Uniform x 3
=====[***]=====[***]=====[***]=====[***]=====[***]=====[***]=====[***]=====[***]=====

After you gain control of Vyse, climb the stairs near the save point. In the town itself, search for a ladder near the entrance and grab the cham and gold there. Buy new items and ship equipment if you have to, then head to the tavern. Talk to Don, and he'll talk about the Dark rift and that there's no way to get Yafutoma. After talkingto him, Enrique informs you about the Armada attacking. Sleep at the inn, save yer game.

Talk to Enrique to engage.

Gregorio cruisers

You must fight two of them before actually fighting Gregorio. Smash them with yer best cannon and your S-cannon.

Gregorio's Auriga

Amongst the attacks he has under his sleeve, we can see the fragmentation cannon the other ships used, plus the hull ram, in where Gregorio rams your ship for quite a bit of damage. Start by Increming yourself, and smahs Gregorio with your 12" inch cannons and torpedoes. When a turn ends in a red square, use Quika right before that turn. Gregorio will miss with his Hull-Ram attack, and you'll be given an option to fire the Moonstone cannon. Blast the Auriga to bring the fight to a conclusion.

After the fight, Gregorio retreats. Now, we must cross the Dark Rift. To do so, first prepare yourself with some crystals and heal yer party. Got all sorted?. Head south of here and enter the massive dark hole.

====[***]====[***]====[***]====[***]====[***]====[***]====[***]====[***]====
Dark Rift

Treasure: Moss Armor, Dream cutlass, magus seed, moonberry x 2, sacrum crystal x 3, 2,731G, chalice of gold.

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This is, by far, the most complicated area of the game. We must travel in ship, but fights are on foot. Ready to go?. Yes. So, keep movin'.

First, keep heading north from the entrance to an area filled with plants. Grab the treasure chests(they're actually wasted ships), and then enter the hole to the left coral-wall. Go through the nearby vortex, into the next area.

This one is filled with little stones glowing. The center, bigger and brighter is a new discovery. Take the vortex left of the place you came from, and snag everything you can. One of this ships is home of Robinson(Crusoe). If Polly is in your party, he'll join your crew as a Sailor. Return to the are with the moonstones and head right of the vortex you came from. There will be two Vortex, one higher, and other to the lower-diagonal of the highest. Take the higher to advance.

In this area, there are two levels. Snag all the chests in the lower one, and then climb to the upper. There will be a vortex, and a glowing ship. I THINK this ship is home of Bane. I never tried, but I know he gives ya the chalice of blood or something like that. Go through the Bortex. Save yer game, and head north to were a massive beast is lurking.

Anguila

The Anguila hides and comes out of his Vortex. While it is out, blast it with your cannons. While it is hiding, take your time to focus. That way, when he comes out, you'll receive it with a beautiful hit from yer S-cannon. Just repeat until it dies.

Now, you can truly escape from the rift. I recommend you to equip something like 3 torpedoes...

After you exit from the Dark rift, head all the way north, and you'll be suddenly attacked.

Tenkou spellship

Remember that I told you to equip three torpedoes?. Increm yourself and fire them until the battle ends. If you don't have torpedoes handy... just keep firing magic and cannons until one of them hits them.

After the battle, the Tenkou board the party. You're given and option.

=====
UPGRADE!: Select to kick their @\$\$ \$
=====

Jao/Mao Hp: 1,200/1,200

They use this skills called Irnagun and Tattarimottu(?) that can cause up to 1,200 PTS of DMG to one party member. Increm your strongest party members(Vyse and Enrique) and smash them with Royal Blade/Pirate's Wrath/Cutlass fury.

Keep heading north. You'll discover Yafutoma and then you can enter Yafutoma.

====[***]====[***]====[***]====[***]====[***]====[***]====[***]====[***]====

Yafutoma

Treasure: Moonberry, Underwater suit, 3,000G.

====[***]====[***]====[***]====[***]====[***]====[***]====[***]====

Immediately after you arrive, you're taken to see Lord Mikado. He's more than happy to give you the Blue moon crystal, A-K-A the Maga stone. However, you must retrieve it from mount Kazai.

Before departing to Mt. Kazai, sleep at the inn left of the royal chamber and save yer game. Head to the town. First, I suggest you to recruit new crewmembers. Grab a tube boat in that is after the bridge and go down the waterfall. Talk to the builder here, and compliment her work. Return to the upper part of the town, and take another tube ride. Go to the house in the middle of the water and talk to little girl, who also joins yer crew. Go out of the tube boat, and got through the bridge. Pull the lever, and grab AGAIN the tube boat. You can go through the passage the bridge was blocking. Open the chest.

Go left of the exit of the king's palace. There will be two girls playing. Dash through the passage near them to the weapon's shop. Buy a Suiran Blade(required to recruit Kalifa) and talk to the owner to learn about Ryu-Kan. Buy necessary stuff. To the left oft this shop is the items shop. If you go through the door left of the owner, you can open the chest. Buy items(Riselem crystals...) and get out. Go down the stairs near the tube boats. This place is home of the ship parts shop. Buy a Yamato spirit and Serpent torpedo. Then, talk to the owner to head Mt Kazai.

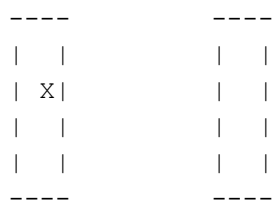
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Mt Kazai

Treasure: Moonberry, windsong orb, Blue moon crystal.

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Directly beyond the entrance is a rope, take it down and hope into the water. Keep heading north until you come to a room with a switch on its center. Press it, and then head to the right passage. You'll arrive in a room with series of pools. One of them will let you advance. The correct one is:



| _____ |

The correct one is, obviously, the one with an X(I took this idea from MetroidMoo guide. Thanks!). Dash through the passage and press the next water switch. Then, return to the main room. This time, head to the left room. Go through the ramp to your left and press the switch. Doing so raises the bridge in this room. Go through it to press another switch. Return to the main room. This time, head through the northernmost exit. When the path branches, go through the right one. Go underwater. There are two passages here. One of them leads to a Bane treasure, and the other lets you advance. After you are out from the water, head left and press the last switch. Return back to the main room.

Go down the ledge right in front of you to the deeps. Go straight through the door and exit the water. To the left is a rope that leads back to the entrance. Don't take it. Instead, go to the nearby door. This path branches. Take the straight one for a moonberry, then take the other one(left).

In the wall there are two faces. Try to go through them and you have to fight. Waste 'em. In the next room, press both switch and go through the door on the opposite side of the room. Press this other switch and go through the newly risen bridge. Keep going and make use of the save points. --- cough --- what could this mean?

Tortigar Hp: 11,000

Tortigar is tough hooshee. It has various types of skills, including its ice attack that cause up to 1,000 PTS 'o DMG to the entire gang, Steelskin which is a PAIN in the @\$\$, as it negates ALL attacks you use on it(0 DMG done), and lastly, and SURELY not least, is Sacruken, which completely heals it. What I did was to attack it a few times, then let it Sacruken itself, and then kick it sorry ass. Increm Enrique and Vyse, and use Pirate's wrath and The Judgment.

Afterwards, you may truly claim the Blue moon crystal. Exit Mt Kazai, save, and return Yafutoma.

Yafutoma(Again)

You must head to the royal room, but I suggest sleeping at the inn left of it and saving. While talking the king, a series of events(this is a kind-of-spoiler-free-walkthrough, ya know) succeed, and you're given a choice when you meet Vigoro and Belleza in the docks.

=====
UPGRADE!: Select to wait and see what happens when you meet the admirals at the dock.
=====

After the events in the palace, Moegi comes.

=====
UPGRADE!: Select to run and hide.
=====

Moegi opens a new passage for you. Take the items to the right and got to the flying Pagoda to the left. You'll arrive in Daigo's - Prince Moegi's Brother - training place. You must head to the top, and the path is filled with Tenkou thugs. When you reach the top you meet Jao and Mao, but this time around, thanks to Daigo's help, you don't have to fight them.

=====

UPGRADE!: Select "Of course" when prompted.

=====

Head back to the lowest level of this place and save. Then, board the pagoda. Our first goal is to retreat the Delphinus. After your arrive on the deck, you're confronted by a few guards. Waste 'em, and then, head to the controls room where Muraji is.

Muraji/Soldier Hp: 2,750/1,200

This guy is a joke. Increm Vyse and Rain of swords them until the soldiers pass out. Then, blast Muraji with Pirate's Wrath/The Judgment whatever until it dies.

You regain control of yer ship, and a series of air battles start.

Vigoro and the Draco

This is kind of tough. Vigoro blast you with his Draco cannon EVERY round, but you also can blast him every round with your Moonstone cannon. The Draco cannon strips 10,000Hp of yer ship, and piercing torpedoes about 6,000. Use Urala's skill to max out your SP bar, and begin to blast the Draco with yer cannons, torpedoes, and moonstone cannons. IF you have enough spirit, it should take only three rounds full of firepower to send Vigoro flying. Just be sure to heal.

After the fight, the blue Gigas awakens.

Blueheim the blue Gigas.

Amongst Blueheim attacks we can see Phoenix ray, which causes up to 9,000HP damage and Blue lighting, which is a bit weaker. Apart from these, he uses Blue winds, which sets up you for two consecutive attacks from him. To prevent this, guard if the end of the round has a red square(right before). Got all sorted?. Urala your ship to max out yer SP bar, and then increm yourself. Pound Blueheim with the Yamato spirit, Serpent torpedoes, moonstone cannons, whatever else you want, and maintain a good level of health.

After the fights, a series of events happen, Moegi joins yer crew and you receive the Book of polarity and Blue moon crystal.

=====

UPGRADE!: Try to prove the world is round by heading east!.
=====

==*
DISK TWO WALKTHROUGH *==*==*==*==*==*==*==*==*==*==*==*==*==*==*==*==*

After all of the cinematics end, you'll be in the air, and you'll have to return to Crescent Isle. To prove that the world is round, you must head east, so, head east. After a short travel, you'll bump into a stone reef. Search for an opening on it, and go through it. You'll now be on the ixa-takan space. Head towards the south ocean, and cross it. You'll be now on Maramba's airspace. From there, head towards Nasrad, and then towards crescent isle.

When you arrive there, you'll prove the world is round, and you'll add another discovery to your book. You'll then land on the isle. The party will then give the book of polarity you received in Yafutoma to Brabham and

Izmael, who join you as crew members now. People will also start to set up shops, plus you'll be able to remodel the living quarters by talking to Brabham or to Kirala. When you're done, use the elevator and go to the meeting room.

At this point, your main objective is to search for the frozen continent and get the purple moon crystal. Head back to the docks(talk to the boobie Clara who'll join you as a gunner). After you're in the air, head towards Esperanza. On you way there, go through a sky rift(check the map and be sure you're heading towards the bottom portion of it) and you'll arrive in the frozen continent. It's really hard to explain this portion of the game(specially because I found this place by accident :)

Now, we must search for Galcia, the city of Ice. Head a bit north from the "entrance". Along your way, you may encounter Alania, who can be challenged to a ship fight if you touch it. Alania looks like a big spider(Also, Alania sounds like "Arana" which means "spider". Coincidence?. I don't think so...). On your way to Galcia, you'll also spot the aurora, which indicates you're near the objective. Search directly below the aurora, and you should spot what looks like a building. Head towards it. You'll go through the ice, and you'll be inside Galcia.

====[***]====[***]====[***]====[***]====[***]====[***]====[***]====[***]====
Galcia
Treasures: Icesplitter, winter orb, frostblade, moonberry, purple moon crystal.
====[***]====[***]====[***]====[***]====[***]====[***]====[***]====[***]====

Check to your immediate left, and snag the cham(use the VMU of course). Head forwards. Inside the ruins, you'll have to confront three riddle figures. By answering them right, you'll increase your swashbuckler rating. The first one if directly across you.

=====
UPGRADE: Answer the first guardian "power of ice".
=====

After answering the first guardian question, head forwards to find the next guardian:

=====
UPGRADE: Answer the second guardian "two".
=====

Afterwards, head forwards and find the last guardian:

=====
UPGRADE: Answer the third guardian "will and spirit"
=====

Afterwards, you may enter Galcia itself. The city is big beautiful, and foggy. So you know, random battles are annoying thanks to the kind of enemies you'll encounter here, which are pretty resistant. Take the lift down, and follow the road until you come to a branch. Head left and snag the windsong orb(you'll have to beat Bane, of course). Now, head right and snag the icesplitter, a new boomerang for the red headed chick.

Return to where you obtained the windsong orb, and follow the path. Hop into the next platform, and advance until you come into another branch. Straight ahead is a chest with an item(duh), to the right another cham(use your VMU to

get it) and to the left is a save point. Save your game, and hop into the circular platform. The Galcian guardian Veltarn then attacks.

BOSS ENEMY: Veltarn

HP: 11.500

Veltarn loves to use the avalanche attacks, which hits the party member directly across the galcian monster. This attack causes at least 1,200 points of damage, so, I would recommend Fina to use Sacrum crystals to health your party members. The other attacks you'll see Veltarn using is Death Laser, which causes about 600 points of damage, but can cause instant death. Now, health every round you can and put Aika to Focus. Use Enrique and Vyse to blast Veltarn away using either the judgment and pirate's wrath or royal blade and cutlass fury.

After you beat Veltarn, advance forwards, towards the big doors. Don't go through them just yet. Instead, head rightwards, and snag the item on the chest. Then, return to the big doors and go through them. Inside, you'll find Drachma with Rakham. You'll discover the arcwhale's true nature. During the cinematic, you'll be given a choice:

=====
UPGRADE: Leave Drachma along when given the choice.
=====

Now, you're finally done with the lands of ice. Finally, one crystal gone. Now, return to crescent isle. The isle has been revamped regardless the money you spent on it. The delphinus is now capable to fly above or below the sky, which means no more random battles(either below or above the cloud, you won't have to worry about enemies). Now, you'll be able to do a few of this and that, and fly anywhere.

Among the "this and that", you can now do a few things. If you go towards Daccat's island, and fly above the sky(heading forwards), you should find a small island. This is home of the Valuan scientist, Ilchymis, how will join you as long as you have learned the Riselem spell(you must enter, exit, and enter in order to get him as a crewmember). Snag the cham on his lab also.

You could also go Yafutoma, and look for Ryu-Kan hut, which is across Yafutoma(you'll have to go through a sky rift). There, talk with Ryu-Kan. If your rating is "Vyse the Dashing" or higher, he'll join your crew, and you'll be able to buy new equipment from him(expand his shop so you'll be able to acquire the Volrik Blade as well as new equipment late in the game). Lastly, you could get back to esperanza, and get Don to join your crew.

The next crystal we must track down is the yellow moon crystal, which is underground. The entrance to the maw of tartus(where the last crystal is) is located somewhere below the Valuan continent. Search for the east coast of Valua(beneath the clouds of course) and look for two yellow, glowing lights. There is a fissure around the lights, so, fly through it, and go through the big hole at the end.

=====[**]=----=[**]=---=[**]=---=[**]=---=[**]=---=[**]=---=[**]=---=[**]=---

The Maw Of Tartus

Treasure: Dexus Seed, Moonberry, Yellow Moon Crystal

HI --> Accuracy.

Vyse's: Cutlasses.
^^^^^^^^^^^^^^^^^^^^

Cutlass

=====
Atk/Hi: 20/90

Pirate cutlass

=====
Atk/Hi: 33/90

Sky cutlass

=====
Atk/Hi: 45/90

Assassin blade

=====
Atk/Hi: 58/90

Nasr cutlass

=====
Atk/Hi : 70/90

Hunter's sword.

=====
Atk/Hi : 87/90

Stone cutter

=====
Atk/Hi : 99/90

Iron cutter

=====
Atk/Hi: 112/90

Admiral cutlass

=====
Ark/Hi: 128/90

Dream cutlass

=====
Atk/Hi: 137/90

Suiran Blade

=====
Atk/Hi: 141/90

Wind slicer

=====
Atk/Hi: 153/90

Thunder cutlass

=====
Atk/Hi: 160/90

Soul sword

=====
Atk/Hi: 174/90

Volrik blade

=====
Atk/Hi: 200/200.

Aika's: Boomerangs.

^^^^^^^^^^^^^^^^^^^^

Boomerang

=====
Atk/Hi: 19/110

Leather crescent

=====
Atk/Hi: 31/110

Valurang

=====
Atk/Hi: 46/110

Scout wing

=====
Atk/Hi: 53/110

Dancing arc

=====
Atk/Hi: 65/110

Hunting arc

=====
Atk/Hi: 80/110

Grendel's wing

=====
Atk/Hi: 96/110

Sky wing

=====
Atk/Hi: 107/110

Wing of Hope

=====
Atk/Hi: 119/110

Yin Wing

=====
Atk/Hi: 130/110

Icesplitter

=====
Atk/Hi: 142/110

Flutter Wing

=====
Atk/Hi: 153/110

Moon wing

=====
Atk/Hi: 161/110

Hydra wing

=====
Atk/hi: 163/110

Fina's: Cupil

^^^^^^^^^^^^^^^^

+-----+
| NOTE: I'll also put how many |
| chams you need to evolve |
| Cupil |
+-----+

Cupil

=====
Atk/Hi/Cham : 58/120/ -

Cupil Blade

=====
Atk/Hi/Cham : 67/115/2

Cupil cone

=====
Atk/Hi/Cham : 73/120/2

Cupil sword

=====
Atk/Hi/Cham : 90/115/4

Cupil star

=====
Atk/Hi/Cham : 103/120/4

Cupil Cutlas

=====
Atk/Hi/Cham : 127/115/4

Cupil spike

=====
Atk/Hi/Cham : 141/105/6

Cupil Spear

=====
Atk/Hi/Cham : 147/120/6

Cupil claymore

=====
Atk/Hi/Cham : 162/115/6

Final Cupil

=====
Atk/Hi/Cham : 500/?/All chams and abirik cham.

Drachma's: Bionic arms

^^^^^^^^^^^^^^^^

Artificial hand

=====
Atk/Hi: 43/80

Hook hand

=====
Atk/Hi: 51/80

Beak hand
=====

Atk/Hi: 60/80

Excavation arm
=====

Atk/Hi: 73/80

De Loco drill
=====

Atk/Hi: 85/80

Ruin arm
=====

Atk/Hi: 112/80

Mining arm
=====

Atk/Hi: 172/80

Dragon arm
=====

Atk/Hi: 181/80

Gilder's pistols

^^^^^^^^^^^^^^^^^^

Gilder's own
=====

Atk/Hi: 104/100

Nasr pistol
=====

Atk/Hi: 112/100

Valuan Pistol
=====

Atk/Hi: 160/100

Gilder's special
=====

Atk/Hi: 168/100

Warrior Pistol
=====

Atk/Hi: 176/100

Enrique's: Rapier

^^^^^^^^^^^^^^^^^^

Rapier
=====

Atk/Hi: 122/95

Blade of slumber
=====

Atk/Hi : 138/95

Frostblade

=====
Atk/Hi: 150/95

Imperial Blade

=====
Atk/Hi: 163/95

Stone blade

=====
Atk/Hi: 171/95

>>>>>>>>>>>>>>>>>>>>>>>>>>>>

Armor

>>>>>>>>>>>>>>>>>>>>>>>>>>>>

Legend

De: Defense.

Hi: Accuracy.

Ma: Magic.

Do: Dodge.

Atk: Attack.

Wi: Will.

Vyse uniform

=====
Stats: 20De, 20Ma

Aika shorts

=====
Stats: 19De, 21Ma

Light robe

=====
Stats: 30De, 34Ma

Valuan uniform

=====
Stats: 32De, 32Ma

Sailor uniform

=====
Stats: 44De, 44Ma

Mystic dress

=====
Stats: 42De, 46Ma

Valuan armor

=====
Stats: 51De, 44Ma

Drachma's shirt

=====
Stats: 45De, 42Ma

Heavy armor

=====
Stats: 55De, 46Ma

Elastamor
=====

Stats: 54De, 54Ma

Raincoat
=====

Stats: 56De, 56Ma

Nasr combat mail
=====

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

Nasrear mail
=====

Stats : 66De, 66Ma

Ceramic armor
=====

Stats : 73De, 62Ma

Agile robe
=====

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

Fina's robe
=====

Stats : 55De, 64Ma

Ancient robe
=====

Stats : 69De, 82Ma

Miner's overalls
=====

Stats : 87De, 80Ma

Fiber robe
=====

Stats : 77De, 90De

Golden armor
=====

Stats : 90De, 77Ma

De Loco mail.
=====

Stats : 99De, 84Ma

Light coat
=====

Stats : 10Hi, 103De, 103Ma

Holy robe
=====

Stats : 92De, 108Ma

Nasr uniform

=====
Stats: 104De, 96Ma

Caravan armor
=====

Stats: 100De, 100Ma

Maiden's armor
=====

Stats: 103De, 112Ma

Daccat's armor
=====

Stats: 108De, 108Ma

Gilder's mail.
=====

Stats: 116De, 99Ma

Ixa-takan armor
=====

Stats: 109De, 109Ma

Naval uniform
=====

Stats: 112De, 112Ma

Daccat's tunic
=====

Stats: 121De, 121Ma

Battleworn armor
=====

Stats: 133De, 114Ma

Miracle robe
=====

Stats: 114De, 133Ma

Moss armor
=====

Stats : 20Hi, 10Do, 126De, 126Ma

Scale mail
=====

Stats: 141De, 130Ma

Surancho robe
=====

Stats : 136De, 136Ma

Long robe
=====

Stats : 130De, 130Ma

Enrique's coat
=====

Stats: 130De, 130Ma, 10Hi, 5Do

Ghost mail

Skyseer goggles

=====
Stats: 5Hi

Flash ribbon

=====
Stats: 2Qu

Morocca's shell

=====
Stats: 6De

Meditation Ring

=====
Stats: 6Ma

Slayer ring

=====
Stats: 8De, 10Hi, 8Wi, 8Qu

Thermo ring(protects against purple attacks)

=====
Stats: NIL

Gemstone ring

=====
Stats: 21Ma

Throkyn's scale

=====
Stats: 10Atk

Lover's ring

=====
Stats: 12Ma, 12Wi

Mage's bane

=====
Stats: 4Atk, 4De, 4Ma, 4Wi

Gem of purity(resist status effects)

=====
Stats: 8De

Black eyepatch

=====
Stats: 7Atk

Cylhound's claw

=====
Stats: 2Atk, 20Hi

Thief's aura

=====
Stats: 2De, 10Do

Nomadic veil

=====
Stats : 9de, 9Ma

Sand storm ring

=====
Stats: 9Atk, 2Wi

Gem of fluidity(resist against stone status)

=====
Stats: 6De, 6Ma

Quetya Feather

=====
Stats: 4De, 20Do

Hunter's hand

=====
Stats: 4Atk, 40Hi

Immunity ring

=====
Stats: 21De

Assassin ring

=====
Stats: 40Hi

Stealth ring

=====
Stats: 10Do, 10Qu

Dhabu hide

=====
Stats: 50Qu

Burocca's shield

=====
Stats: 36De

Prophet's sand

=====
Stats: 63De

Moondust ring

=====
Stats: 48Wi

Thryllak's scale

=====
Stats: 36Atk

Vigoro's chain

=====
Stats: 20Atk, 30Hi

Sailor's buckler

=====
Stats: 20De, 15Do

Nocturnal sight

=====
Stats: 6Atk, 60Hi

The unseen hand

=====
Stats: 5Do, 30Qu

Jade swirl ring

=====
Stats: 45Ma, 45Wi

Radiant fur

=====
Stats: 24De, 24Ma

Skullcap

=====
Stats: 24Atk, 24Wi

Blue rogue patch

=====
Stats: 18Atk, 18Wi, 18Hi, 18De

Crescent amulet

=====
Stats: 28Atk, 28Ma, 19Qu

Critical vision

=====
Stats: 19Atk, 50Hi, 19Wi

Shard of purity

=====
Stats: 38De

Ivy band

=====
Stats: 5De, 5Ma

Silver veil

=====
Stats: 16Ma, 16Wi

Gilder's amulet

=====
Stats: 11Atk, 11De, 11Ma, 11Wi

Everlasting gem

=====
Stats: 10De, 10Ma

Black map(prevents enemy from running)

=====
Stats: NIL

White map(lessens random encounters)

=====
Stats: NIL

Imperial crest

=====
Stats: 20De, 20Ma

Moon cannon

=====
Atk/Hi/Sp/L: 500/99/9/0

Three inch cannon

=====
Atk/Hi/Sp/L: 70/80/2/1

Five inch cannon

=====
Atk/Hi/Sp/L: 90/80/3/1

Ten inch cannon

=====
Atk/Hi/Sp/L: 220/89/4/3

Twelve inch cannon

=====
Atk/Hi/Sp/L: 170/77/4/2

Three foot cannon

=====
Atk/Hi/Sp/L: 280/87/6/3

Five foot cannon

=====
Atk/Hi/Sp/L: 330/90/6/2

Wevl cannon

=====
Atk/Hi/Sp/L: 180/120/4/3

Pyril cannon

=====
Atk/Hi/Sp/L: 200/120/6/0

Crystil cannon

=====
Atk/Hi/Sp/L: 550/60/4/0

Moon cannon

=====
Atk/Hi/Sp/L: 400/99/5/3

Light torpedo

=====
Atk/Hi/Sp/L: 120/60/5/2

Shock torpedo

=====
Atk/Hi/Sp/L: 160/55/3/2

Heavy torpedo

=====
Atk/Hi/Sp/L: 250/50/4/3

Serpent torpedo

=====
Atk/Hi/Sp/L: 300/65/4/2

Arcwahle torpedo

=====
Atk/Hi/Sp/L: 400/70/6/3

Moon torpedo

=====
Atk/Hi/Sp/L: 600/75/3/3

Harpoon cannon

=====
Atk/Hi/Sp/L: 600/999/15/0

Moonstone cannon

=====
Atk/Hi/Sp/L: 800/999/20/0

Engine cover

=====
Do/Qu: 3/10

Turbo kit

=====
Do/Qu: 5/20

Bore-up kit

=====
Do/Qu: 8/30

Twin propellers

=====
Do/Qu: 10/40

Air intake

=====
Do/Qu: 12/80

Twin turbo

=====
Do/Qu:15/90

Timing valve

=====
Do/Qu: 17/100

Double shaft

=====
Do/Qu: 26/200

Armored deck

=====
De:10

Heavy armor deck

=====
De:55

Alloy deck

=====
De:70

Sparkling deck

=====
De:500

Rogue Figure

=====
Ma:20

Prynn Figure

=====
Ma:30

Pryryn figure

=====
Ma:45

Blueheim figure

=====
Ma:130

Goddess figure

=====
Ma:160

Spherical figure

=====
Ma:300

Floor heater

=====
Ma :1

Yafutoman alcove

=====
Ma:2

Wooden doll

=====
--NIL--

Chandelier

=====
De :1

=====
XIII. Spells -----
=====

All spells cost only 1MP

+-----+
| GREEN |
+-----+

=====
Spell : Sacri

Description: Recovers 500Hp to a single person; recovers 4000Hp to ship.

Sp : 2
=====

=====
Spell : Sacres
Description: Recovers 1000 Hp to a single person; recovers 8000HP to ship.
Sp : 4
=====

=====
Spell : Sacrum
Description: Recovers 1000HP to everybody.
Sp : 8
=====

=====
Spell : Sacrulen
Description: Recovers all the HP of a single person; recovers all ship HP
Sp : 6
=====

=====
Spell : Noxi
Description: Damages and could poison a single enemy.
Sp : 3
=====

=====
Spell : Noxus
Description: Damages and could poison all enemies.
Sp : 6
=====

+-----+
| RED |
+-----+

=====
Spell : Pyri
Description: Fire damage to all enemies.
Sp : 2
=====

=====
Spell : Pyres
Description: Second level fire damage to all enemies
Sp : 4
=====

=====
Spell : Pyrum
Description: Third level fire damage to all enemies
Sp : 6
=====

=====
Spell : Pyrulen
Description: Fourth level fire damage to all enemies.
Sp : 10
=====

Spell : Increm
Description: Increases defense and attack to one ally.
Sp : 4

=====
=====
Spell : Incremus
Description: Increases defense and attack to all allies.
Sp : 16
=====

+-----+
| BLUE |
+-----+

=====
=====
Spell : Wevli
Description: First level wind damage to one enemy and others near the target
Sp : 2
=====

=====
=====
Spell : Wevles
Description: Second level wind damage to one enemy and any other near the target.
Sp : 4
=====

=====
=====
Spell : Wevlum
Description: Third level wind damage to one enemy and any other near the target.
Sp : 6
=====

=====
=====
Spell : Wevlen
Description: Fourth level wind damage to one enemy and any other near the target.
Sp : 8
=====

=====
=====
Spell : Quika
Description: Increases quickness of the entire party.
Sp : 6
=====

=====
=====
Spell : Slipara
Description: All enemies fall asleep(doesn't works every time).
Sp : 6
=====

+-----+
| PURPLE |
+-----+

=====
=====
Spell : Crystali
Description: First level ice damage to one enemy

Sp : 1

=====
=====
Spell : Crystales
Description: Second level ice damage to one enemy
Sp : 2
=====

=====
=====
Spell : Crystalum
Description: Third level ice damage to one enemy
Sp : 4
=====

=====
=====
Spell : Crystalen
Description: Fourth level ice damage to one enemy
Sp : 8
=====

=====
=====
Spell : Sylenis
Description: Chance to silence all enemies.
Sp : 2
=====

=====
=====
Spell : Panika
Description: Chance to confuse all enemies.
Sp : 3
=====

+-----+
| YELLOW |
+-----+

=====
=====
Spell : Electri
Description: First level electric attack to all enemies in a straight line
Sp : 2
=====

=====
=====
Spell : Electres
Description: Second level electric attack to all enemies in a straight line
Sp : 4
=====

=====
=====
Spell : Electrum
Description: Third level electric attack to all enemies in a straight line
Sp : 6
=====

=====
=====
Spell : Electrulen
Description: Fourth level electric attack to all enemies in a straight line.
Sp : 8
=====

=====
Spell : DriIn
Description: Lower all parameters of a single enemy
Sp : 3
=====

=====
Spell : DrInos
Description: Lowers all parameters of all enemies.
Sp : 6
=====

+-----+
| SILVER |
+-----+

=====
Spell : Curia
Description: Removes any bad status from a single ally.
Sp : 2
=====

=====
Spell : Risan
Description: 50/50 of reviving a character with half of his/her HP
Sp : 4
=====

=====
Spell : Riselem
Description: Revives and fully heals a single friend
Sp : 8
=====

=====
Spell : Eterni
Description: Possible instant kill against one enemy.
Sp : 5
=====

=====
Spell : Eternes
Description: Possible instant kill against all enemies.
Sp : 10
=====

=====
Spell : Eternum
Description: Possible instant kill against one enemy. If not, then it damages
the enemy.
Sp : 15
=====

=====
XIV. Items -----
=====

Sacri crystal
=====

>Restores 500 HP to a single character

Sacres crystal

>Restores 1000HP to a single character.

Sacrum Crystal

>Restores 1000HP to every character.

SacruLEN crystal

>Fully heals a single ally.

Risan Crystal

>50/50 chance of reviving a single character with half of his/her HP.

Riselem crystal

>Revives and dully heals a single character

Curia Crystal

>Removes any bad status from a single ally.

Magic droplet.

>Recovers 1 Mp to a single ally.

Magic dew

>Recovers 10 Mp to a single ally

Cham

>Causes Cupil to evolve into new forms of weapons.

Chom

>Makes Cupil regurgitate all Cham and Abirik cham it could have eaten.

Abirik cham

>Lets cupil reach a new level of evolution instantly.

Moonberry

>Feeding with this a character is worth S-moves learning.

Healing slave

>Makes a character regenerate hit points periodically.

Glyph of might

>Raises strength and defense parameters to one character.

Glyph of speed

>Raises a single character quickness.

Electri box

=====
>Same effect as spell Electri

Pyri Box

=====
>Same effect as spell Pyri.

DriIn box

=====
>Same effect as spell DriIn.

Sylenis box

=====
>Same effect as spell Sylenis

Sacri box

=====
>Same effect as spell Sacri

Other spell boxes...

=====
>There are too many of them!. The only spell that doesn't have box is Eterni series and Increm series. Also, take note that when you use a box, the spell can be cast several times.

Sky sardis

=====
>Sell for one gold, trade ten for abirik cham.

Flying fish.

=====
>Sell for 2 gold.

Kite ray

=====
>Sell for five gold.

Red sardis

=====
>Sell for ten gold.

Spiked sunfish

=====
>Sell for 20 gold.

Spear squid

=====
>Sell for 30 gold.

Grule

=====
>Sell for 40 gold; trade ten for Polly's lunch.

Nerlath eel

=====
>Sell for 80 gold.

Romuhai fish

=====
>Sell for 100 gold; trade ten for Urala's lunch.

Moonfish

=====
>Sell for 150.

Red Dragon

=====
>Sell for 200.

Drill squid

=====
>Sell for 300 gold.

Rainbow grule

=====
>Sell for 400.

Ancient fish

=====
>Sell for 3,000.

Urala's lunch/Polly's lunch.

=====
Restores all the Hp and Mp of a single character outside battle.

Ilchymix

=====
>You can buy this in lots of ten - replenishes ALL characters HP and MP
outside battle.

Rune of ill omen

=====
>Sold for 1000.

Golden mask

=====
>Sold for 2,000

Soul crystal

=====
>Sold for 3,000

Unholy dagger

=====
>Sold for 4,000

Chalice of blood

=====
>Sold for 5,000

Windsong orb

=====
>Sold for 6,000

Winter orb

=====

>A bomb with thunder properties

Frost bomb

=====
>A bomb with ice properties

Magic shell

=====
>Protects the ship from magic during one round

Repair kit

=====
>Heals 4,000HP

Deluxe kit

=====
>Heals 8,000HP

Complete kit

=====
>Completely heals your ship

Gear grease

=====
>Restores spirit points

Speed wax

=====
>Increases quickness for one turn

Rudder grease

=====
>Slows spirit consumption

Machine oil

=====
>Doubles spirit regeneration

Apa wax

=====
>Increases defense and attack during two rounds

Apo wax

=====
>Increases defense and attack during four rounds

Hybid wax

=====
>Boost multiple parameters for one round

Crystal ball

=====
>Sold for 1,000 gold

Book of polarity

=====
>A book that contains the secrets of low and high altitude

Magic cannon

>Lets you fire magic charged cannon balls

Captain's stripe

=====
>Adds 1,000(Lil' jack) or 2,000(Delphinus) hit points to the ship HP.

=====
XV. Discoveries -----
=====

--- THIS SECTION HAS BEEN CUT-PASTED FROM METROIDMOO'S GUIDE. SO, THIS SECTION IS COPYRIGHT OF METROIDMOO 2001. ---

Pirate's Grave

Guild Hint: "It stands on a small island north of Moon Stone Waterfall, in Blue Rogue territory."

Map Coordinate: E8

Guidestones

Guild Hint: "If you go north from Sailors' Island, you'll see a small island. You'll find something there."

Map Coordinate: H6

Sky Coral

Guild Hint: "From the ruins on Shrine Island, go southeast, and it's just beyond the stone reefs."

Map Coordinate: G8

Silver Moon Pit

Guild Hint: "Silver Moon Stones are found near Shrine Island. Try going through the stone reefs east of there."

Map Coordinate: G8

Topple Rock

Guild Hint: "It's on the island that Maramba is on. You'll see it when you get there."

Map Coordinate: I7

Wandering Lake

Guild Hint: "If you go to the Nasr desert, you should be able to find it right away."

Map Coordinate: J7

Oasis

Guild Hint: "Try looking in the narrow strip of desert in southern Nasr."
Map Coordinate: J8

Sandfalls

Guild Hint: "Try looking high above Nasr. I hear it's an island high above the desert."

Map Coordinate: J8

Temple of Pyrynn

Guild Hint: "It's a huge ruin that stands in the middle of the Nasr desert."
Map Coordinate: K6

Beak Rock

Guild Hint: "Somewhere in the South Ocean, there's an island that never moves in the wind."
Map Coordinate: E10

Sky Anemone

Guild Hint: "It lives in South Ocean. There's all kinds of creatures out there, eh?"
Map Coordinate: G10

Ixa'taka

Guild Hint: "You know, you're still the only one who's ever gotten to the new continent via South Ocean."
Map Coordinate: D10

Garpa Fruits

Guild Hint: "I hear that Ixa'takans usually settle on islands where these fruits grow."
Map Coordinate: C8

The Great Bird

Guild Hint: "It's on the plains near the large lake in Ixa'taka, with a waterfall feeding into it."
Map Coordinate: B7

Golden Man

Guild Hint: "It's right next to the King Ixa'taka's hideout. They say it points to the lost city of Rixis."
Map Coordinate: C7

Gates of Rixis

Guild Hint: "The ruins are by a plateau in north Ixa'taka, indicated by the Golden Man and the Great Bird."
Map Coordinate: B6

Ixa'takan Palace

Guild Hint: "You can find it on a large island north of where the Ixa'takans live."
Map Coordinate: C7

Ixa'ness Village

Location: "Look for an island to the north of the Moon Stone Mountain in Ixa'taka."
Map Coordinate: B9

Mysterious Rings

Guild Hint: "Try looking right in the middle of North Ocean, between Valua and Ixa'taka."

Map Coordinate: C5

Will o' Wisps

Guild Hint: "Try looking right in the middle of North Ocean, Valua, and Ixa'taka."

Map Coordinate: C5

Roc's Nest

Guild Hint: "They say the nest is on the tip of a peninsula in the north of Ixa'taka."

Map Coordinate: B5

The Giant Throne

Guild Hint: "It's on an island near the middle of North Ocean. Once you get there, you'll see it."

Map Coordinate: E5

Lighthouse Ruins

Guild Hint: "It's on an island facing North Ocean, on the west coast of the Valuan continent."

Map Coordinate: F3

Ancient Palace

Guild Hint: "There's a large valley in the middle of the Valuan continent. It's somewhere near there..."

Map Coordinate: H4

Skull Rock

Guild Hint: "On the tip of a peninsula on the east side of Valua, there's a strange-looking rock..."

Map Coordinate: J3

Stone City

Guild Hint: "Try flying along the northern coast of Valua. You should be able to see it."

Map Coordinate: H3

Ship Graveyard

Guild Hint: "It's near North Dannel Strait. You can't get there with a normal ship, though."

Map Coordinate: I6

Philoshopy Stone

Guild Hint: "It's in the skies of northern Valua. A philosophizing sailor, eh? Sounds interesting..."

Map Coordinate: G1

Balloon Flower

Guild Hint: "I never thought anyone would actually find it... Try looking in the skies above northern Valua."

Map Coordinate: J2

The Lands of Ice

Guild Hint: "Far south of South Ocean, under the Purple Moon, that's where the frozen continent is."

Map Coordinate: F11

Icebird

Guild Hint: "They live on the western snowy plains, in the Lands of Ice."

Map Coordinate: E12

The Frozen Giant

Guild Hint: "Near the Land of Ice, there's floating masses of ice called icebergs. It's in one of those."

Map Coordinate: E12

Aurora

Guild Hint: "Go to the Lands of Ice, and I'm sure you'll have no problem finding it."

Map Coordinate: E1

Blimp Wreck

Guild Hint: "You might want to try looking in the area right near the entrance of the Dark Rift."

Map Coordinate: J11

Giant Squid Nest

Guild Hint: "It's somewhere in the southern area of the Dark Rift. I guess not too many people go there..."

Map Coordinate: K12

Black Moon Stone

Guild Hint: "I've heard rumors about a strange Moon Stone floating somewhere in the Dark Rift."

Map Coordinate: K11

Yafutoma

Guild Hint: "The object of many a sailor's dreams...it's to the East, beyond the Dark Rift."

Map Coordinate: M6

Uguisu's Nest

Guild Hint: "It's on an island straight south from Yafutoma, near the Dark Rift."

Map Coordinate: L9

Guardian Walls

Guild Hint: "Go through the Dark Rift to Yafutoma, and you can't miss it."

Map Coordinate: M8

Wonderbirds

Guild Hint: "They've been seen flying in the skies north of a mountain called Kazai, in Yafutoma."

Map Coordinate: M4

Dheerse

Guild Hint: "I hear there's a big wall that goes around Yafutoma. It lives on an island on that wall."

Map Coordinate: N5

Grieveing Prince

Guild Hint: "Try looking for an island near the stone reefs far to the south of Ixa'taka."

Map Coordinate: B9

Spice Island

Guild Hint: "The island is in the skies south of Yafutoma, they say. They say they got pepper there, too."

Map Coordinate: L7

Mystic Orchard

Guild Hint: "It's in a wide area south of Yafutoma. Apparently it comes up a lot in Yafutoman stories."

Map Coordinate: A11

Inverse Isle

Guild Hint: "It's in an area east of the Dark Rift. I guess no one goes there too often."

Map Coordinate: M10

World is Round

Guild Hint: "Everyone said monsters lives beyond the end of the world... but...the two ends were connected!"

Map Coordinate: N/A

Ruins of Rolana

Guild Hint: "It's really hard to get to, between a sky rift and some mountains in eastern Nasr."

Map Coordinate: K7

Southern Cross

Guild Hint: "It's just south of South Ocean. I hear it's a beautiful place..."

Map Coordinate: D11 (Low Sky)

Rainbow Island

Guild Hint: "Somewhere at high altitude, they say there's a place where

there's always a rainbow."

Map Coordinate: K5 (High Sky)

Moon Stone Lake

Guild Hint: "Just follow the Moon Stone waterfall to its source. You should find it easily."

Map Coordinate: E9 (High Sky)

Iron Star

Guild Hint: "It's high above Nasrad. I hear it's some relic from some ancient civilization..."

Map Coordinate: K5 (High Sky)

Alupas

Guild Hint: "There's an island with a waterfall that feeds a lake in Ixa'taka. Look in the forest there."

Map Coordinate: B7 (High Sky)

Observatory

Guild Hint: "The ruins are on the continent of Ixa'taka, on a plateau that rises above the clouds."

Map Coordinate: B7 (High Sky)

Dancing Lights

Guild Hint: "You can find 'em near a giant crevasse low on the eastern side of the Valuan continent."

Map Coordinate: I4 (Low Sky)

The Mother Tree

Guild Hint: "It's on an island north of Yafutoma. I hear it's pretty well known among the locals."

Map Coordinate: M2 (High Sky)

The Ghost Ship

Guild Hint: "I hear it flies in a circle along the sky rifts around the Dark Rift."

Map Coordinate: H11 (High Sky)

Flutterflies

Guild Hint: "I hear they fly in the high areas of Mid Ocean. You gotta be pretty lucky to see 'em."

Map Coordinate: C6 (High Sky)

NOTE: Flutterflies move from C6 to about I6 and then back to C6 again.

Eclipse Point

Guild Hint: "In north Ixa'taka, find an area inside the sky rifts and stone reefs where the sky turns dark..."

Map Coordinate: C2 (High Sky)

NOTE: Stay close to cloud level around C2. The sky should darken slightly if you reached the correct spot for this Discovery.

Loopers' Nest

Guild Hint: "Try searching the area bounded by stone reefs and currents, north of Ixa'taka."

Map Coordinate: C4

Flying Machine

Guild Hint: "It's at low altitude, near the Vortex. Maybe it's a relic of an ancient civilization..."

Map Coordinate: F8 (Low Sky)

Valuan Wreckage

Guild Hint: "It's down low, west of North Dannel Strait, where one of the Valua-Nasr battles happened."

Map Coordinate: H6 (Low Sky)

Rabbats

Guild Hint: "They live on the bottom of the Valuan continent, on the eastern side."

Map Coordinate: I4 (Low Sky)

Bottomless Pit

Guild Hint: "Head east from Dangral Island. It looks just like it sounds, so you'll spot it easily."

Map Coordinate: D7 (Low Sky)

Ancient Fish

Guild Hint: "It's somewhere at low altitude, near the Dark Rift. You gotta keep your eyes peeled, though..."

Map Coordinate: J12 (Low Sky)

=====
XVI. Crew -----
=====

=====
Name : Lawrence
Occupation : Helmsman
Location : Pay 10,000G to him in Sailor's island
Use/Stats: Increases the ship quickness
=====

Name : Don
Occupation : Helmsman
Location : Talk to him in Esperanza after returning from Yafutoma
Use/Stats: Increases the ship dodge.
=====

Name : Brabham
Occupation : Engineer
Location : Joins automatically
Use/Stats: Increases the ship defense
=====

Name : Hans

Occupation : Engineer

Location : Talk to him in Horteka or in his father ship after beating Galcian

Use/Stats: Boost the ship magic defense

=====

Name : Khazim

Occupation : Gunner

Location : Talk to him after Nasrad is destroyed

Use/Stats: Increases damage done by the main cannons.

=====

Name : Belle

Occupation : Gunner

Location : Talk to her in the port of crescent island in disc two

Use/Stats: Increases the damage done by the secondary cannons

=====

Name : Tikatika

Occupation : Lookout

Location : Talk to him in Horteka after discovering the Ixa-ness village

Use/Stats: Increases accuracy of torpedoes

=====

Name : Domingo

Occupation : Lookout

Location : Talk to him in Gordo's Bistro after you get 30 discoveries

Use/Stats: Increases chance of critical hits.

=====

Name : Kalifa

Occupation : Merchant

Location : Talk to her in Maramba when you got the Suiran blade in your possession

Use/Stats: Increases chance of finding rare items

=====

Name : Osman

Occupation : Merchant

Location : Talk to her after Nasrad is destroyed in Nasrad

Use/Stats: Increases chance of finding rare items

=====

Name : Izmael

Occupation : Builder

Location : Joins automatically

Use/Stats: Boost moonstone cannon power

=====

Name : Kirala

Occupation : Builder

Location : Talk to her in Yafutoma and compliment her work

Use/Stats: Restores ship HP to full

=====

Name : Urala

Occupation : Cook

Location : Talk to her after recruiting Kirala

Use/Stats: Maxes out the spirit bar

=====

Name : Polly

Occupation : Cook

Location : Talk to her in Sailor's island

Use/Stats: Restores a character magic points.

=====

Name : Ryu Kan

Occupation : Artisan

Location : Talk to him in his hut if your ranking is Vyse the Dashing or higher: Increases attack and defense

Use/Stats

=====
Name : Ilchymis
Occupation : Artisan
Location : Talk to him in his lab after somebody learns the Riselem spell
Use/Stats: Boost different ship parameters
=====

Name : Marco
Occupation : Sailor
Location : Joins automatically
Use/Stats: Doubles spirit points regeneration
=====

Name : Robinson
Occupation : Sailor
Location : In the dark rift, look for him. If Polly is in your party, he joins
Use/Stats: Reduces the spirit points cost
=====

Name : Merida
Occupation : Jester
Location : Talk to her in Horteka after you get the Bottle in sailor's island
Use/Stats: Increases ship value
=====

Name : Pow
Occupation : Jester
Location : Talk to it in Pirate's island
Use/Stats: Raises chance of making first attacks
=====

Name : Moegi
Occupation : Delegate
Location : Joins automatically
Use/Stats: Completely negates magic fire for one round.
=====

Name : Pinta
Occupation : Delegate
Location : Speak to him in Sailor's isle.
Use/Stats: Completely negates cannon fire for one round.
=====

=====
XVII. Quick monster list -----
=====

As the name implies, this is a rather simple monster list. I only put the name and the Hp of the enemy. Major credit goes to GameSpot. I got this from their guide, fixed it into my own fashion and put it here.

Name: Soldier
=====
Hp: 80

Name: Guard
=====
Hp: 30

Name: Antonio
=====
Hp: 550

Name: Looper

=====
Hp: 40

Name: Morocca
=====

Hp: 95

Name: Flestik
=====

Hp: 40

Name: Grouder
=====

Hp: 360

Name: Ghastling
=====

Hp: 40

Name: Sentinel
=====

Hp: 1,200

Name: Scrofly
=====

Hp: 160

Name: Thorkryn
=====

Hp: 130

Name: Dralnog
=====

Hp: 140

Name: Tsirat
=====

Hp: 60

Name: Mind stealer
=====

Hp: 285

Name: Crylhound
=====

Hp: 125

Name: Basallish
=====

Hp: 110

Name: Blelgock
=====

Hp: 4,200

Name: Spell warden
=====

Hp: 440

Name: Executonier

=====
Hp: 1,300

Name: Patrol guard
=====

Hp: 220

Name: Royal guard
=====

Hp: 600

Name: Azbeth
=====

Hp: 145

Name: Loopalon
=====

Hp: 50

Name: Durel Beetle
=====

Hp: 120

Name: Magma tiki
=====

Hp: 285

Name: Dung fly
=====

Hp: 100

Name: Salamander
=====

Hp: 120

Name: Zyvilin bane
=====

Hp: 1,150

Name: Rokwurm
=====

Hp: 4,200

Name: Stone beak
=====

Hp: 380

Name: Graver
=====

Hp: 170

Name: Eloopper
=====

Hp: 75

Name: Valkris
=====

Hp: 140

Name: Tsuruk

=====
Hp: 105

Name: Roseln
=====

Hp: 640

Name: Pinalisk
=====

Hp: 255

Name: Serpantis
=====

Hp: 1,310

Name: Digger
=====

Hp: 370

Name: Mine patrol
=====

Hp: 270

Name: Luchich
=====

Hp: 115

Name: Antonio 2
=====

Hp: 4,800

Name: Totelm
=====

Hp: 70

Name: Ferlith
=====

Hp: 280

Name: Slothstra
=====

Hp: 2,520

Name: Que'lak
=====

Hp: 370

Name: Polraxis
=====

Hp: 165

Name: Zyvilin bane
=====

Hp: 3,200

Name: Rik'Talish
=====

Hp: 6,900

Name: Mad chef

=====
Hp: 560

Name: Gordo
=====

Hp: 1,310

Name: Razobeak
=====

Hp: 680

Name: Yulooper
=====

Hp: 80

Name: Scorpon
=====

Hp: 460

Name: Jynnus
=====

Hp: 170

Name: Thrylak
=====

Hp: 210

Name: Enforcer
=====

Hp: 660

Name: Grapor
=====

Hp: 40

Name: Kanezl
=====

Hp: 360

Name: Lurker
=====

Hp: 170

Name: Burocca
=====

Hp: 335

Name: Baroo
=====

Hp: 190

Name: Feralisk
=====

Hp: 200

Name: Centrank
=====

Hp: 140

Name: Zyvilin Bane

=====
Hp: 1,950

Name: Walrenk
=====

Hp: 400

Name: Sinistra
=====

Hp: 3,300

Name: Destra
=====

Hp: 4,500

Name: Officer
=====

Hp: 300

Name: Shock trooper
=====

Hp: 390

Name: Destroyer
=====

Hp: 260

Name: Dralkor tank
=====

Hp: 7,900

Name: Medulisk
=====

Hp: 480

Name: Kite
=====

Hp: 210

Name: Drogerp
=====

Hp: 1,300

Name: Tsurak
=====

Hp: 320

Name: Iridzu
=====

Hp: 390

Name: Emezl
=====

Hp: 240

Name: Flat fiend
=====

Hp: 245

Name: Flyst

=====
Hp: 360

Name: Florast
=====

Hp: 160

Name: Zyvilin bane
=====

Hp: 4,950

Name: Delzool
=====

Hp: 300

Name: Grost
=====

Hp: 180

Name: Jellkra
=====

Hp: 450

Name: Galooper
=====

Hp: 90

Name: Jao
=====

Hp: 2,600

Name: Mao
=====

Hp: 2,600

Name: Crylbeast
=====

Hp: 350

Name: Stihar
=====

Hp: 280

Name: Mantoid
=====

Hp: 1,550

Name: Sphyrus
=====

Hp: 500

Name: Zyvilin Bane
=====

Hp: 5,500

Name: Alusphere
=====

Hp: 1,250

Name: Tortigar

=====
Hp: 11,100

Name: Tenkou
=====

Hp: 550

Name: Soldier
=====

Hp: 1,200

Name: Red guard
=====

Hp: 700

Name: Muraji
=====

Hp: 2,750

Name: Arclooper
=====

Hp: 110

Name: Valgland
=====

Hp: 170

Name: Cerosik
=====

Hp: 800

Name: Zyvilin bane
=====

Hp: 5,500

Name: Veltarn
=====

Hp: 10,500

Name: Carnilak
=====

Hp: 1,200

Name: Stalk fiend
=====

Hp: 450

Name: Shrilp
=====

Hp: 1,610

Name: Nalrab
=====

Hp: 280

Name: Nadrab
=====

Hp: 380

Name: Nairad

=====
Hp: 480

Name: Dracolurg
=====

Hp: 2,450

Name: Lurgel tank
=====

Hp: 3,500

Name: Elite guard
=====

Hp: 450

Name: Sentry
=====

Hp: 735

Name: Shadow
=====

Hp: 1,250

Name: Vigoro
=====

Hp: 14,500

Name: Eliminatpr
=====

Hp: 20,500

Name: Telsor
=====

Hp: 180

Name: Hunter
=====

Hp: 240

Name: Elcian
=====

Hp: 13,000

Name: Sorcerer
=====

Hp: 700

Name: Defender
=====

Hp: 1,220

Name: Hydra elite
=====

Hp: 1,900

Name: Marauder
=====

Hp: 1,100

Name: Assassin

=====
Hp: 800

Name: Galcian
=====

Hp: 20,000

Name: Garagir
=====

Hp: 2,730

Name: Hopril
=====

Hp: 750

Name: Delvax
=====

Hp: 380

Name: Dragoslyth
=====

Hp: 6,500

Name: Linar
=====

Hp: 235

Name: Zyvilin bane
=====

Hp: 8,600

Name: Guardian
=====

Hp: 5,000

Name: Ramirez
=====

Hp: 19,000

Name: Ramirez 2
=====

Hp: 25,000

=====
XVIII. Elcian -----
=====

I. Intro

Welcome to my Elcian monster FAQ!!!. After being kicked by this lil' looper twice, I've got a NICE strategy that WORKS, and WORKS EVERYTIME(at least for me). The FAQ Is in-depth, as I'll list things like spirit and so.

So, what's elcian. Elcian is one of the looper series that lives in ---what could be the lands of the black moon---; ya know, the Dark rift. The lil' but insanely tough monster appears once you've beaten Galcian and you have access

to Soltis via Shrine island. The guy is STRONG, so if you get your butt kicked, call it Elcian WEAPON to feel comfortable. However, with my tactics, you won't lose.

My basic strategy involves the use of S-MOVES that were never used through the game for some people; so, they aren't useless. The basic thing here is planning(like I did) rather than brute force.

Yet again, I must say that this strategy, although time-consuming, will ensure a 100 percent win. You won't lose against it, and with some practice, you won't even take damage.

=====
II. Setting up
=====

a. Character statistics.

I like ---and is NECESSARY--- to use Vyse, Fina, Aika and Enrique as my fourth character. Remember you must be at the "end game" to find this guy. To find it, go to the east side of the Dark rift near Yafutoma. He's in the room where the Anguila monster hanged out. You won't engage a fight with it until you press A in front of it, so take your time to save. Also, if you want some nice experience, you must equip the Black Map. This item is giving by Domingo after you get 50 discoveries, but I got it after fighting a group of Loopers in south ocean. I was VERY lucky, I must say.

```
+-----+
|                VYSE                |
+-----+-----+
| EQUIPMENTS          | OTHER STATS          |
+-----+-----+
| Volrik Blade(wpn)  | LEVEL: 41           | HIT: 300           |
| Gaia Cape(armor)   | HP: 4270            | DEFENSE:336       |
| Black mapa(acces.)| MP: 15              | MAG.DEFENSE:336   |
+-----+-----+ SPIRIT REGENERATION: 3 per FOCUS |
|#####| ATTACK: 412        | QUICKNESS: 145    |
+-----+-----+
|                BASIC SKILLS          |
+-----+-----+
| CUTLASS FURY, RAIN OF SWORDS, COUNTERSTRIKE, PIRATE'S WRATH, |
| SKILL SHIELD                                             |
+-----+-----+
| ROLE IN THE FIGHT: SKULL SHIELD.                          |
+-----+-----+
```

```
+-----+
|                FINA                |
+-----+-----+
| EQUIPMENTS          | OTHER STATS          |
+-----+-----+
| Cupil spear(wpn)   | LEVEL: 39           | HIT: 150           |
| Robe of Faith      | HP: 2940            | DEFENSE:292       |
| Jade swirl ring    | MP: 34              | MAG.DEFENSE:337   |
+-----+-----+ SPIRIT REGENERATION: 3 per FOCUS |
|#####| ATTACK: 260        | QUICKNESS: 179    |
+-----+-----+
|                BASIC SKILLS          |
+-----+-----+
```

```

+-----+
| LUNAR BLESSING, LUNAR GLYPH, LUNAR WINDS, LUNAR CLEASING |
+-----+
| ROLE IN THE FIGHT: FOCUSER. |
+-----+

+-----+
|                               AIKA                               |
+-----+
| EQUIPMENTS | OTHER STATS |
+-----+
| Icesplitter | LEVEL: 40 | HIT: 110 |
| Gaia cape | HP: 3616 | DEFENSE:354 |
| Valuan medallion | MP: 20 | MAG.DEFENSE:354 |
+-----+ SPIRIT REGENERATION: 3 per FOCUS |
|#####| ATTACK: 292 | QUICKNESS: 209 |
+-----+
|                               BASIC SKILLS                       |
+-----+
| ALPHA STORM, LAMBDA BURST, DELTA SHIELD, EPISOLON MIRROR |
+-----+
| ROLE IN THE FIGHT: DELTA SHIELD. |
+-----+

```

```

+-----+
|                               ENRIQUE                               |
+-----+
| EQUIPMENTS | OTHER STATS |
+-----+
| Stone blade | LEVEL: 40 | HIT: 95 |
| Silver armor | HP: 3977 | DEFENSE:330 |
| Ble rogue patch | MP: 21 | MAG.DEFENSE:330 |
+-----+ SPIRIT REGENERATION: 3 per FOCUS |
|#####| ATTACK: 347 | QUICKNESS: 167 |
+-----+
|                               BASIC SKILLS                       |
+-----+
| ROYAL BLADE, JUSTICE SHIELD, THE JUDGMENT |
+-----+
| ROLE IN THE FIGHT: FOCUSER. |
+-----+

```

As you can see, the only things that matter here is Defense and spirit building. If you have this equipments and levels, your Quickness should be near mine; it is important: Skull and Delta shield have to come quickly.

b. Elcian in-depth

Elcian's stats:

HP: 13,000. Approx.
MP: 99 - I SUPPOSE!!!!
EXP: 7,500.
MagEXP: 20.
Gold: 15,000.

Items(what I've got thus this far); Valuan medallion. Black map. Moonberry.
Dexus seed.

Elcian's attacks:

Physical: lots of damage(up to 3675; 4000 in critical). Justice shield is
NECESSARY.

Pyri: TONZ of damage to all party members; up to 2677. Delta shield will help
you A LOT.

Slipara: DEADLY. It works most of the time, and is normally followed by Pyri
or any other bestiality.

Electri: Tonz of damage; 2500-3000.

Crystali: Yet another damaging attack; 2000-2400.

Sacres: Heals Elcian for 1000 pts.

=====
III. The fight
=====

- A. Round one
- B. Round two.

| | |
|---|---------------|
| ROUND ONE(before prophecy): | |
| Projected Spirit: 13 | |
| | |
| Vyse's turn | Skull Shield |
| | |
| Aika's turn | Delta shield. |
| | |
| Fina's turn | Focus. |
| | |
| Enrique's turn | Focus. |
| | |
| A great start. By setting both shields, you'll ensure that neither | |
| Elcian's physical attacks or magic attacks will causee you damage. Both | |
| Fina and Enrique will max out the Spirit Point Bar. | |
| | |

| | |
|---|-----------------------|
| ROUND ONE(before prophecy): | |
| Projected Spirit: 24 | |
| | |
| Vyse's turn | Skull Shield |
| | |
| Aika's turn | Delta shield. |
| | |
| Fina's turn | Focus - healing items |
| | |
| Enrique's turn | Focus. |
| | |
| You'll need to set up the shields agains to make sure Elcian doesn't | |
| damages you--or screws you. Anyway, Fina will use healing items if some | |
| body(like herself) gets hit by Elcian(specially if the end up fatigued) | |

| Use items, not magic.

| ROUND ONE (before prophecy):

| Projected Spirit: 36

| Vyse's turn | Skull Shield

| Aika's turn | Delta shield.

| Fina's turn | Focus.

| Enrique's turn | Focus.

| Nothing really new here, just the defenses up.

| ROUND ONE (before prophecy):

| Projected Spirit: 48

| Vyse's turn | Skull Shield

| Aika's turn | Delta shield.

| Fina's turn | Focus.

| Enrique's turn | Focus.

| It's very important that you set the defenses now or you could screw the whole battle. Now, brace yourself.

| ROUND ONE (Before prophecy)

| Projected spirit: 55

| All | Prophecy - 5674

| ROUND TWO (after prophecy):

| Projected Spirit: 9

| Vyse's turn | Skull Shield

| Aika's turn | Delta shield.

| Fina's turn | Focus.

| Enrique's turn | Focus.

| ROUND TWO (after prophecy):

| Projected Spirit: 18

| | |
|----------------|-----------------------|
| Vyse's turn | Skull Shield |
| Aika's turn | Delta shield. |
| Fina's turn | Focus - healing items |
| Enrique's turn | Focus. |

| | |
|----------------------------|---------------|
| ROUND TWO(after prophecy): | |
| Projected Spirit: 19 | |
| Vyse's turn | Skull Shield |
| Aika's turn | Delta shield. |
| Fina's turn | Focus. |
| Enrique's turn | Focus. |

| | |
|----------------------------|---------------|
| ROUND TWO(after prophecy): | |
| Projected Spirit: 36 | |
| Vyse's turn | Skull Shield |
| Aika's turn | Delta shield. |
| Fina's turn | Focus. |
| Enrique's turn | Focus. |

| | |
|----------------------------|---------------|
| ROUND TWO(after prophecy): | |
| Projected Spirit: 46 | |
| Vyse's turn | Skull Shield |
| Aika's turn | Delta shield. |
| Fina's turn | Focus. |
| Enrique's turn | Focus. |

| | |
|---------------------------|----------------------------|
| ROUND TWO(after prophecy) | |
| Projected spirit: 55 | |
| All | Prophecy - 6000(Elcian K.O |

NOTE: The projected spirit may be a bit misleading, because one of my characters had the FATIGUE status; prevents you from recovering SP.

a. Other things to note

1. Try to keep at max health; even with the shields.
2. Don't get confident: set the shields every round.
3. Don't use S-moves such as Pirate's wrath or similar; Elcian has HIGH defense.
4. Try to remove the fatigue status elcian can cause to fight at optimum conditions.
5. Don't goof around, as Elcian can heal itself several times.

=====
IV. Conclusion
=====

As you can see, to win this fight you must play defensively; you can put your hopes on steel, but you would be vulnerable to its spells, and its physical attack would be painful. The lil' guy is well worth the effort, as level up will be easier as well as spell learning. Take your time with this guy, and eventually you'll be able to kill it without receiving damage, and causing fair amounts of punishment.

Toughness level: 3/10(if you USE this FAQ).

=====
XIX. Chams -----
=====

For a better coverage on chams, go to www.planetdreamcast.com/soaworld(i got most of this locations from their page. Sorry, I only got a few chams during my first time through)

Cham 1 :

=====
Upper part of the underground port in Pirate's isle.

Cham 2 :

=====
Inside the top of the lighthouse in sailor's isle.

Cham 3 :

=====
On the top floor of Maramba's inn

Cham 4 :

=====
On the left alcove in the middle of the second rock chase in the temple of Pyrynn

Cham 5 :

=====
Near the exit that leads to Centime ship in Horteka

Cham 6 :

=====
In the King's hideout (Ixa-Taka)

Cham 7 :

=====
On one of the ramps on the first level of Moonstone mountain

Cham 8 :

=====
In the trap room with three triangles, past the middle one. Moonstone mountain.

Cham 9 :

=====
Near the left statue at Rixis entrance.

Cham 10 :

=====
Ruined building on the left.

Cham 11 :

=====
You get this after beating Gordo

Cham 12 :

=====
After the paid Aika and Fina in Nasrad you'll have a cham.

Cham 13 :

=====
At the entrance of Daccat's isle, near the trees.

Cham 14 :

=====
Search it inside Daccat's isle. Sorry for the Vague description

Cham 15 :

=====
After Nasrad is destroyed, search near where the mountain used to be.

Cham 16 :

=====
On the Delphinus deck.

Cham 17 :

=====
Near the flag in crescent isle.

Cham 18 :

=====
In the port of Crescent isle, search under the stairs, in the back of the room with a big cannon inside.

Cham 19 :

=====
In the basement near esperanza entrance.

Cham 20 :

=====
In Yafutoma near the waterfalls.

Cham 21 :

PIRATE ISLAND

>>>>>>>>>>>>

Erinn's Items

Sacri Crystal.....20
Magic Droplet.....40
Curia Crystal.....30

Zack's Weapons

Pirate Cutlass.....220
Leather Crescent.....180
Light Robe.....130
Valuan Uniform.....170
Meditation Ring.....100
Marocca's Shell.....130

>>>>>>>>>>>>

SAILORS' ISLAND

>>>>>>>>>>>>

NOTE: The inventory of the shops here change periodically throughout the game. Check back later to purchase better items.

Bonita's Items

Sacri Crystal.....20
Magic Droplet.....40
Curia Crystal.....30

Lor's Ship Parts

Standard Cannon.....1000
3" Cannon.....700
Engine Cover.....800
Armored Deck.....1000
Bomb.....100
Repair Kit.....30

Roscoe's Weapons

Sky Cutlass.....450
Hook Hand.....580
Sailor Uniform.....330
Mystic Dress.....310
Gemstone Ring.....150
Throkryn's Scale.....300

>>>>>>>>>>>>

LOWER CITY VALUA

>>>>>>>>>>>>

Item Distributor

Sacri Crystal.....20
Sacres Crystal.....60
Magic Droplet.....40
Curia Crystal.....30

Arms Distributor

Valuarang.....480

Hook Hand.....580
Valuan Armor.....480
Lover's Ring.....300
Mage's Bane.....480
Gem of Purity.....300

>>>>>>

MARAMBA

>>>>>>

Vala's Item Shop

Sacri Crystal.....20
Sacres Crystal.....60
Magic Droplet.....40
Glyph of Might.....100
Glyph of Speed.....100
Healing Salve.....50

Dak's Ship Parts

Heavy Cannon.....1900
3" Cannon.....700
Light Torpedo.....1520
Rogue Figure.....800
Turbo Kit.....1520
Steel Deck.....1900
Big Bomb.....150
Pyro Bomb.....450
Repair Kit.....30
Deluxe Kit.....75
Apa Wax.....100

Quemal's Weapons

Nasr Cutlass.....1340
Nasrean Mail.....920
Ceramic Armor.....1040
Agile Robe.....930
Nomadic Veil.....640
Sand Storm Ring.....770

>>>>>>

NASRAD

>>>>>>

Karah's Items

Sacres Crystal.....60
Sacrum Crystal.....600
Magic Droplet.....40
Glyph of Might.....100
Glyph of Speed.....100
Healing Salve.....50

Ral's Ship Parts

Advanced Cannon.....5500
10" Cannon Coil.....3710
Valuan Torpedo.....2400
Pyrynn Figure.....4400
Compound Deck.....5500

Enhanced Kitchen.....5500
Deluxe Kit.....75
Gear Grease.....500
Apa Wax.....100

Alaz's Weapons

Iron-cutter.....3870
Nasr Pistol.....3520
Nasr Uniform.....2070
Caravan Armor.....1930
Holy Robe.....1520
Immunity Ring.....1490

>>>>>>>>>>>>>>>>>>>>>>>>>

IXA'TAKA KINGDOM

>>>>>>>>>>>>>>>>>>>>>>>>>

The Black Market

G-Type Cannon.....3000
5" Cannon.....1330
Shock Torpedo.....2000
Pryn Figure.....2400
Bore-up Kit.....2400
Floor Heater.....3000
Concussion Bomb.....200
Deluxe Kit.....75
Gear Grease.....500

>>>>>>>

HORTEKA

>>>>>>>

Kiski's Items

Sacres Crystal.....60
Sacrum Crystal.....600
Magic Droplet.....40
Curia Crystal.....30
Risan Crystal.....150

Puck's War Shop

Hunter's Sword.....2280
Hunting Arc.....1820
Miner's Overalls.....910
Fiber Robe.....1040
Golden Armor.....2480
Quetya Feather.....810

>>>>>>>>>

ESPARANZA

>>>>>>>>>

Admiral Cutlass.....4970
Wing of Hope.....4760
Daccat's Tunic.....3500
Battleworn Armor.....3810
Miracle Robe.....2400
Vigoro's Chain.....2890
Sailor's Buckler.....1930
Nocturnal Sight.....1930

Sacrum Crystal.....600
 Magic Droplet.....40
 Magic Dew.....400
 Curia Crystal.....30
 Advanced Cannon.....5500
 10" Cannon Coil.....3710
 Valuan Torpedo.....2400
 Pyrynn Figure.....4400
 Compound Deck.....5500
 Deluxe Kit.....75

>>>>>>>

YAFUTOMA

>>>>>>>

Thorn's Items

Sacrum Crystal.....600
 Sacruken Crystal.....200
 Magic Droplet.....40
 Magic Dew.....400
 Risan Crystal.....150
 Riselem Crystal.....450

Kan's Ship Parts

Yamato Spirit.....6700
 3' Cannon.....4690
 5' Cannon.....5110
 Serpent Torpedo.....5360
 Blueheim Figure.....5360
 Yaufotman Alcove.....6700
 Concussion Bomb.....200
 Deluxe Kit.....75
 Gear Grease.....500
 Rudder Grease.....2000

Jetah's Weapons

Suiran Blade.....7500
 Yin Wing.....5930
 Blade of Slumber.....5690
 Scale Mail.....3990
 Soranchu Robe.....3750
 Long Robe.....4110
 Jade Swirl Ring.....2960
 The Unseen Hand.....2960

>>>>>>>>>>>>>>>>>>>

CRESCENT ISLAND

>>>>>>>>>>>>>>>>>>>

Belle's Store

Ancient Cannon.....8500
 Wevl Cannon.....10200
 Arcwhale Torpedo.....6800
 Goddess Figure.....6800
 Air Intake.....6800
 Chandelier.....9300
 Shredder Bomb.....480
 Complete Kit.....300

Rudder Grease.....2000
Machine Oil.....2000

Ilchymis's Lab

Sacri Crystal.....20
Sacres Crystal.....60
Sacrum Crystal.....600
Sacruken Crystal.....200
Magic Droplet.....40
Magic Dew.....400
Curia Crystal.....30
Risan Crystal.....150
Riselem Crystal.....450
Glyph of Might.....100
Glyph of Speed.....100
Healing Salve.....50

(After Upgrade)

Paranta Seed.....5000
Icyl Seed.....5000
Zaal Seed.....5000
Sylph Seed.....5000
Vidal Seed.....5000
Magus Seed.....5000
Ilchymix (10).....4000

Osman's Store

Pyri Box.....400
Crystales Box.....800
Wevles Box.....800
Electri Box.....400
Sacri Box.....800
Sylenis Box.....600
Panika Box.....1200
Silpara Box.....1200

(After Upgrade)

Pyrum Box.....1200
Crystalen Box.....1600
Wevlen Box.....1600
Electrum Box.....1200
Sacruken Box.....1200
Driln Box.....600

Ryu-kan's Forge

Windslicer.....8760
Captain's Cloak.....4500
Blessed Robe.....4980
Insulated Mail.....5180
Radiant Fur.....3580
Skull Cap.....4300

(After Upgrade)

Soul Sword.....12340
Moon Wing.....10170
Dragon Arm.....11850
Stoneblade.....9850

Gilder Special.....9460
Gaia Cape.....5910
Robe of Faith.....6510
Plated Armor.....7430
Robe of Truth.....4590
Crescent Amulet.....5710
Critical Vision.....6660
Shard of Purity.....4760

=====
XXI. Optional air battles -----
=====

%%%%%%%%%%%%%%%%%%%%%%%%
% O B I S P O %
%%%%%%%%%%%%%%%%%%%%%%%%

Just keep firing at it, and when you're given an option, don't get behind it.
This is past the sky rift north of crescent isle.

%%%%%%%%%%%%%%%%%%%%%%%%
% A L A N I A %
%%%%%%%%%%%%%%%%%%%%%%%%

Because it has got hi Dodge rating, fire cannons with hi accuracy and your
moonstone cannon. This is hovering around the lands of ice.

%%%%%%%%%%%%%%%%%%%%%%%%
% R O C %
%%%%%%%%%%%%%%%%%%%%%%%%

Use yer best cannons and fire your moonstone cannon. This is hovering above
Ixa-Taka

=====
XXII. Conclusion -----
=====

Hope you enjoyed the guide and the game. This is the end.

This guide can be found at:

www.gamefaqs.com
www.neoseeker.com
www.planetdreamcast.com/soaworld

This guide can be used by this sites without having to ask for my permission

www.Gamefaqs.com
www.neoseeker.com
www.planetdreamcast.com/soaworld

My e-mail is:

Jotazo9@hotmail.com

Other guides by me

Elcian enemy strategy(gamefaqs.com)
Metal Gear Solid 2
Grand Theft Auto III
Harry Potter and the Sorcerer's stone
Dead or Alive 3
Pokemon Crystal(spanish)

For info on how to contact me, check the upper part of the guide.

THE MOST-ACTUALIZED VERSION CAN BE FOUND AT NEOSEEKER.COM AND GAMEFAQS.COM

----- CLOSING STATEMENT -----

GheddonLN, owner of the past... present... and future...

"I'm waiting for ya in my tower of Gheddon..."

END OF THE FILE(v05); November 3, 2001, 11:56AM(File is incomplete)

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