

# Skies of Arcadia Cupil Guide

by Sherman Tam

Updated to v1.4 on Dec 13, 2000

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Skies of Arcadia  
Cupil Guide  
version 1.4  
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---INTRODUCTION---  
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This is a guide to one of the more unique aspects of the Skies of Arcadia Dreamcast console game, the evolution of the Cupil creature. Herein is information about how to make Cupil grow, where to find the items to make it grow, and the different forms it can take.

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---VERSION CHANGES---  
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1.4 (12/13/00): Couple of changes based on input. Fixed some Abirik instructions, modified the Cham location count, got confirmations for the bazaar and one of the form statistics.

1.31 (12/11/00): Revised the title headers to stand out more, something that had been bothering me in terms of readability. Some spelling corrections.

1.3 (12/8/00): Revised the evolution section and replaced the table with a chart, which I think is much easier to understand.

1.2 (12/5/00): Revised the introduction text, which didn't make that much sense, and cleaned up some areas. See what happens when you copy things from your other FAQs?

1.1 (12/5/00): Whoops, missed a Cham location in my list. Thanks to Red XIV for pointing that out. Also revised the section on Final Cupil, as my theory about how it worked was blown out of the water upon further testing.

Currently I'm unable to confirm the secondary properties of any forms, unfortunately; as strange as it is to say, I'm too powerful for my own good. Fina ends up killing enemies, and you can't test whether status changes happen when the enemy's dead... If you can confirm or know of any other special effects any of the forms have, please e-mail me.

1.0 (12/4/00): Completed version, submitted to GameFAQs.

0.1 (10/16/00): First version.

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---CUPIL---  
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Cupil is Fina's pet... um, morphing thing that she brought with her from the Silvite lands. Once you obtain Fina in your party, Cupil will take up residence on your VMU screen (if you have one) and generally do cutesy things. Besides serving as the game's requisite cute mascot, it also doubles as Fina's primary (and only) weapon in combat. Cupil can morph into a variety of forms, depending on how many "Chams" (see below) it eats. Fina by nature will never be an attack powerhouse in battle (with one glaring exception), but with an appropriately evolved Cupil she can hold her ground. Thus, players who want to keep evolving Cupil will have to search high and low for more Chams to feed its insatiable hunger...

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---CHAMS---  
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Chams are small shards of moon stone that Cupil's species apparently feeds on. The more Chams you feed to Cupil, the more powerful of a form it can morph into in combat. There are 3 types of Cham available: normal Cham, a special Abirik Cham, and contaminated Chom.

Normal Cham, or just Cham, will make Cupil grow at its normal rate. Note that more than one Cham is needed to make Cupil evolve into his next form. Cupil's growth is measured by the total number of Chams it has eaten.

Abirik Chams (hereafter referred to as "Abiriks") are a special, powerful form of Cham that can immediately make Cupil evolve into another, higher form, without any need to use the normal number of Chams to evolve. Abiriks Chams can also sometimes change Cupil's evolutionary path. The rules about using Abiriks will be detailed later on.

Choms are a contaminated form of Cham that will cause Cupil to regurgitate all the Chams and Abiriks it has consumed and reverting it to its original form. While it may seem strange to make the little guy cough up all the Chams, making it much less powerful, it does serve a purpose in the game: since the order Cupil eats Chams and Abiriks is important and can determine what form it morphs into, Choms provide a way to start over and rearrange the order that Cupil is fed and thus its growth.

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---FINDING CHAMS---  
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--Chams--

Chams can normally be found lying on the ground in certain places, serving as an ingenious method to ensure players that want to make Fina more powerful will extensively explore dungeons and towns, looking for the elusive tidbit. As Chams are invisible to the naked eye, there are three ways that the game indicates that a Cham is nearby:

- 1) If you have a VMU, Cupil will become more and more excited on the VMU screen as you get closer to a Cham, and will indicate with an arrow when you're close enough to start searching for a Cham (by pressing A).
- 2) The VMU will also start beeping when you're near a Cham, with the beeping increasing in speed as you get closer.
- 3) If you have a rumble device, the controller will start to shake, with the controller shaking harder as you get closer.

So, what do you do if you don't have a VMU, some form of a memory card with a speaker, or a rumble device? Honestly, I don't know. You might just be stuck with Fina being totally ineffective in combat for the entire game. This is one of the few cases where a VMU is somewhat necessary to a game, and not just a glorified memory card. Note that you don't necessarily need to save on the VMU; so long as the VMU is in the first slot, you can use a memory card in the second slot and still be able to use the VMU to find Chams.

Chams in general aren't that hard to find if you have the means to detect them. The majority of them are in places that you can't miss. The hardest ones to find are in the dungeons, since some of them are placed in empty rooms or places that are a little out of the way, but none of them are too hard to find.

--Abirik Chams--

Abiriks are much less common than Chams and are not found lying on the ground. These can only be gained in special events, as gifts from other characters. There are three Abirik Chams in the game.

--Choms--

Choms can be found in the same way as Chams are, lying on the ground. They can also be found on rare occasions as spoils after random battles. Only a few are available in this fashion, but you won't need to use them all that often. However, the bazaar in Nasrad and eventually Sailor's Island will sell Choms for a whopping 3000 gold, in case you need another one.

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---CHAM LOCATIONS---  
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I put these in a separate location from the "Finding Chams" section, for those that want to find Chams on their own.

--Chams--

Here's a quick checklist of where you can find Chams (30 total):

Pirate Isle (1)	ruined Nasrad (2)
Sailor's Island (1)	Gordo's Bistro (1)
Shrine Island (1)	Esperanza (1)

Maramba (1)	Yafutoma (1)
Temple of Pyrrn (1)	Mount Kazai (1)
Horteka (1)	Tenkou Island (1)
King's Hideout (1)	Crescent Isle (2)
Moon Stone Mountain (2)	Ruins of Ice (2)
Rixis (2)	Ilchymis' Island (1)
fight with Gordo (1)	Sortis (2)
Dacat's Island (2)	Hamachou Island (1)*
Delphinus (1)	

\* Hamachou Island is only available as a download from the Skies of Arcadia homepage (1st download). Yes, this does mean that the last Cham may be available only to those that have their Dreamcast online, except for perhaps those won in Pinta's Quest.

To the best of my knowledge, these are the only Chams available in the game. Playing Pinta's Quest on the VMU (again with the hardware requirements) \*may\* give you additional Chams (not sure), but 30 is all you need, so it's just a matter of how fast you want them, unless you're unable to unlock Hamachou Island.

--Abirik Chams--

The three Abiriks are located in three different cities:

Horteka -- If you talk to a fishing ship traveling around southern Ixa'taka and give the fisherman the 10 Sky Sardis he wants, he will give you an Abirik.

Nasrad -- If you talk to the Nasr merchant you escorted while you're in the Nasrad weapons shop, he'll give you a second Abirik.

Esperanza -- This one's a doozy. First, talk to the barkeep after coming back from Yafutoma. You'll do a few courier trips back and forth between Esperanza and Maramba. Eventually you'll be asked to gather three food ingredients: Gentum, Kabal, and Khale. Gentum can be found in Nasrad. Kabal can be found in Gordo's Bistro. Khale, unfortunately, requires you to find the Spice Island discovery, which is southwest of Yafutoma. It's invisible, so good luck... After finding all three ingredients and doing a few more courier trips, you'll finally lay your grubby hands on the last Abirik.

--Choms--

The three choms I found on the ground were around the Maw of Tartas. I've also found a few as spoils after random battles. Choms may also be sold at the Nasrad bazaar and are available at Sailor's Island after the bazaar is closed.

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 ---CUPIL EVOLUTION---  
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When fed Chams and Abiriks, Cupil will evolve (and the VMU will beep and indicate it). This evolution follows a specific pattern down a number of evolution "paths," as shown in the chart below. The format for the chart is as follows:

Form name (number of Chams needed to evolve / minimum number of Abiriks)



Cupil will instead evolve down the same path as before, without needing to use the required number of Chams. Feeding an Abirik to Cupil while in Star form, for instance, will immediately turn it into the Spear form. The exception to this is the Final form, which can't be reached using this method; using your remaining Abirik(s) after you reach Claymore or Weight form won't do anything (unless you used 30 Chams, too). Note that the cost in Chams doesn't change when using the Abiriks to advance to the next form in a path; using Abiriks in this fashion will simply get Cupil to more powerful forms more quickly, at the cost of waiting longer for the next form while you collect the needed Chams (not that that's really a problem). For instance, if Cupil is in Cone form after 4 Chams, feeding it 2 Abiriks would evolve it into Star form. To get to Cutlass form, Cupil would need to eat another 12 Chams, for the required 16 total.

But wait, what if you want to try a different path on the evolution tree, but you already fed Cupil too many Chams? That's where Choms come in. Feeding Cupil a Chom causes the little guy to throw up all the Chams and Abiriks it's eaten back into your inventory (with an accompanying VMU animation to boot). You can then feed it Chams and Abiriks in precisely the order you want. Just make sure to re-feed it before heading off into battle...

--Final Cupil--

The Final form deserves a special mention, because the rules for the Final form are different than the rest of the forms. To get the Final form, you need to feed Cupil all 30 Chams and 3 Abirik Chams. You can't use Abiriks to skip past the Claymore or Weight form to the Final form; unlike the other forms, you need everything before you can reach Final Cupil. Note that you will need to obtain one of the Chams from either the downloaded island or from Pinta's Quest, since only 29 are available in the standard game. Also, if you don't want to do a lot of backtracking, make sure you have 28 Chams before you enter Soltis.

You'll know when you hit the Final form when the VMU screen proclaims "Fainal Pet!" (whoops, spelling error there) and shows Cupil flexing a bicep it suddenly acquired. Final Cupil not only has a cooler attack (sucking in enemies and spitting them out), but it will most likely catapult Fina from the end of the combat pack to the status of attack goddess, since Cupil's last form is easily the most powerful weapon in the game. Of course, if you're using Fina as an offensive tool, you're probably doing something wrong, but it's still a nice upgrade. Note that it's not necessary to obtain Final Cupil to have Fina do decent damage; the Weight form is sufficiently powerful compared to the other final weapons in the game, and you can always boost Fina's strength by buying seeds from Ilchymis. The Claymore form has a status effect associated with it, so it's not that bad either. If, however, you have all the chams and want some overkill, Final Cupil's the way to go.

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---FORM STATISTICS---  
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(By power)

Path #	Name	Attack	Hit%	Other
1	Cupil	58	120	
1	Cupil Blade	67	115	Silence
1	Cupicone	73	120	

2	Cupil Cannon	86	105	
1	Cupil Sword	90	115	
2	Cupil Club	99	110	
1	Cupil Star	103	120	
2	Cupil Lance	110	120	
3	Cupil Hammer	122	110	
1	Cupil Cutlass	127	115	Silence
2	Cupil Spike	141	105	
4	Cupil Pan	145	110	
1	Cupil Spear	147	120	
1	Cupil Claymore	157	115	Confusion(?)
4	Cupil Weight	172	105	+15 Dodge
5	Final Cupil	500(!)	100	

(By path)

Path #	Name	Attack	Hit%	Other
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1	Cupil	58	120	
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1	Cupil Sword	90	115	
1	Cupil Star	103	120	
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1	Cupil Spear	147	120	
1	Cupil Claymore	157	115	Confusion(?)
2	Cupil Cannon	86	105	
2	Cupil Club	99	110	
2	Cupil Lance	110	120	
2	Cupil Spike	141	105	
3	Cupil Hammer	122	110	
4	Cupil Pan	145	110	
4	Cupil Weight	172	105	+15 Dodge
5	Final Cupil	500(!)	100	

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---DISCLAIMER---  
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---CREDITS---  
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GameFAQs (www.gamefaqs.com) for providing such a large database of game guides. Also all you on the boards, especially Red XIV and Darqstalker, thanks for the tips!  
Sega for making a great console system.

Overworks for making a wonderful game.

Thanks to Dimetric Houston, Dharkshade, and Cass Bisping for their input.

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