

Skies of Arcadia Boss FAQ

by GohanDZ

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Skies of Arcadia Boss FAQ Version 1.3

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I. INTRODUCTION

When I first bought my Dreamcast, all I had were two demo discs: the one that came with the DC, and a Dreamcast Magazine disc. The DCM disc had a Skies of Arcadia demo. I thought it looked pretty cool, and I love RPGs, so I decided to make it my first purchase. It has not disappointed me one bit. But here at GameFAQs, information is skimpy. There is not a full walkthrough, and the hardest part of most RPGs are the bosses. So I figured, hey, why not write a Boss FAQ? Unfortunately, where I am right now, I can't go back to face the bosses again to estimate their HP. Once I beat the game, I will...or anyone reading this can help me out by sending information they have. You will, obviously, be placed in the Credits.

II. LEGAL STUFF

You can use this FAQ on your site as long as you meet the following conditions:

1. You must e-mail me and ask permission.
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Any other site must ask first.

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III. UPDATE HISTORY

Version 0.1 (12/6/00): Very preliminary version, not submitted to any web site, in which I established the format.

Version 1.0 (12/7/00): This FAQ's first "real" version. Added Tactics section and boss strategies up to the Executioner.

Version 1.1 (12/9/00): Added strategies for the bosses up to Antonio 2.

Version 1.2 (12/11/00): Added strategies for bosses up to Grendel; also added lots of information from MPureka (author of the Ship Battles FAQ.)

Version 1.21 (12/12/00): Not a real update, just added info on some early boss battles provided to me by Arrawnt and did some re-formatting.

Version 1.3 (12/16/00): Added Ship Battle Tactics for the Delphinus; added tactics for bosses up to Dralkor Tank.

IV. GENERAL TACTICS

REGULAR (GROUND-BASED) BOSS BATTLES

1. Level up!! Seriously, this is the single most important thing to do in just about any RPG. And unlike games like FFVIII where enemies get stronger as you do, SoA's bosses and enemies are at a fixed level with fixed stats. So therefore, whenever you gain a level, you gain at least a little advantage.
2. Always use colors to YOUR advantage. You won't be able to use magic or super moves with everyone; sometimes you'll have to use regular attacks. Above all, DON'T read the instruction manual's > as a greater than sign! It means (thanks TheRaijinGaijin) if the enemy is THIS color, use THIS color. For example, blue DOES NOT beat yellow; it's the other way around! The exceptions are red and purple, which are very strong against each other, and yellow and silver, which are strong against each other.
3. Don't waste your Spirit Points on wussy super moves or magic. You should usually save them for your strongest super move.
4. Unless you think you're much more powerful than your enemy is (which you shouldn't be), always cast Increm on your strongest character.
5. Whenever possible, use items in place of spells and save your Spirit Points for offensive spells and Super Moves. For example, use Crystals in place of Sacri/Sacres/Sacrum.
6. Know the enemy and its (or their) attacks and tendencies. How can you find this information out? You COULD figure it out yourself by dying a couple times...or just read this FAQ!

SHIP BOSS BATTLES

With the Little Jack...

1. All of the above steps, except for #2 and #3, apply. Just know that yes, you CAN cast Increm and healing spells on your ship! Unlike ground battles, however, Increm will wear off after two rounds, so make sure to recast it when that happens.
2. With a few exceptions, (which will be stated when they apply), always guard when one of the squares is red or yellow. The Little Jack will typically have less HP than the Boss, so it's crucial to conserve HP.
3. Unless you have a Chance square, focus! With the Little Jack, it's important to have at least 25 Spirit Points: 15 for the Harpoon Cannon and 10 for purposes such as healing or Increm.
4. Then again, don't use healing spells if you don't have to. Use Kits, unless you have a spell that can heal more than the Kits can.
5. Use the Harpoon Cannon at first opportunity, even if the square is red or yellow. It is the Little Jack's most powerful weapon BY FAR, and for much of the beginning of the game, it can take down even bosses in one hit!

With the Delphinus...

1. Obviously, you'll want to follow most of the same strategies as the Little Jack.
2. Know that the Delphinus has much more HP than the Little Jack: It starts with 40000 as compared to the Little Jack's 10000. This makes healing much less vital. Also, each Captain Stripe adds 2000 HP rather than 1000, so use them on the Delphinus instead of the Little Jack.
3. Make to sure to follow Little Jack step #5, except you're using the Moon

Stone Cannon rather than the Harpoon Cannon, and it costs 20 SP and not 15.

V. BOSS LISTINGS/STRATEGIES

The format I will be using is this:

BOSS NAME

HP:

Color:

Magic/Moves:

Suggested Level (Vyse):

Tactics:

As for HP, obviously, I don't have exact numbers. I'll give an estimate when I can though. For any boss listed that doesn't have estimated HP, please help where you can. The same applies to Magic/Moves...I can't exactly remember what happened ten hours ago! Any GOOD help will result in your name in the credits section.

ANTONIO

HP: About 570

Color: Yellow

Magic/Moves: Thunder of Fury

Suggested Level (Vyse): 2

Tactics: Most of all, get Vyse and Aika to level 2. You CAN get in battles for the few seconds you're "exploring" the ship, so do so! This battle is still possible to win at level 1, but it's much easier at level 2. Watch out for Thunder of Fury, which can deal over 100 damage. Finally, remember that Vyse starts the game with Cutlass Fury...take full advantage of it!

THE SENTINEL

HP: About 1200

Color: Silver

Magic/Moves: Target Search, Blaster

Suggested Level (Vyse): 7-9

Tactics: Unfortunately, I don't recall too much about this battle. What I do remember is to watch out when he uses "Target Search", since that means he's going to unleash his Blaster the next round. It may be in your best interest to guard with Vyse and Aika the round after to minimize damage.

SHIP BATTLE: BLACKBEARD

HP: About 10000

Color: N/A

Magic/Moves: N/A

Suggested Level (Vyse): N/A

Tactics: This fight's main purpose is to introduce you to ship battles...you definitely shouldn't lose. Fire with either Vyse or Drachma using the Standard Cannon (more powerful than Main Cannon), and Focus with the other two as long as no square is red or yellow. When you're given a choice as to what to do, choose to maneuver behind Blackbeard. From here on, fire with Vyse and Drachma, you should win in no time.

BLELGOCK

HP: About 4800 (!)

Color: Green

Magic/Moves: Vile Breath, Poisonous Bile

Suggested Level (Vyse): 10-11

Tactics: The only reason you may have trouble with this battle is this guy's extremely high HP...and maybe poison. His regular attacks, counter attacks, and Poisonous Bile can poison, so if it's near the beginning of the battle, make sure to use a Curia Crystal. Like usual, use Cutlass Fury when you can, and heal when necessary. Eventually you'll beat down the big tub of lard.

EXECUTIONER & 2 SPELL WARDENS

HP (Executioner): About 1800

HP (Spell Wardens): About 480

Color (all 3): Yellow

Magic/Moves (Executioner): Tackle, Sonic Wave

Magic/Moves (Spell Wardens): Increm

Suggested Level (Vyse): 11-12

Tactics: This battle can be very frustrating. MAKE SURE VYSE AND AIKA ARE AT LEAST LEVEL 11! Other than that, you may have to rely on luck. You see, the Spell Wardens have no problem casting Increm on the Executioner...and combined with his vicious Tackle, it's quite a deadly combo. Vyse and Aika will probably both die with only one Tackle. It may be best (using green weapons) to attack one Spell Warden with everyone in the first turn, and then the other one the next turn. If you're level 11 and using green weapons, each of them should be taken out in one turn apiece, hopefully without casting Increm on the Executioner. After that, you should have enough Spirit to use Drachma's Tackle, so do so. It's more powerful than Cutlass Fury. Attack normally unless you can Tackle, and heal when necessary. Eventually you should kill him. Good luck...it took me 5 tries with my characters at level 11 to win this.

2 ROYAL GUARDS

HP: About 620

Color: ?

Magic/Moves: Sacri, Counterstrike

Suggested Level (Vyse): 12-13

Tactics: This fight may take you a long time, simply because they can heal each other. It's not really that hard though. Focus all of your attacks on one guard, using Cutlass Fury when you can and attacking normally otherwise. Be prepared to heal on a turn after one of the guards counters your attacks. Once one of them goes down, this battle becomes much easier.

ROCK WYRM

HP: About 4200

Color: Red

Magic/Moves: Volcanic Blast, Cinder Storm

Suggested Level (Vyse): 15-16

Tactics: Make sure Fina is at least level 10-11 before getting into this fight, or she will go down rather quickly. The Rock Wurm is very fond of using Volcanic Blast, which is unfortunate, because it can deal over 500 points of damage to your characters. Another special move of his, Cinder Storm, isn't very damaging, but stones the target. Anyway, you should cast Crystales with Aika every single round. Fina should either heal or focus as necessary, and Vyse should attack normally (with a purple weapon) until there's enough to do Cutlass Fury. Make sure to have plenty of Sacri/Sacres Crystals going into this battle.

UPDATE

If you have an item that guards against stone, make sure to equip it on Vyse before this battle. (MPureka's advice)

SHIP BATTLE: RECUMEN, THE RED GIGAS

HP: N/A

Color: N/A

Magic/Moves: Red Ray

Suggested Level (Vyse): N/A

Tactics:

UPDATE

Turns out there's an easier way to defeat Recumen, as long as you have a 3" blaster. The following information is taken from MPureka's Ship Battles FAQ: A seemingly indestructible opponent, the key to defeating the Red Gigas is to

not die. At first, this seems more difficult than it sounds. The trick here is to knock him off balance. In each round where your danger level is red, he will fire the Red Ray, which does terrific amounts of damage. However, if you hit him with enough firepower in that round, the beam shot will miss and you will take no damage. To do this, fire your secondary cannon the round before, and stretch the shot into the round he fires. Then fire the Standard Cannon in the round he attacks. The combined firepower will keep you from getting hit.

If you don't have the 3" blaster, use this strategy:

First off, it's important to get it into your head that you CAN'T KILL RECUMEN, so don't bother trying. For the first two rounds of this battle, Guard the red square, and Focus the rest. Even when guarding, his Red Ray will do 3000-4000 damage, but it's better than 8000+. On the third round, you should probably heal (Sacres heals 8000 damage) on the first block. Make absolutely sure to use the Harpoon Cannon on the red square! It won't do much damage, but it will throw off his aim so he doesn't hit you. You can choose either to aim for the head or the feet; I chose the head, but I don't think it really matters. In this round, you may have two red/Harpoon Cannon squares. Use the Cannon for one of them, and guard on the other. After this round, you can choose either to attack him head-on, or to retreat and regroup. As I mentioned before, you can't kill him, so choose to retreat and regroup. You won't get any Experience, but you will live...to fight another ship battle!

SHIP BATTLE: THE LYNX

HP: About 24000

Color: N/A

Magic/Moves: Pyri, Wevles

Suggested Level (Vyse): N/A

Tactics: To win this battle, you must do two main things. One is to make the right choices; the other is to have the 15 SP necessary to fire the Harpoon Cannon in the fourth round. The Lynx will fire the magic spells Pyri and Wevles at you; Pyri will do about 1200, but Wevles is much more damaging, at about 4000 a pop. For the first two rounds of this battle, fire a cannon only once each time. Either Guard or Focus the rest of the squares. The first choice to make is to catch her off guard with a sharp turn. For the second choice, try to get behind her. The third choice doesn't really matter; either way, you'll get to fire the Harpoon Cannon next round. Finally, when you can, fire the Harpoon Cannon and watch the Lynx go down in flames! Die, Lynx, die!!

SHIP BATTLE: THE CHAMELEON

HP: About 30000

Color: N/A

Magic/Moves: Type D Torpedo, Type D Subcannon, Revolver Cannon,
Flamethrower

Suggested Level (Vyse): N/A

Tactics: You've finally made it through the annoying South Ocean and gotten through the confusing Horteka, and your reward is...a boss fight?!?! Damn. Anyway, none of the Chameleon's attacks are that powerful. The most damage done to me at once was 2500 by the Flamethrower. Attack with your most powerful weapon whenever there's a "C1" square, and Focus enough that you're able to fire the Harpoon Cannon when it comes up. For this battle, the Harpoon Cannon alone won't be enough damage to win; you'll have to pound away with your other weapons too. All in all though, it's not a very difficult fight.

ANTONIO 2

HP: About 5500

Color: Yellow

Magic/Moves: Thunder of Fury

Suggested Level (Vyse): 18-20

Tactics: Alfonso resurrected this pushover for you to battle again? Haha, don't

make me laugh. All Antonio 2 can do to you is a regular attack that only does about 200-300, and Thunder of Fury, which can now deal 750-850 damage. Whoopee. Use Increm on Vyse and Drachma at the beginning, use Tackle whenever you can (for about 1000 damage a pop), and just attack normally otherwise, healing with Fina. Eventually you'll destroy him again. As a side note, I had gotten lost in Moon Stone Mountain and was at level 20 for this battle; you don't really need to be that strong though.

RIK'TALISH

HP: About 7000

Color: Green

Magic/Moves: Circle of Panic, Feather Slash, Ring of Sleep

Suggested Level (Vyse): 20-22

Tactics: Another boss that's not that difficult. Two of his attacks merely affect a character's status, and the other is an "area" attack that does about 1000 damage. By now, your characters should have enough HP to survive that, so just heal after he performs this attack. For either of the other two attacks, either cast Curia or use a Curia Crystal...there's no real reason to let a character remain confused or asleep until being attacked. To kill him, just pound away, using Drachma's tackle whenever possible. I've found that if you have either Fina or Aika focus each turn, you should always have enough Spirit to use Tackle. The other of the two should help the party recover from the last attack performed by Rik'Talish. Finally, Vyse should do a regular attack every turn, obviously using a red weapon. You should achieve victory within 5-7 rounds.

SHIP BATTLE: THE CHAMELEON (again)

HP: Still about 30000

Color: N/A

Magic/Moves: Type D Torpedo, Type D Subcannon, Handgun, Test Cannon

Suggested Level (Vyse): N/A

Tactics: He's just as easy as last time around. The only differences are that where the Flamethrower was, he now has a semi-powerful handgun, and he now has a seemingly very powerful Moon Stone Cannon. The thing is, although it LOOKS painful, the Moon Stone Cannon only does 3000-3500 damage. Just whittle away De Loco's HP and you'll defeat him again...hopefully for good this time.

SHIP BATTLE: GRENDEL, THE GREEN GIGAS

HP: N/A

Color: N/A

Magic/Moves: Fist of Grendel, Boulder Throw

Suggested Level (Vyse): N/A

Tactics: Oh man...after the error with the first Gigas, I was hoping that we would be able to stop the others from being summoned. Looks like that won't be happening though...anyway, Grendel definitely looks much cooler than Recumen, and his attacks look more powerful too. In reality though, his attacks are actually weaker than Recumen's. If you're guarding, the Fist of Grendel should only do 1000-1500, and the Boulder Throw 1500-2000. If you don't guard, however, the Boulder Throw can do 5000+, so make sure to guard on red AND yellow squares. Other than that, use your most powerful cannons and the Harpoon Cannon when it comes up. Eventually, Grendel will start staggering. From here, the next time you use the Harpoon Cannon, you will knock him into the canyon and win the battle. Just don't forego guarding to Focus if a Harpoon Cannon is coming up next turn; you'll always eventually have another opportunity to use it.

GORDO & 3 MAD CHEFS

HP (Gordo): Less than 2300

HP (Mad Chefs): Less than 550

Color: Red

Magic/Moves (Gordo): Digest, Loqua Spray

Magic/Moves (Mad Chefs): Pyres

Suggested Level (Vyse): 22-23

Tactics: This battle is very easy. You should have enough spirit to have enough to use Rain of Swords in the second round, which will eliminate all 3 Mad Chefs. Gordo takes a little more effort. His only real attack is Loqua Spray, but to use that he must Digest first. You shouldn't have to worry about guarding though, since Loqua Spray only does about 550-650 to each character. Just use your strongest Super Moves and regular attacks on him, and you'll win in no time.

SHIP BATTLE: VALUAN GUNBOAT

HP: Less than 17000

Color: N/A

Magic/Moves: Large Cannon, Heavy Subcannon. Torpedo

Suggested Level (Vyse): N/A

Tactics: Just Guard or Focus until you get the chance to fire the Harpoon Cannon. Then fire the Harpoon Cannon. Valuan Gunboat go BOOM.

SINISTRA & DESTRA

HP: About 4400

Color: Red (Sinistra), Purple (Destra)

Magic/Moves: Death Waltz (both), Explode (Sinistra), Tundra Blast (Destra)

Suggested Level (Vyse): 24-25

Tactics: This fight might seem hard at first, but as long as you have Gilder's S-Move Gunslinger, it's a piece of cake. First of all, the two heads will perform Death Waltz until one of them dies, and it does about 1200 to your whole party. But once one dies, the other can only use an attack that does about 600 to the party. Beating them is easy if you do this each round: Vyse should Focus, Aika and Fina should Guard/Heal/Whatever, and Gilder should use Gunslinger. As long as Gilder's gun is Purple against Sinistra and Red against Destra, you will destroy them each with only two Gunslingers.

Vigoro

HP: About 5600

Color: ? (Why I forgot to write his color, I don't know)

Magic/Moves: Vigoro's Charm

Suggested Level (Vyse): 25-26

Tactics: Another easy battle. Vigoro's regular attack only does 400-500, and Vigoro's Charm damages and confuses Aika. That's it. Just pound away, using Gunslinger when possible, and attacking normally with everyone...even Fina. You don't even have to bother curing Aika's confusion, since it's not worth losing a possible attack on Vigoro.

DRALKOR TANK

HP: 7700

Color: ? (Mental Note-remember to write down colors)

Magic/Moves: Wheel Blast

Suggested Level (Vyse): 25-27

Tactics: Another boss with only one special attack? Wow. First of all, that HP total is dead-on, seeing as my final blow dealt only 79 damage. Secondly, Wheel Blast is an area attack that does about 1500-1600 damage, so keep those HP up. Otherwise, use the same basic strategy: use Vyse's regular attacks and Gilder's Gunslinger, and Heal/Increm with Aika and Fina. This battle will take a while because of the high HP total, so if a character dies (for some reason), make sure to revive him/her with Risan or a Risan Crystal.

To be continued...

VII. CREDITS

Myself-For taking the time to write this FAQ; also for working to make the money that bought me my Dreamcast and SoA.

CJayC, founder and webmaster of GameFAQs.com-For creating and running the best damn video game information site on the Internet.

Overworks-For making such an excellent game.

Official Dreamcast Magazine-For providing me with the SoA demo which led to my purchase of SoA.

TheRaijinGaijin-For figuring out how to interpret the instruction manual's color guide.

MPureka-For giving me lots of excellent info after the first version of this guide was published.

Arrawnt-For giving me the information necessary to fill in almost off of my ?'s on the early bosses. Also, for writing what is currently the best and longest SoA walkthrough on GameFAQs.

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