

One Piece: Grand Adventure FAQ/Move List

by Kaidyn

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One Piece: Grand Adventure
Full Walkthrough and Move Lists

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Version 1.1

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1) Version History

Version 1.1 - Added a small amount for Buggy, standardized the movelist to be compatible with every version (GCN/PS2/Xbox), though the Control Scheme will still be GCN, having no quick way to look up their control schemes. Anyone with the Xbox or PS2 version, send me an e-mail with your default control scheme please! Added a new permission to legal as well.

Version 1.0 - First version submitted to GameFAQs. Full info on everyone present in Luffy's Grand Adventure, and information on his Grand Adventure.

2) Basic Information

One Piece: Grand Adventure is a multi-platform games based on the One Piece anime. This anime is incredibly popular in Japan and has a large following in America as well. It is about a pirate, Monkey D. Luffy, that decides he wants to be King of the Pirates and obtain the legendary treasure One Piece. He meets many allies along the way and fights many powerful opponents as well.

3) Gameplay

This game is a party fighter, much like Power Stone or Super Smash Brothers. It isn't really meant to have the high technicality that you see in games such as Virtua Fighter or Tekken, but rather something to just sit down and have fun with.

3a) Control Scheme

This is for the Gamecube version of the game, as that is the version I own.

Control Stick - Moves the character

L trigger - Used to activate special/secret moves

R trigger - Used to block

B button - Throw/Pick Up Item

A button - Front Attack

X button - Up Attack

Y button - Jump

3b) Modes

Grand Adventure: The meat of the game. You pick a pirate captain (initially only Luffy is available) and go through their storyline. Along the way you get loot, support characters and other playable battle characters. Most of this mode is 1 on 1 fights, however they also have numerous mini-games.

Versus: One on one, normal rules. The basic mode in pretty much every fighting game.

Arena: A ranking battle. Pick a character, and fight multiple battles to raise that character's rank.

Tournament: Similar to versus, but in a tournament style bracket.

Training: Practice fighting as a character against dummy opponents.

Special Games:

Box Crusher: Destroy a room full of boxes before the time limit elapses.

Rumble Battle: Fight multiple "grunt" opponents and defeat them before the time limit runs out.

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Spotbilled Duck Race: Race around a course on ducks. Like an extremely dumbed down version of a Kart game.

Snake Battle: Fight a giant snake by throwing bombs at it.

Battle Bowl: An odd sports style game. You try to either get your opponent or Gaimon into the opponent's goal.

Snow Shovel: Worst. Minigame. Ever. You need to run around on a pile of snow to try to make the snow dissapate.

4. Characters

Profile: The in-game profile.

Belongings: The belongings you can collect for each character.

Support Characters: The default support characters for each battle character.

Movelist: The movelist, ordered in the most logical order.

F: Front Attack

U: Up Attack

J: Jump

R: Ranged Attack toggle

S: Special Attack toggle

G: Grab button

Favoured Choice: The best choice for their secret attack - it does more damage than the other two choices.

4a. Monkey D. Luffy

~Profile~

Aka: Straw Hat

Group: Straw Hat Pirates

Rank: Captain

Ability: Gum Gum Fruit

Bounty: 30 million Berries

Fighting Style: Fist

Dream: King of the Pirates

Treasure: Straw Hat

Stretching Length: 72 Gum Gum

With a dream in his heart, our hero sails the open seas! He'll gladly risk his life for his friends and beliefs!

~Belongings~

-Straw Hat: Cherished gift from Shanks that symbolizes his vow to become King of the Pirates.

-Sandals: Luffy always wears sandals.

-Pirate Hat: A ship Captain's hat. Different from his straw hat. It makes him look dignified.

-Pirate Coat: A thick coat for a pirate Captain. Makes him look like a real pirate!

-Cool Shades: Sunglasses with a cool look.

~Support Characters~

-Kung Fu Jugon: The martial artist Jugon study under anyone who defeats them. Many have become students under Master Luffy.

~Movelist~

-Super Attacks-

S + F -> G: Gum Gum Dance

S + F -> F: Gum Gum Axe

S + F -> U: Gum Gum Hammer

-Secret Attack-

S + U -> U -> F: Gum Gum Scythe -> Gum Gum Cannon

Favoured Choice: Strength

-Front Attacks-

F: Luffy Punch

F + U: Gum Gum Drill

F -> U: Gum Gum Pinwheel

F -> F: Gum Gum Blast

F -> F -> U: Gum Gum Double Barrel

F -> F -> F: Gum Gum Rapid Fire

-Up Attacks-

U: Luffy Swing

U -> F: Gum Gum Quake

U -> U: Gum Gum Stamp

U -> U -> F: Gum Gum Fireworks
U -> U -> U: Gum Gum Battle Axe

-Range Attacks-

R + F: Gum Gum Impact
R + U: Gum Gum Chain Sickie

-Speciality Attack-

R + G: Gum Gum Balloon

-Aerial Attacks-

J -> F: Gum Gum Whip
J -> U: Gum Gum Spear
J -> F + U: Gum Gum Rocket

-Throws-

G: Gum Gum Crossbow
Direction + G: Gum Gum Bell

4b. Nami the Navigator

~Profile~

Aka: Former Pirate Thief
Group: Straw Hat Pirates
Rank: Navigator

Fighting Style: Staff
Dream: Draw world map
Loves: Money & tangerines
Ability: Read the weather
Weapon: Climatact

Thief, navigator, surveyor - Nami can do it all! Luffy's crew are mostly goofs so she keeps them in line. She has a keen eye for money.

~Belongings~

-Climatact: Usopp made this weapon for Nami. A big hit at parties. Nami has yet to pay Usopp for making it.
-Grand Compass: Special compass that records magnetism. Required to navigate the Grand Line.
-Bracelet: Bracelet from Nojiko. Full of memories of Coco Village.
-Fashionable Sunglasses: Stylish circular sunglasses.

~Support Characters~

-Genzo: Lives in Nami's hometown of Coco Village. Has trademark pinwheel stuck in his hat.

~Movelist~

-Super Attacks-

S + F -> G: Squall
S + F -> F: Thunderbolt-Tempest
S + F -> U: Thundergale

-Secret Attack-

S + U -> U -> F: Spring Windstorm -> Tornado-Tempest
Favoured Choice: Intellect

-Front Attacks-

F: Gust

F + U: Cloudy-Tempest
F -> U: Headwind
F -> F: Outrider
F -> F -> U: Cyclone-Tempest
F -> F -> F: Heavy Storm

-Up Attacks-

U: Rain Wind
U -> F: Water Strike
U -> U: Lightning Rain
U -> U -> F: Fine-Tempest
U -> U -> U: Whirlwind

-Range Attacks-

R + F: Cyclone-Tempest
R + U: Thunder-Tempest

-Speciality Attack-

R + G: It's mine!

-Aerial Attacks-

J -> F: Thunder Orb
J -> U: Lightning Blast
J -> F + U: Monsoon

-Throws-

G: Gale
Direction + G: Wave Strike

4c. Roronoa Zolo

~Profile~

Aka: The Pirate Hunter
Group: Straw Hat Pirates
Rank: Swordsman

Fighting Style: Sword
Dream: World's best swordsman
Vow: Never lose again!
Weakness: Tashigi

A swordsman who wields three swords to slash all enemies! He'll overcome any challenge to be the world's greatest!

~Belongings~

-Wado: One of the 21 greatest swords. Worth over 10 million Berries. Reminds him of Kuina.
-Kitetsu III: Extremely sharp but cursed sword forged by the Kitetsu. Zolo's luck and vigor defeated the sword's curse.
-Yubashiri: Lightweight and very sharp sword. Gift from Rogue Town weapon shop owner.
-Towel: Normally tied on his left arm. When he meets a powerful adversary, he wraps it around his head.
-Sash: Very fashionable Japanese-style sash. Prevents overheating.
-Earring: 3 earrings worn on his left ear.
-Necklace: A chainlink necklace.
-Goggles: Goggles with lenses that are clamped with a band. Can also be used underwater.

~Support Characters~

-Johnny: Zolo's comrade during his bounty hunting days. He's always traveling with Yosaku.

-Yosaku: A bounty hunter who treats ZOLO like a brother. A great partner for Johnny.

~Movelist~

-Super Attacks-

S + F -> G: Triple Sword "Tri-Beast Requiem"

S + F -> U: Single Sword "Rising Phoenix"

S + F -> F: Great Tiger Trap

-Secret Attack-

S + U -> U -> U: Dual Sword "Rhino Rampage" -> Santorga "Three Thousand Worlds"

Favoured Choice: Strength

-Front Attacks-

F: Single Sword "Lion Blade"

F + U: Triple Sword "Tiger Trap"

F -> U: Breath of Sword

F -> F: Single Sword "Bronco Blade"

F -> F -> U: Triple Sword "Bull Charge"

F -> F -> F: Triple Sword "Oni Giri"

-Up Attacks-

U: Single Sword "Valve Blade"

U -> F: Dual Sword "Dragon Twister"

U -> U: Dual Sword "Water Blade"

U -> U -> F: Triple Sword "Final Curtain"

U -> U -> U: Triple Sword "Tiger Hunt"

-Range Attacks-

R + F: Triple Sword "Oni Giri"

R + U: Dual Sword "Hawk Wave"

-Speciality Attack-

R + G: Triple Sword "Streaming Wolf Swords"

-Air Attacks-

J -> F: Triple Sword "Raven Hunt"

J -> U: Single Sword "Bear Punisher"

J -> F + U: Single Sword "Sword Flash"

-Throws-

G: Dual Sword "Flash Fang"

Direction + G: Dual Sword "Flash Blade"

4d. Usopp

~Profile~

Aka: The Honorable Usopp

Group: Straw Hat Pirates

Rank: Marksman

Fighting Style: Slingshot

Dream: Warrior of the sea

Post: Captain of Usopp Pirates

Ability: Lying

Followers: 8000 people (lie)

Can carry: Gives up at 5kg

His father is Yassop of the Red-Haired Pirates. He has a talent for inventing which helps in unlikely ways.

~Belongings~

-Slingshot: Weapon that fires many different shots, from Lead Stars to Flame Stars to Smoke Stars and Egg Stars.

-Goggles: Usopp acquired North Blue's newest goggle model of Rogue Town.

-Hammer: Usopp's multipurpose item. Useful for attacking and carpentry.

-Usopp Pound: Hammer made from a frying pan and vinyl. Doesn't really weigh 5 tons. Actually weighs 2kg.

-Bag: Enormous purse-type bag. Many tools are inside.

-Sunglasses: It's flippable! Coolness!

-White Bandana: It's multipurpose!

~Support Characters~

-Pepper: Usopp Pirates crewmate. His dream is to become a master carpenter.

-Carrot: Usopp Pirates crewmate. His dream is to run an inn.

-Onion: Usopp Pirates crewmate. His dream is to become a novelist.

~Movelist~

-Super Attacks-

S + F -> G: My special! Hammer Shooting Star

S + F -> U: My special! Exploding Super Star

S + F -> F: Impact Dial

-Secret Attack-

S + U -> U -> F: Usopp Flee -> Usopp Pound

Favoured Choice: Wisdom

-Front Attacks-

F: Usopp Bazooka

F + U: Usopp Screech

F -> U: Whatever Chop!

F -> F: Usopp Whoa

F -> F -> U: Hammer Line Drive

F -> F -> F: My special! Triple Explode Stars

-Up Attacks-

U: Usopp Kick

U -> F: Caltrops

U -> U: Usopp Hammer Knock

U -> U -> F: Usopp Hammer Fry

U -> U -> U: My special! Egg Star

-Range Attacks-

R + F: My special! Shuriken Stars

R + U: My special! Hot Salsa Star

-Specialty Attack-

R + G: Usopp Factory

-Air Attacks-

J -> F: My special! Blasting Cactus Star

J -> U: Usopp's Magical Bag

J -> F + U: Sea Warrior Dive

-Throws-

G: Usopp Hammer Squeeze

Direction + G: Outta Sight Punch

4e. Sanji

~Profile~

Aka: Master Chef of the Seas

Group: Straw Hat Pirates

Rank: Cook

Fighting Style: Feet

Dream: Find the Great Blue

Belief: Feed all hungry people

Origin: North Blue

Likes: Ladies

Dislikes: Creepy bugs

Former #2 chef of Baratie, the Bistro of the Brine. 1st class cook with a heart. Falls madly in love with beautiful women - has his heart broken often.

~Belongings~

-Sunglasses: Sunglasses used for disguise. When he wears this, he transforms into the mysterious "Mr. Prince."

-Jacket: Suit top coat worn by Sanji.

-Necklace: There's a tiny ornament on it.

-Gaudy Shirt: A patterned short-sleeved shirt.

~Support Characters~

-Zeff: The feared former pirate "Red Shoes Zeff" saved Sanji's life. Owner of Baratie, the Bistro of the Brine.

~Movelist~

-Super Attacks-

S + F -> G: Leg O' Wham Supreme

S + F -> U: Double Layer Cake Kick

S + F -> F: Rotisserie

-Secret Attack-

S + U -> U -> G: Shoulder Shank Crank -> Prime Cut Kick Surprise

Favoured Choice: Technique

-Front Attacks-

F: Pulled Pork Pound Surprise

F + U: Shell Cram

F -> U: Gut Stutter Surprise

F -> F: Fork Swing

F -> F -> U: Turnover Kick

F -> F -> F: Rolling Dish

-Up Attacks-

U: Chicken Flambe

U -> F: Fish Fillet

U -> U: Shrimp Summer

U -> U -> F: Shoulder Shank Crank

U -> U -> U: Tatty Trouncer Surprise

-Range Attacks-

R + F: Table Charge

R + U: Coconut Crush

-Speciality Attack-

R + G: Rabbit Rage Surprise

-Air Attacks-

J -> F: Cooking Summer

J -> U: Head Chef Drop

J -> F + U: Knife Shot

-Throws-

G: Frog Leg Kick

Direction + G: Open-Faced Slamwich

4f. Nefeltari Vivi

~Profile~

Group: Princess of Alabasta Kingdom

Fighting style: Attacks with the Peacock slasher

Traits: Tomboy

Pet: Karoo

Weapon: Peacock Slasher/Peacock String Slasher

She found out Crocodile's plan and spied on his organization, Baroque Works. She had a code name: Ms. Wednesday. An excellent fighter! Her skills made her one of the top agents~

~Belongings~

~Support Characters~

-Karoo: Vivi's pet duck. Captain of Alabasta's Supersonic Duck Squadron!

~Movelist~

-Super Attacks-

S + F -> G: Princess Hurricane

S + F -> F: Allure Perfume Dance

-Secret Attack-

S + U -> U -> F: Peacock String Slasher Runback -> Peacock String Slasher Torrent

Favoured Choice: Technique

-Front Attacks-

F: Peacock Slash

F + U: Princess Slide Kick

F -> U: Peacock Slasher Shot

F -> F: Peacock Slasher Rush

F -> F -> U: Bye Bye Baby

F -> F -> F: Peacock Double Rush

-Up Attacks-

U: Pony Kick

U -> F: Potent Perfume

U -> U: Peacock String Slasher

U -> U -> F: Double String Slash

U -> U -> U: String Slash Typhoon

-Range Attacks-

R + F: Peacock Slasher Dash

R + U: Slasher High Shot

-Speciality Attack-
R + G: Princess Dance

-Air Attacks-
J -> F: String Sky Slasher
J -> U: Slasher Ground Shot
J -> F + U: Princess Kick

-Throws-
G: Princess Slap
Direction + G: Princess Throw

4g. Tony Tony Chopper

~Profile~

Aka: Human Reindeer
Group: Straw Hat Pirates
Rank: Ship doctor

Ability: Human Human Fruit
Fighting style: 7 levels of transformation
Dream: To cure the world
Treasure: Hat
Traits: Blue nose
Likes: Sweets
Dislikes: Perfume

A blue-nosed reindeer who's studied medicine in honor of his hero. Dr. Hiriluk, or Dr. H. He's very curious and very gullible. He has the power of the human human fruits, mixing human and reindeer.

~Belongings~

-Hat: Cherished treasure from Dr. Hiriluk. Symbol of reconciliation.
-Backpack: Chopper always wears this backpack.
-Rumble Ball: This pill alters cursed fruits powers. Allows 7 levels of transformation. Only lasts three minutes!
-Panda T-Shirt: It's embroidered with a panda.

~Support Characters~

-Dr. Kureha: A 140 year-old female doctor with perfect skills. People call her "witch".

~Movelist~

-Super Attacks-
S + F -> G: Absolute Rest
S + F -> U: Keep Out
S + F -> F: Immunizer

-Secret Attack-
S + U -> U -> G: Doctor's Orders -> Reindeer Roundhouse
Favourite Choice: Wisdom

-Front Attacks-
F: Treatment
F + U: Live
F -> U: Injection
F -> F: Cure
F -> F -> U: Inspect

F -> F -> F: Operation

-Up Attacks-

U: Medicine

U -> F: To the Hospital

U -> U: Research

U -> U -> F: Fever

U -> U -> U: Revive

-Range Attacks-

R + F: Anasthetic

R + U: Emergency Case

-Speciality Attack-

R + G: Panacea

-Air Attacks-

J -> F: Strong Medicine

J -> U: Health

J -> F + U: Proud Horn

-Throws-

G: Out of Hospital

Direction + G: Ambulance

4h. Nico Robin

~Profile~

Group: Straw Hat Pirates (archaeologist)

Bounty: 79 million berries

Ability: Hana Hana Fruit

Dream: To know true history

Personality: Mysterious

A mysterious woman looking for the Ponecliff, a stone that has the true history of the world. She's had a bounty on her since she was 8 years old. She's lived in the underworld for twenty years.

~Belongings~

~Support Characters~

-Hana Hana Fruit Powers: The power Nico Robin obtained from her devil fruit. Arms will grow from the ground and shoot guns.

-Mr. 3: Sculptor who loves instigating great crimes. Candleman who can emit wax from his body.

-Ms. April Fool's Day: MR. 3's assistant with excellent taste in color. Controls people's feelings using paint colors.

~Movelist~

-Super Attacks-

S + F -> G: Twenty Two Floret Round

S + F -> F: Six Floret Whirlwind

S + F -> U: Four Floret Pillar

-Secret Attack-

S + U -> U -> F: Sixteen Floret Lock -> 100 Floret Delphinium

Favourite Choice: Technique

-Front Attacks-

F: Two Floret Slash
F + U: Twelve Floret Branch
F -> U: Twelve Floret Launcher
F -> F: Six Floret Spike
F -> F -> U: Four Floret Pound
F -> F -> F: Six Floret Twist

-Up Attacks-

U: Two Floret Loop
U -> F: Six Floret Sling
U -> U: Four Floret Around
U -> U -> F: Two Floret Darts
U -> U -> U: Six Floret Craft

-Range Attacks-

R + F: Four Floret Hold
R + U: Six Floret Craft

-Speciality Attack-

R + G: Six Floret Fall

-Air Attacks-

J -> F: One Floret Drop
J -> U: Six Floret Crush
J -> F + U: One Floret Shot

-Throws-

G: Four Floret Stamp
Direction + G: Six Floret Twist

4i. Buggy the Clown

~Profile~

Group: Buggy Pirates
Rank: Captain

Ability: Chop Chop Fruit
Bounty: 15 million Berries
Dream: Get all the treasure
Speaks: Flamboyantly
Trait: Humongous nose
Likes: Cannons
Dislikes: Shanks

Captain of the circus troop Buggy Pirates, Buggy loves cannons. He and Shanks were comrades during their apprentice years, but Buggy now despises Shanks!

~Belongings~

-Knife: Buggy's favorite knife. He pulls an endless amount out of his clothes.
-Sword: Sword he used to try to end Luffy's life. But the execution failed spectacularly.
-Motor: Engine that powers Chop Chop Buggy. The source of its power is a bomb!
-Buggy Ball: Buggy's special super-powerful bomb. Blows away small town with one shot!

~Support Characters~

-Ritchie the Lion & Mohji: Buggy Pirates first mate. aka "Mohji the Lion Tamer." Has a pet lion.

-Cabaji: Buggy Pirates' No. 2 - Crew Chief. aka "Cabaji the Acrobat." Performs ever-changing acrobatic feats.

~Movelist~

-Super Attacks-

S + F -> F: Chop Chop Festival

S + F -> U: Chop Chop Big Chase

-Secret Attack-

S + U -> U -> F: Chop Chop Party -> Special Buggy Balls

Favourite Choice: Technique

-Front Attacks-

F: Clown Knife

F + U: Awesome Execution

F -> U: Chop Chop Big Spin

F -> F: Chop Chop Harpoon

F -> F -> U: Flashy Knife

F -> F -> F: Chop Chop Buzz Saw

-Up Attacks-

U: Hidden Knife

U -> F: Chop Chop Chase

U -> U: Chop Chop Quick Escape

U -> U -> F: Chop Chop Cutter

U -> U -> U: Chop Chop Catch

-Range Attacks-

R + F: Chop Chop Rapid Fire

R + U: Chop Chop Evacuation

-Speciality Attack-

R + G: Chop Chop Buggy

-Air Attacks-

G -> F: Chop Chop Shot

G -> U: Gaudy Knife

G -> F + U: Gaudy Drill

-Throws-

G: Chop Chop Ramba

Direction + G: Chop Chop Headbutt

5. Grand Adventure

5a. Captain Luffy

Note: This is my second playthrough, and I have a distinct feeling that some of the things marked simply as "Belonging" were originally stat boosting items, so if someone could tell me what each of them do, that would be very helpful.

!!!ZONE ONE: FUSHA VILLAGE SEA AREA!!!

Areas to travel to: Fusha Village

~Fusha Village~

Mode: Rumble Battle

Conditions: 99 Count Battle

Bonus: None
-Unlocks: None
-Opens: Mustard Village

~Mustard Village~

Mode: Standard
Opponent: Nami (3)
Conditions: 99 Count Battle
Opponent's movement is slowed
Bonus: None
-Unlocks: Nami (Battle Character)
-Opens: Red Town

~Red Town~

Mode: Storyline
-Unlocks: None
-Opens: Navy Base 013

~Navy Base 013~

Mode: Rumble Battle
Conditions: 60 Count Battle
Bonus: Win in 50 counts
-Unlocks: Wado (Belonging)
-Opens: Red Town Revisited

~Red Town Revisited~

Mode: Standard
Opponent: Zolo (4)
Conditions: 99 Count Battle
Opponent always has sword effect
Bonus: None
-Unlocks: Roronoa Zolo (Battle Character)
-Opens: Orange Village Sea Area Zone

!!!ZONE TWO: ORANGE VILLAGE SEA AREA!!!

Areas to travel to: Orange Village

~Orange Village~

Mode: Standard
Opponent: Buggy (5)
Conditions: 60 Count Battle
Low damage from attacks
Opponent's movement is slow
Bonus: Finishing attack is with an item
-Unlocks: Cool Shades (Alternate Costume: Luffy)
-Opens: Ruins, Sugar Village, Yellow Town (Can't reach until you get the Merry Go)

~Ruins~

Mode: Rumble Battle
Conditions: 60 Count Battle
Combatants jump low
Bonus: Win in 30 counts
-Unlocks: Johnny (Support Character)
-Opens: None

~Sugar Village~

Mode: Rumble Battle
Conditions: 60 Count Battle
Bonus: None

-Unlocks: None
-Opens: Navy Base No.023

~Navy Base No.023~

Mode: Standard

Opponent: Tashigi (6)

Conditions: 99 Count Battle

Defeat opponent before time up

Bonus: None

-Unlocks: None

-Opens: Syrup Village Sea Area Zone

!!!ZONE THREE: SYRUP VILLAGE SEA AREA!!!

Areas to travel to: Navy Base No.031* or Carmine Town

~Navy Base No.031~

Mode: Rumble Battle

Conditions: 60 Count Battle

Bonus: Win with more than 70% HP

-Unlocks: Climatact (+1 Super)

-Opens: Sea Restaurant Baratie

~Carmine Town~

Mode: Standard

Opponent: Usopp (6)

Conditions: 60 Count Battle

Low damage from attacks

Bonus: None

-Unlocks: None

-Opens: Sea Restaurant Baratie

~Sea Restaurant Baratie~

Mode: Standard

Opponent: Sanji (6)

Conditions: 60 Count Battle

Bonus: Win with more than 30% HP

-Unlocks: Towel (+1 Super)

-Opens: Blue Town*, Syrup Village

~Blue Town~

Mode: Standard

Opponent: Mihawk (20)

Conditions: 30 Count Battle

Stay alive until time up

Bonus: Win with Zolo

-Unlocks: Necklace (Alternate Costume: Zolo)

-Opens: Wrecked Ship

~Syrup Village~

Mode: Storyline

-Unlocks: None

-Opens: Ruins

~Ruins~

Mode: Rumble Battle

Conditions: 60 Count Battle

Bonus: Win in 30 counts

-Unlocks: Carrot (Support Character)

-Opens: Ruins (Part 2)

~Ruins (Part 2)~

Mode: Standard

Opponent: Usopp (6)

Conditions: 60 Count Battle

High damage from items

Low damage from attacks

Bonus: Knock out opponent

-Unlocks: Pepper (Support Character) Usopp (Battle Character)

-Opens: Syrup Village (Part 2)

~Syrup Village (Part 2)~

Mode: Rumble Battle

Conditions: 60 Count Battle

Bonus: Do not jump

-Unlocks: Bag (+1 Item)

-Opens: Syrup Village (Part 3)

~Syrup Village (Part 3)~

Mode: Standard

Opponent: Kuro (8)

Conditions: 99 Count Battle

Opponent's movement is very fast

Defeat opponent before time up

Bonus: Finishing attack is a Super Attack

-Unlocks: Onion (Support Character) Merry Go (New Ship)

-Opens: Wrecked Ship

~Wrecked Ship~

Mode: Standard

Opponent: Don Krieg (4)

Conditions: 60 Count Battle

High damage from falling

Bonus: None

-Unlocks: None

-Opens: Sea Restaurant Baratie (Part 2)

~Sea Restaurant Baratie (Part 2)~

Mode: Standard

Opponent: Don Krieg (8)

Conditions: 99 Count Battle

High damage from falling

Bonus: Do not "ring out"

-Unlocks: Zeff (Support Character)

-Opens: Sea Restaurant Baratie (Part 3)

~Sea Restaurant Baratie (Part 3)~

Mode: Standard

Opponent: Don Krieg (8)

Conditions: No Time Limit

You always have poison effect

High damage from falling

Bonus: None

-Unlocks: Sanji (Battle Character)

-Opens: Yellow Town

!!!ZONE TWO: ORANGE VILLAGE SEA AREA REVISTED!!!

Areas to travel to: Yellow Town

~Yellow Town~

Mode: Standard

Opponent: Buggy (8)
Conditions: 99 Count Battle
High damage from falling
Low damage from attacks
Defeat opponent before time up
Bonus: None
-Unlocks: None
-Opens: Rogue Town Sea Area Zone

!!!ZONE FOUR: ROGUE TOWN SEA AREA!!

Areas to travel to: Cream Village*, Salt Village

Note: You lose Nami as a Battle Character at the beginning of this area.

~Cream Village~

Mode: Rumble Battle
Conditions: 60 Count Battle
Bonus: Do not jump
-Unlocks: Slingshot (+500 Experience)
-Opens: None

~Salt Village~

Mode: Standard
Opponent: Arlong (10)
Conditions: 30 Count Battle
Stay alive until time up
Low damage from Super Attacks
Bonus: Knock out opponent
-Unlocks: Genzo (Support Character)
-Opens: Coco Village

~Coco Village~

Mode: Standard
Opponent: Nami (8)
Conditions: 60 Count Battle
Opponent always has shoes effect
Bonus: Win without knocking opponent out
-Unlocks: Sunglasses (Alternate Costume: Usopp)
-Opens: Arlong Park

~Arlong Park~

Mode: Standard
Opponent: Arlong (10)
Conditions: No Time Limit
Low damage from Super Attacks
High damage from falling
Bonus: Do not "ring out"
-Unlocks: Bracelet (Belonging), Nami (Battle Character)
-Opens: Ruins, Gray Town, Navy Base No.046

~Ruins~

Mode: Standard
Opponent: Zolo (His current level on your crew)
Conditions: No Time Limit
Opponent always has sword effect
Bonus: Win with more than 30% HP
-Unlocks: Kitetsu III (Belonging)
-Opens: None

~Gray Town~

Mode: Box Crusher

Conditions: 99 Count Battle
Bonus: Win in 50 Counts
-Unlocks: Sandals (Belonging)
-Opens: Rogue Town

~Navy Base No.046~

Mode: Rumble Battle
Conditions: 60 Count Battle
Bonus: None
-Unlocks: None
-Opens: None

~Rogue Town~

Mode: Standard
Opponent: Buggy (9)
Conditions: 60 Count Battle
Low damage from Super Attacks
Bonus: Knock out opponent
-Unlocks: Goggles (+500 Experience)
-Opens: Rogue Town (Part 2)

~Rogue Town (Part 2)~

Mode: Standard
Opponent: Tashigi (9)
Conditions: 60 Count Battle
Bonus: Knock out opponent
-Unlocks: Grand Compass (+1 Support)
-Opens: Rogue Town (Part 3)

~Rogue Town (Part 3)~

Mode: Standard
Opponent: Chaser (10)
Conditions: 30 Count Battle
Low damage from attacks
Stay alive until time up
Bonus: None
-Unlocks: None
-Opens: Drum Kingdom Sea Area Zone

!!!ZONE FIVE: DRUM KINGDOM SEA AREA!!!
Areas to travel to: Misty Peak*, Pepper Village

~Misty Peak~

Mode: Rumble Battle
Conditions: 99 Count Battle
Bonus: None
-Unlocks: None
-Opens: Ruins

~Pepper Village~

Mode: Standard
Opponent: Wapol (11)
Conditions: 60 Count Battle
High damage from falling
Stay alive until time up
Bonus: None
-Unlocks: None
-Opens: Big Horn

~Ruins~

Mode: Standard
Opponent: Vivi (11)
Conditions: 60 Count Battle
Opponent's movement is slow
Bonus: Knock out opponent
-Unlocks: Karoo (Support Character), Nefeltari Vivi (Battle Character)
-Opens: Ivory Town

~Ivory Town~

Mode: Standard
Opponent: Nico Robin (12)
Conditions: 99 Count Battle
Defeat opponent before time up
Bonus: None
-Unlocks: None
-Opens: Inshore Alabasta Kingdom Zone

~Big Horn~

Mode: Standard
Opponent: Chopper (10)
Conditions: 60 Count Battle
Stay alive until time up
Bonus: Win with Sanji
-Unlocks: Necklace (Alternate Costume: Sanji)
-Opens: Drum Castle

~Drum Castle~

Mode: Standard
Opponent: Wapol (12)
Conditions: 99 Count Battle
Defeat opponent before time up
Bonus: Finishing attack is a Super Attack
-Unlocks: Hat (Belonging)
-Opens: Drum Castle (Part 2)

~Drum Castle (Part 2)~

Mode: Standard
Opponent: Chopper (10)
Conditions: 60 Count Battle
Bonus: Knock out opponent
-Unlocks: Rumble Ball (+1 Super), Tony Tony Chopper (Battle Character)
-Opens: Big Horn (Part 2)*, Olive Village

~Big Horn (Part 2)~

Mode: Snow Shovel
Conditions: 60 Count Battle
Bonus: Win in 50 counts
-Unlocks: Dr. Kureha (Support Character), Snow Shovel (Game Mode)
-Opens: None

~Olive Village~

Mode: Standard
Opponent: Zolo (His current level on your crew)
Conditions: No Time Limit
Opponent always has sword effect
Bonus: Win with more than 50% HP
-Unlocks: Yubashiri (Belonging)
-Opens: None

!!!ZONE SIX: ISHORE ALABASTA KINGDOM!!!

Areas to travel to: Ginger Village

~Ginger Village~

Mode: Standard

Opponent: Mr.2 Bon Clay (12)

Conditions: 60 Count Battle

Bonus: Finishing attack is a Super Attack

-Unlocks: Jacket (Belonging)

-Opens: Violet Town*, Navy Base No.063, Navy Base No.064

~Violet Town~

Mode: Spotbilled Duck Race

Conditions: ---

Bonus: Finish race in 90 seconds

-Unlocks: Hammer (+1 Attack), Spotbilled Duck Race (Game Mode)

-Opens: None

~Navy Base No.063~

Mode: Standard

Opponent: Tashigi (12)

Conditions: 60 Count Battle

Bonus: Finishing attack is a Secret Attack

-Unlocks: Earring (Belonging)

-Opens: Brown Town

~Navy Base No.064~

Mode: Standard

Opponent: Chaser (13)

Conditions: 60 Count Battle

Low damage from attacks

Stay alive until time up

Bonus: Win with Nami

-Unlocks: Fashionable Sunglasses (Alternate Costume: Nami)

-Opens: Garlic Village

~Garlic Village~

Mode: Standard

Opponent: Zolo (His current level on your crew)

Conditions: No Time Limit

Opponent always has sword effect

Bonus: None

-Unlocks: None

-Opens: None

~Brown Town~

Mode: Standard

Opponent: Mr.0 Crocodile (15)

Conditions: 30 Count Battle

Opponent's attack gauge is always full

Low damage from attacks

Stay alive until time up

Bonus: None

-Unlocks: None

-Opens: Alabasta Kingdom Sea Area Zone

!!!ZONE SEVEN: ALABASTA KINGDOM SEA AREA!!!

Areas to travel to: Starch*, Rainbase

Note: Do not travel to Alubarna until you get an ingame message about fighting Crocodile, which will be well after this area.

~Starch~

Mode: Box Crusher

Conditions: 60 Count Battle

Bonus: None

-Unlocks: None

-Opens: Kotorea

~Rainbase~

Mode: Rumble Battle

Conditions: 99 Count Battle

Combatants jump low

Bonus: Win with more than 50% HP

-Unlocks: Jugon (Support Character)

-Opens: Yuba

~Yuba~

Mode: Standard

Opponent: Mr.2 Bon Clay (15)

Conditions: 60 Count Battle

Bonus: Finishing attack is by support character

-Unlocks: Sunglasses (Belonging)

-Opens: Erumalu

~Erumalu~

Mode: Standard

Opponent: Nico Robin (15)

Conditions: 60 Count Battle

Bonus: Win with Chopper

-Unlocks: Panda T-Shirt (Alternate Costume: Chopper)

-Opens: Alubarna (avoid), Navy Base No.074

~Navy Base No.074~

Mode: Standard

Opponent: Chaser (15)

Conditions: 60 Count Battle

Bonus: Finishing attack is a Super Attack

-Unlocks: Backpack (Belonging)

-Opens: Nanohana

~Nanohana~

Mode: Standard

Opponent: Trace (15)

Conditions: 60 Count Battle

Opponent's attack gauge is always full

Bonus: Finishing attack is a Super Attack

-Unlocks: Straw Hat (Belonging)

-Opens: Wrecked Ship

~Katorea~

Mode: Standard

Opponent: Tashigi (14)

Conditions: 60 Count Battle

Bonus: Win with more than 50% HP

-Unlocks: Usopp Pound (Belonging)

-Opens: None

~Wrecked Ship~

Mode: Standard

Opponent: Shanks (18)

Conditions: 60 Count Battle

Defeat opponent before time up

Bonus: None

-Unlocks: None

-Opens: Graveyard of Ships Zone

!!!ZONE EIGHT: GRAVEYARD OF SHIPS!!!

Areas to travel to: Wrecked ship, Wrecked Ship (*cough*)

~Wrecked Ship~

Mode: Rumble Battle

Conditions: 60 Count Battle

Bonus: None

-Unlocks: None

-Opens: Wrecked Ship, Wrecked Ship

~Wrecked Ship~

Mode: Standard

Opponent: Trace (20)

Conditions: 60 Count Battle

Opponent's attack gauge is always full

Defeat opponent before time is up

Bonus: Win with Chopper

-Unlocks: Unknown - Chopper is level 13 right now. I'll do this later on.

-Opens: Wrecked Ship

~Wrecked Ship~

Mode: Standard

Opponent: Kuina (18)

Conditions: 60 Count Battle

Bonus: Win with Zolo

-Unlocks: Sash (Belonging)

-Opens: None

~Wrecked Ship~

Mode: Standard

Opponent: Shanks (20)

Conditions: 60 Count Battle

Opponent's attack gauge is always full

Bonus: None

-Unlocks: None

-Opens: None

~Wrecked Ship~

Mode: Standard

Opponent: Mihawk (20) [this one is reeeeeal fun -.-]

Conditions: 60 Count Battle

Opponent's attack gauge is always full

Defeat opponent before time up

Bonus: Knock out opponent

-Unlocks: Compass to Skypiea

-Opens: None

Note: Most annoying battle I've had to do so far. Ended up winning with a Level 21 Sanji - no life left, connected with a Technique Secret Attack, taking off half his life and finishing him.

Next, we need to go back to Inshore Alabasta Kingdom, Sienna Town.

!!!ZONE SIX: ISHORE ALABASTA KINGDOM!!! (Revisited)

~Sienna Town~

Mode: Standard

Opponent: Nico Robin (14)
Conditions: 60 Count Battle
Bonus: None
-Unlocks: None
-Opens: Jaya Sea Area Zone

!!!ZONE NINE: JAYA SEA AREA!!!
Areas to travel to: Mock Town

~Mock Town~
Mode: Box Crusher
Conditions: 60 Count Battle
Bonus: Win in 50 Counts
-Unlocks: Waver (Support Character)
-Opens: None
Note: Back to Alabasta now!

!!!ZONE SEVEN: ALABASTA KINGDOM SEA AREA!!! (Revisited)

~Alubarna~
Mode: Standard
Opponent: Mr.0 Crocodile (16)
Conditions: 99 Count Battle
High damage from Super Attacks
Bonus: Finishing attack is a Super Attack
-Unlocks: Pirate coat (Alternate Costume: Luffy)
-Opens: Alubarna (Part 2)

~Alubarna (Part 2)~
Mode: Standard
Opponent: Mr.0 Crocodile (16)
Conditions: No Time Limit
High damage from Super Attacks
Defeat opponent before time up
Bonus: Finishing attack is a Secret Attack
-Unlocks: Pirate hat (Belonging), Nico Robin (Battle Character)
-Opens: Mock Town (Part 2)

!!!ZONE NINE: JAYA SEA AREA!!! (Revisited)
Areas to travel to: Mock Town
Note: Use Nico Robin at some point to gain her as a character in the other modes.

~Mock Town~
Mode: Standard
Opponent: Kuro (18)
Conditions: 60 Count Battle
Opponent's movement is fast
Bonus: Knock out opponent
-Unlocks: White Bandana (Alternate Costume: Usopp)
-Opens: Vinegar Village

~Vinegar Village~
Mode: Standard
Opponent: Don Krieg (18)
Conditions: 60 Count Battle
Opponent always has shield effect
Bonus: Win with Sanji
-Unlocks: Gaudy Shirt (Alternate Costume: Sanji)
-Opens: Spice Village

~Spice Village~

Mode: Standard

Opponent: Arlong (18)

Conditions: 60 Count Battle

Bonus: Knock out opponent

-Unlocks: Goggles (Alternate Costume: Zolo)

-Opens: Vermillion Town

~Vermillion Town~

Mode: Standard

Opponent: Buggy (20)

Conditions: 60 Count Battle

Bonus: Win with Nami

-Unlocks: lol Nami. She's level 11. Maybe later or someone can tell me, but I'm assuming it's an item that unlocks a costume for her. Just a hunch.

Flying Merry Go too

-Opens: Large Whirlpool

~Large Whirlpool~

Mode: Storyline

-Opens: Skypiea Zone

!!!ZONE TEN: SKYPIEA!!!

Areas to travel to: Garam Masala

~Garam Masala~

Mode: Rumble Battle

Conditions: 60 Count Battle

Bonus: Win with more than 50% HP

-Unlocks: Conis (Support Character)

-Opens: Turmeric, Vanilla

~Vanilla~

Mode: Snake Battle

Conditions: 60 Count Battle

Bonus: Win with more than 70% HP

-Unlocks: Guntall (Support Character), Snake Battle (Game Mode)

-Opens: None

~Turmeric~

Mode: Standard

Opponent: Eneru (21)

Conditions: 60 Count Battle

Opponent's attack gauge is always full

Opponent can jump high

Bonus: Do not "ring out"

-Unlocks: Wyper (Support Character)

-Opens: Ruins

~Ruins~

Mode: Standard

Opponent: Ohm (20)

Conditions: 60 Count Battle

Bonus: Knock out opponent

-Unlocks: White Hat (Alternate Costume: Nico Robin)

-Opens: Ruins

~Ruins~

Mode: Standard

Opponent: Ohm (20)
Conditions: 60 Count Battle
Bonus: Knock out opponent
-Unlocks: Impact dial (Belonging)
-Opens: Maxim

~Maxim~

Mode: Standard
Opponent: Eneru (22)
Conditions: 60 Count Battle
Opponent's attack gauge is always full
Bonus: None
-Unlocks: None
-Opens: Maxim (Part 2)

~Maxim (Part 2)~

Mode: Standard
Opponent: Eneru (22)
Conditions: 99 Count Battle
Opponent's attack gauge is always full
Defeat opponent before time up
Bonus: None
-Unlocks: None
-Opens: End game

Note: Congratulations, you've completed Luffy's storyline! If you completed at least as many of the Bonus objectives I've listed, you got at the ranking of Top Pirate of the Grand Line and unlocked Captain Buggy and Captain Crocodile in Grand Adventure.

5b. Captain Buggy

!!!ZONE ONE: ROGUE TOWN SEA AREA!!!
Areas to travel to: Rogue Town*, Gray Town

~Rogue Town~

Mode: Rumble Battle
Conditions: 60 Count Battle
Bonus: None
-Unlocks: None
-Opens: None

~Gray Town~

Mode: Standard
Conditions: 60 Count Battle
Opponent's attack gauge is always full
Bonus: Knock out opponent
-Unlocks: Mohji (Support Character)
-Opens: Cream Village

~Cream Village~

Mode: Standard
Opponent: Tashigi
Conditions: 60 Count Battle
Bonus: Knock out opponent
-Unlocks: Sword (+1 Attack)
-Opens: Navy Base No.046, Salt Village

~Navy Base No.046~

Mode: Rumble Battle

Conditions: 60 Count Battle

Bonus: Win in 30 counts

-Unlocks: Knife (+1 Attack)

-Opens: None

~Salt Village~

Mode: Rumble Battle

Conditions: 60 Count Battle

Bonus: Win with more than 50% HP

-Unlocks: Cabaji (Support Character)

-Opens: Coco Village

~Coco Village~

Mode: Standard

Opponent: Vivi

Conditions: 60 Count Battle

Bonus: None

-Unlocks: None

-Opens: Ruins, Arlong Park

~Ruins~

Mode: Standard

Opponent: Nami

Conditions: 99 Count Battle

Opponent's movement is fast

Bonus: None

-Unlocks: None

-Opens: Navy Island Zone

~Arlong Park~

Mode: Standard

Opponent: Wapol (6)

Conditions: 60 Count Battle

Bonus: Knock out opponent

-Unlocks: Chessmarimo (Support Character), Wapol (Battle Character)

-Opens: None

6. Thanks

You, for reading my guide.

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and for some reason sparked my idea on how to figure out the preferred

attribute for secret moves

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